

Visionaire Basics for beginners

Video 12.2- Outfits

Introduction

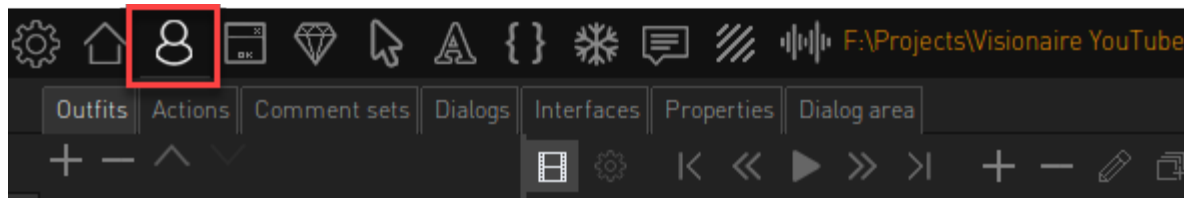
In this section we will talk about outfits. Your character can take on different appearances throughout the game and each of these different appearances we call an 'Outfit'. So outfits are different appearances that your character will be represented as.

As a practical example, imagine a puzzle where you need to wear a disguise or wear a different set of clothes. These will be additional outfits that your character will wear.

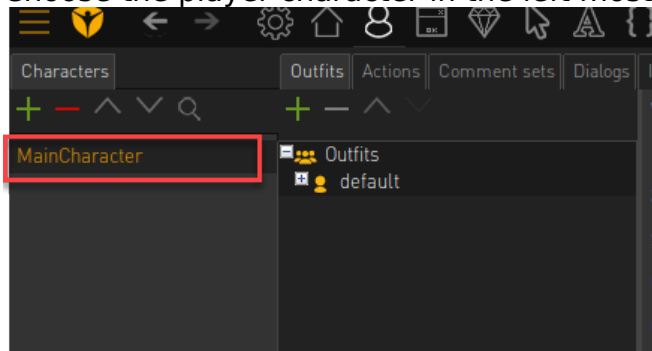
Where do we create outfits?

Outfits are created on your character area.

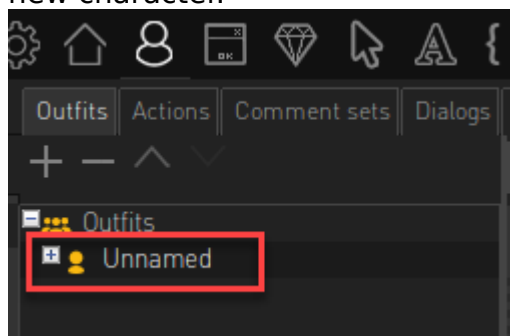
1. Click on the character area button to access.



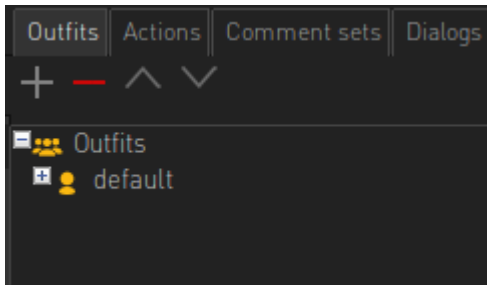
2. Choose the player character in the left most column.



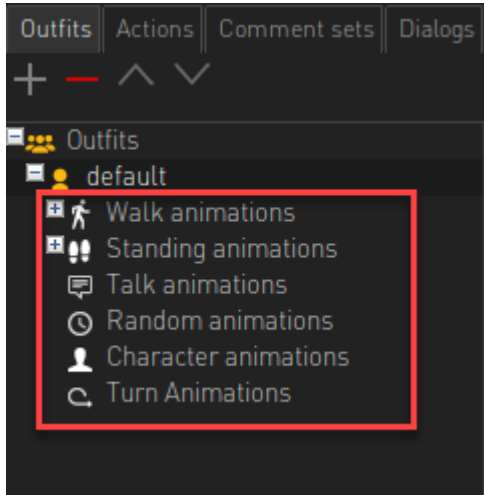
3. Next, notice the outfit area shown to the right of the selected character. Here we already have an outfit labelled 'Unnamed' which is the default outfit created with each new character.



4. Let's rename this outfit to something more appropriate. We will be adding more outfits so it's important to keep our outfits clearly labelled.
 - a. Select the Unnamed outfit entry and press F2. This will allow you to rename the outfit. I'll rename it to 'default'



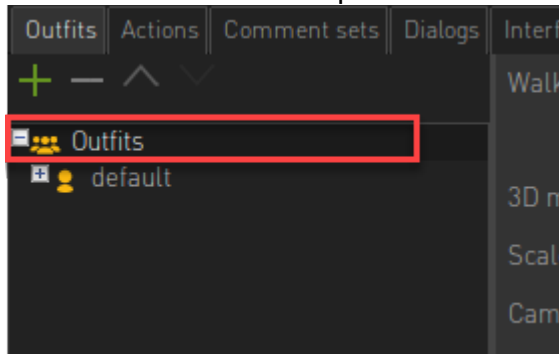
5. Notice that you can click on the plus icon to un-nest the outfit graphics. We have briefly touched on this area in other chapters so we will not delve too deep into this here. For now take note that each outfit will have these exact same parameters.



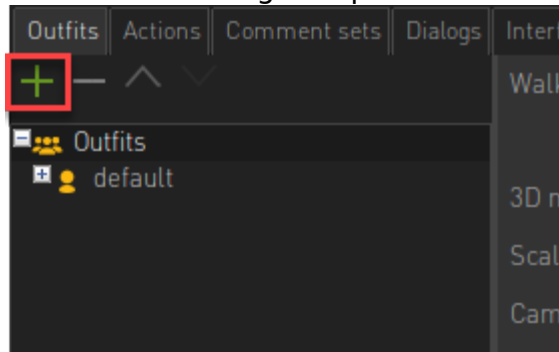
How to create an outfit

To create an outfit do the following;

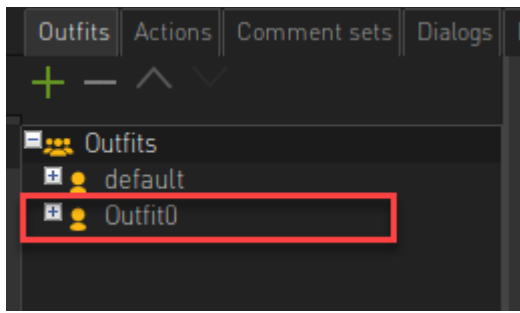
1. Ensure to select the top level item labelled 'Outfits'



2. Now click on the green plus icon to add a new outfit.



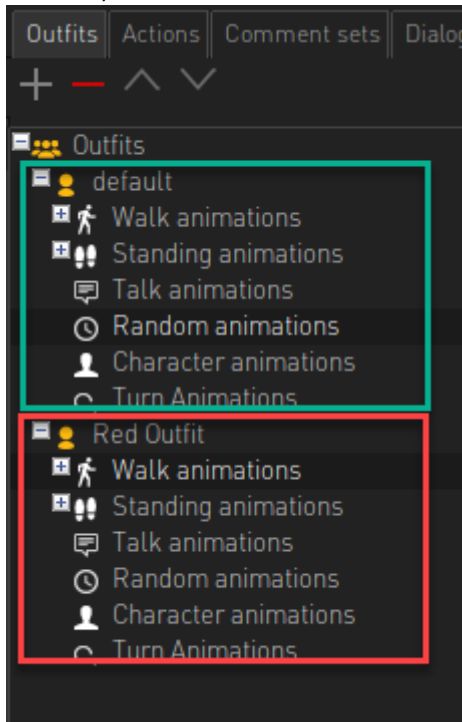
3. This will add a new outfit to your list of outfits.



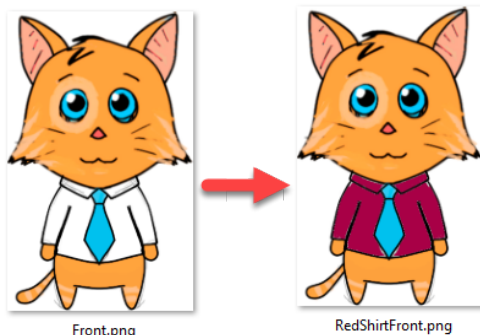
4. Rename this to something more appropriate. I will rename this 'Red Outfit'



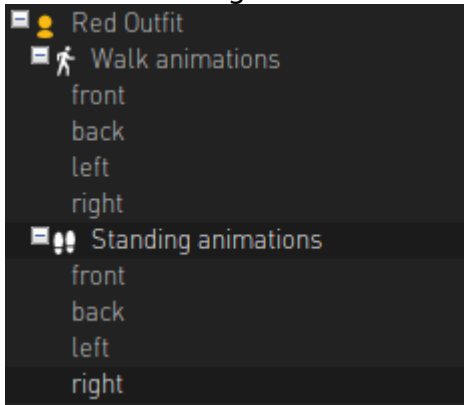
5. Notice that this outfit also includes the standard set of animations. As mentioned before, each outfit will have its own set of animations.



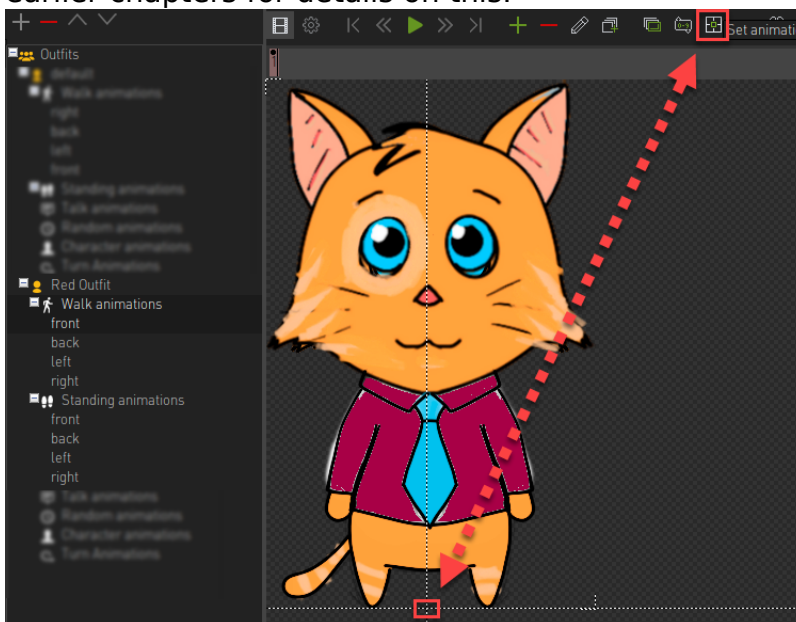
6. Our outfit has been added but we now need to add in our graphics for each sprite direction. We will simply be switching the shirt colour of our character from white to red.



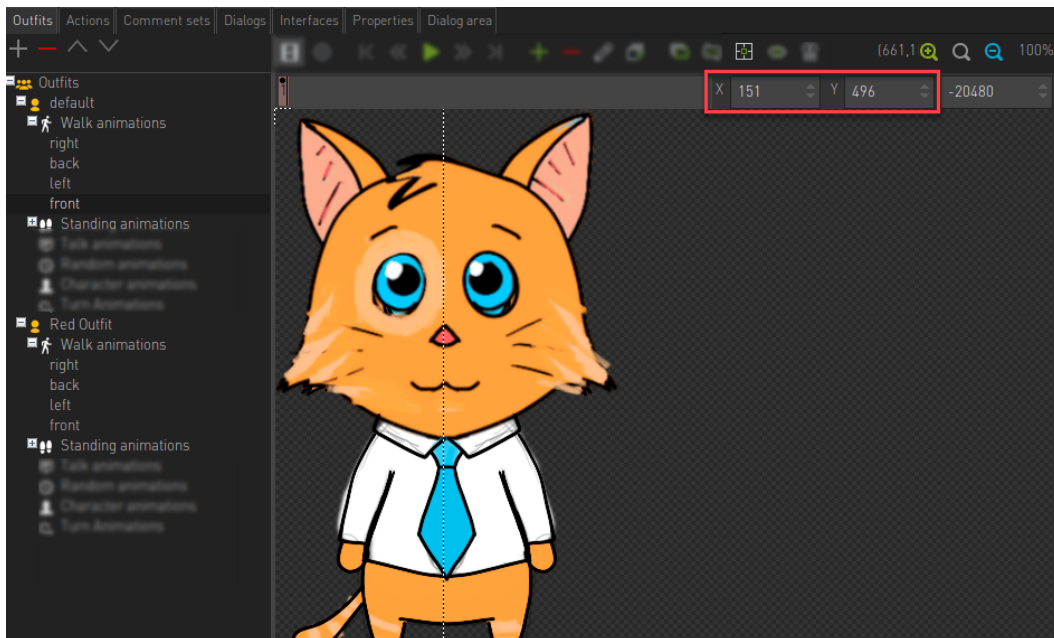
7. We need to add our different images for each direction. Please refer to earlier chapters on how to do this. Add in the relevant graphic for both your Walking and Standing animation sprites
8. Some items to remember
 - a. The files can be found in this location
Graphics\Character
 - b. You need to add in the relevant sprite for Walking front, back, left and right as well as Standing animations front, back, left and right.



- c. When you add a sprite remember to set the animation centre. Please refer to earlier chapters for details on this.



- d. Remember that you can always reference the 'default' outfit to find the matching direction sprite's animation centre. The X and Y values are available in a handy field area shown below. In my project I will copy over these exact amounts into my new outfit.

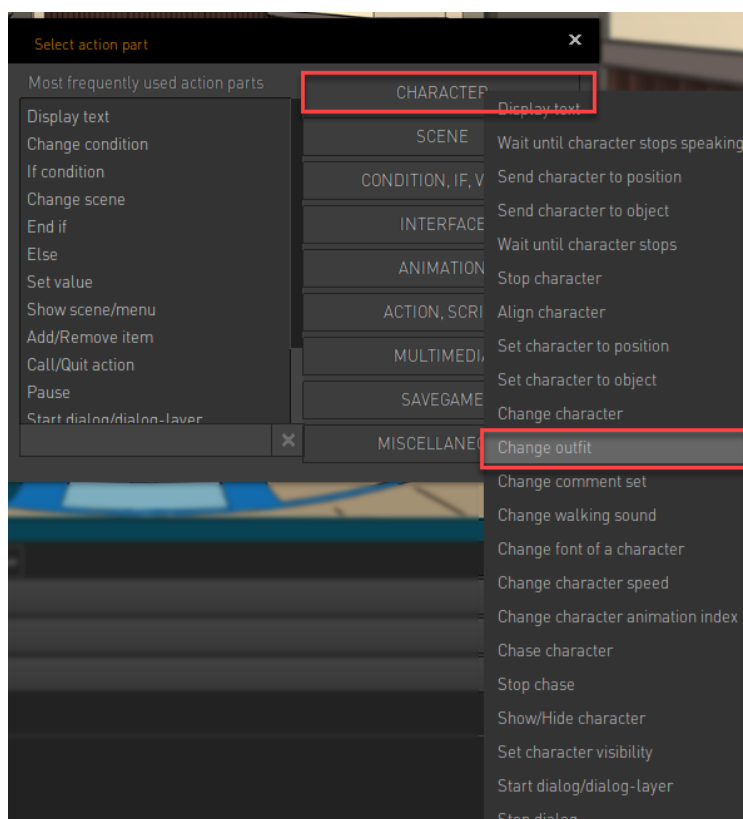


- e. Do the same for each direction available.
- f. We now have two outfits with graphics for each direction. The only difference being the colour of our characters shirt!

Changing Outfits

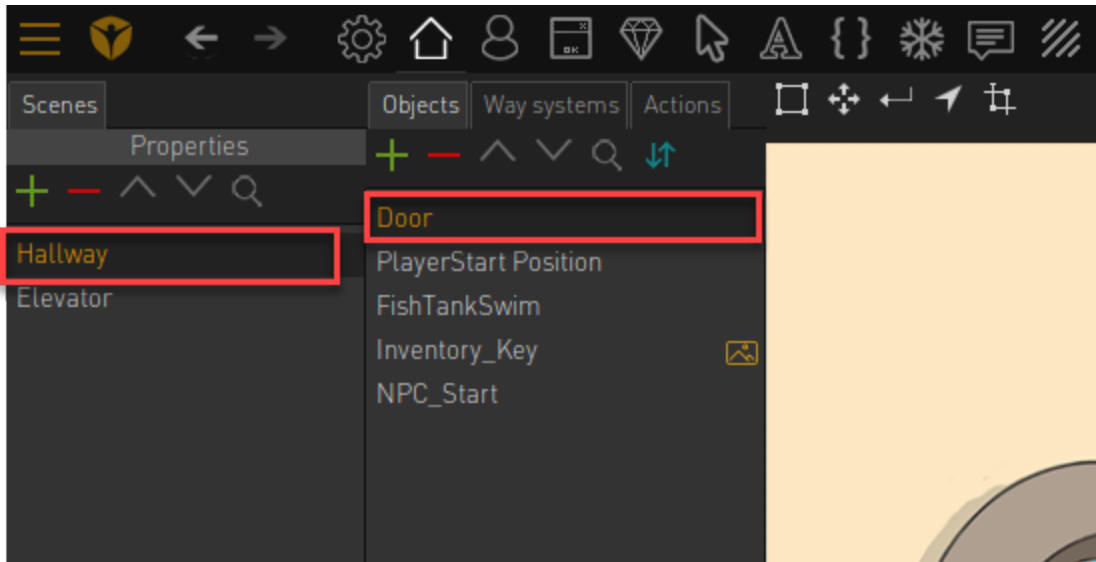
We've made our outfit but how do we now change outfits in game?

1. All outfit changes are done by using the action part called CHANGE OUTFIT. This can be found under the category CHARACTER.

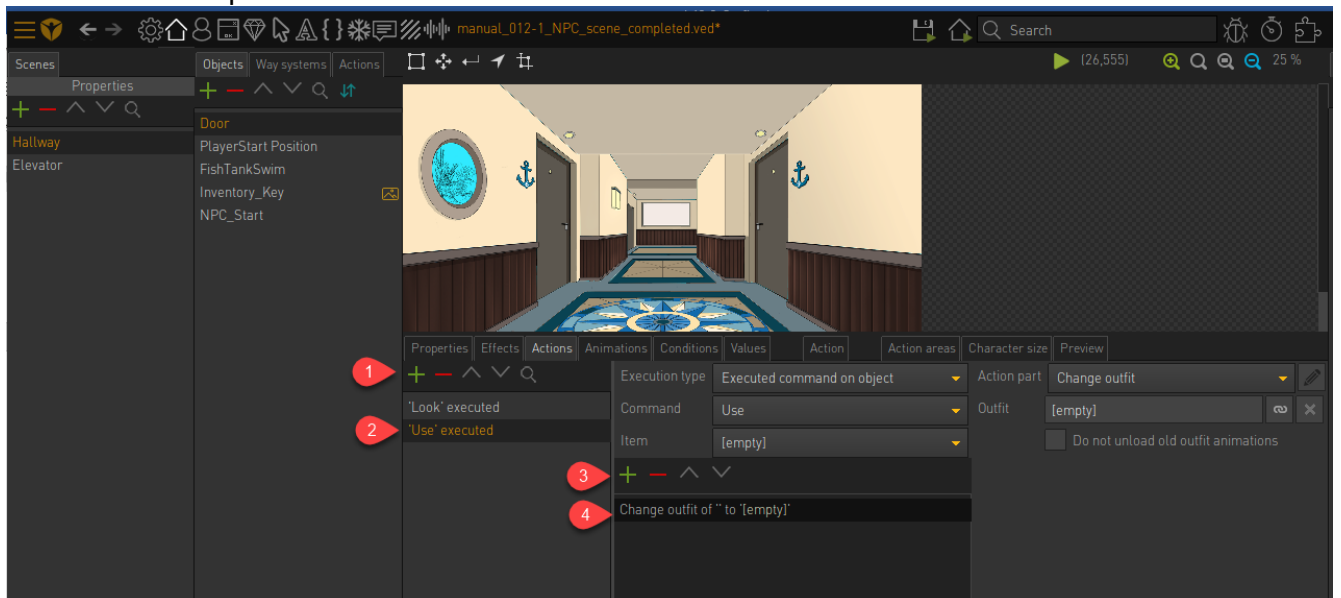


2. Let's use our change outfit action part in our scene. First access the Hallway scene.

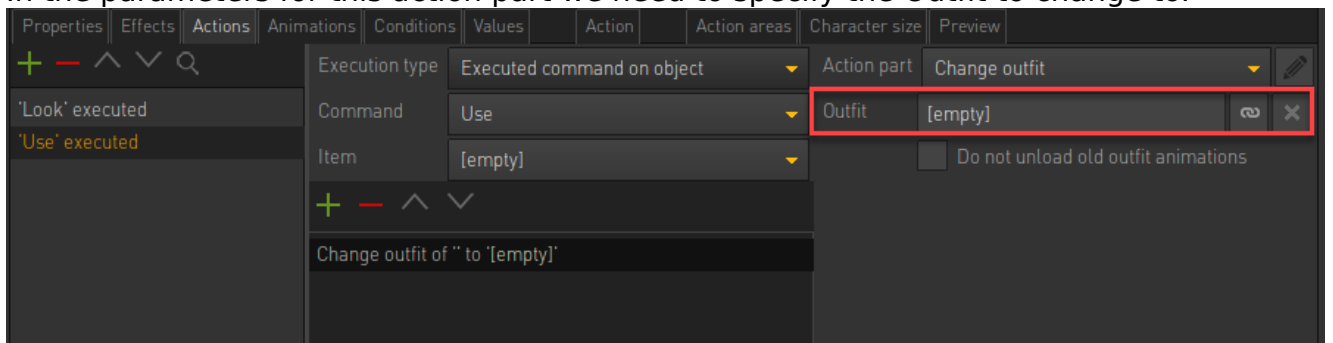
- Here we have a door object and let's say that your character will change outfits when he 'uses' the door.



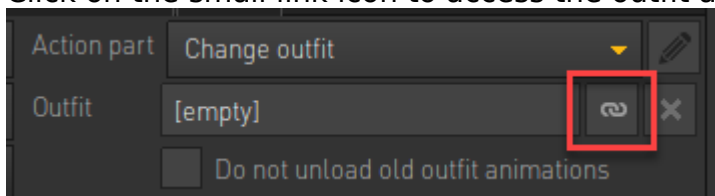
- With the door object selected click on the Actions area and under the USE command add the action part CHANGE OUTFIT.



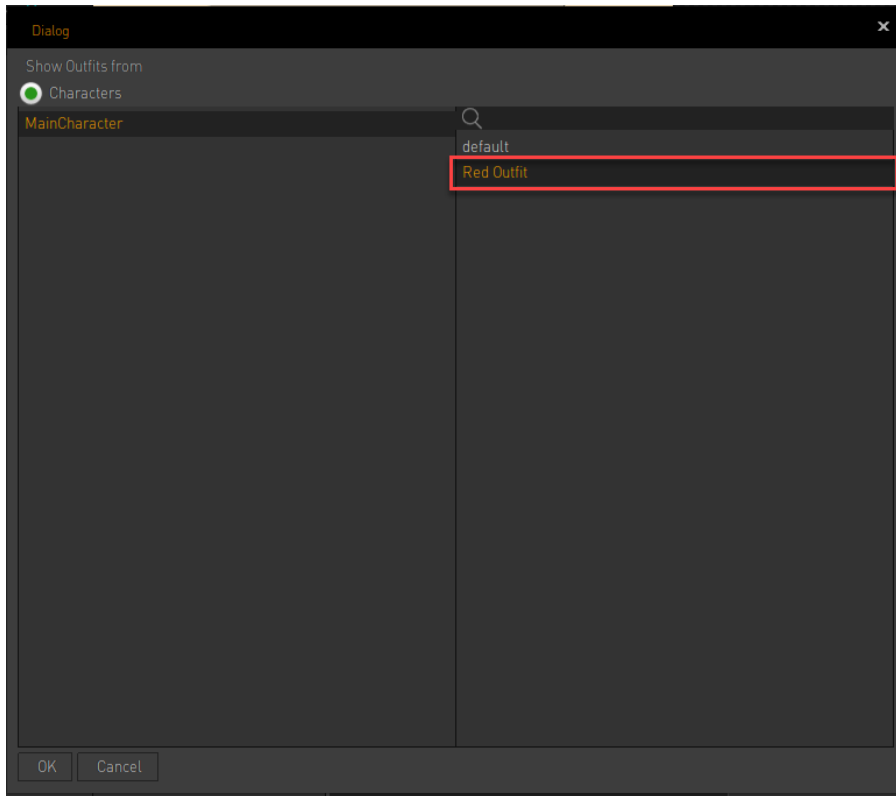
- In the parameters for this action part we need to specify the Outfit to change to.



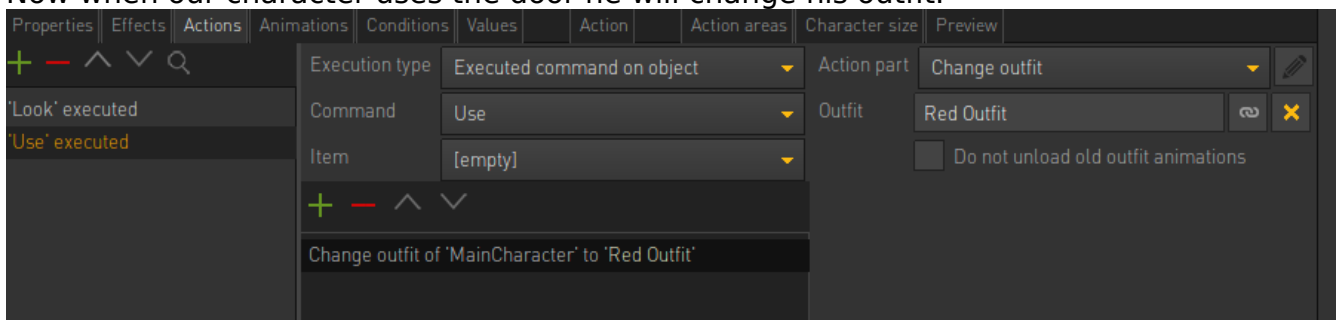
- Click on the small link icon to access the outfit area.



7. Now choose the outfit Red Outfit and click OK.



8. Now when our character uses the door he will change his outfit.



9. Play your scene to test if this does indeed happen.

