

CS250 Intro to CS II

Spring 2017

Sprites

- Moving images!
- It's time to use images that have been created with a software app (e.g. Paint, Photoshop) or captured with a digital device (e.g. scanner, camera)

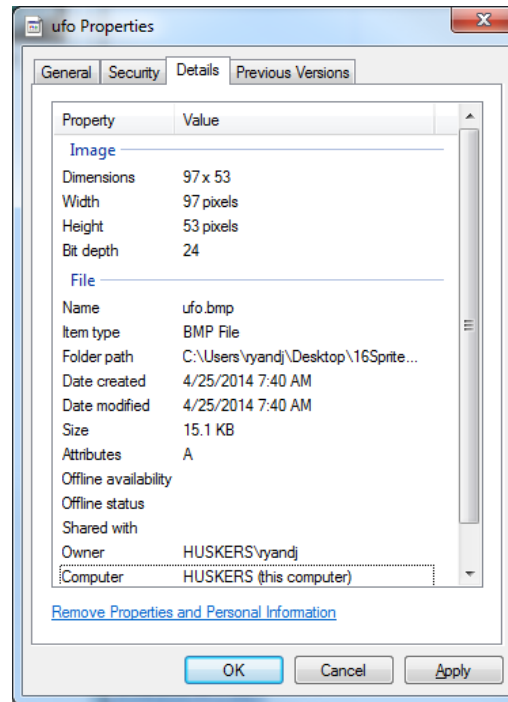
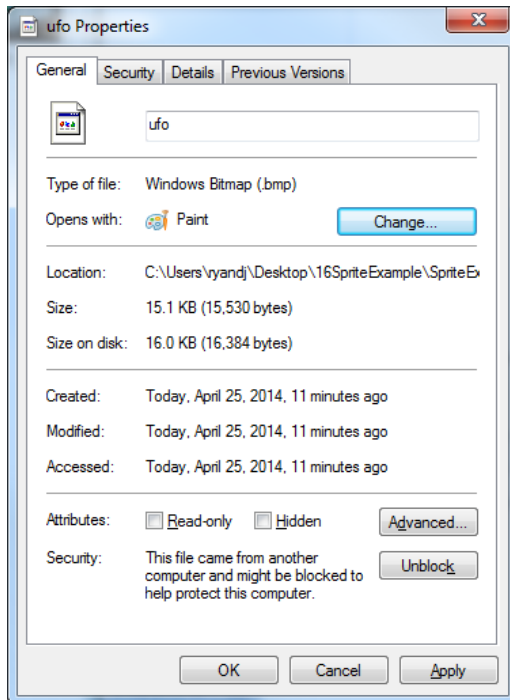
ufo.bmp



Images

- Use SDL_Image library!
- Images are commonly saved as bitmaps
- bitmap – data that describes every pixel in an image
- Acceptable file formats include: .bmp, .jpeg, and .png
- SDLManager has basic sprite functionality

Images



Where to place images?

- Consider a Studio solution called SpriteSDLExample
- Bitmaps are placed in the SpriteExample folder
- This is the same location as your .cpp files
- However, it is more organized to place all images in one folder (Images), and this folder must be located in the same place as your .cpp files

Sprites

- A sprite is a graphic image used in game development.
- In SDL you need to:
 1. Load the images into memory using `loadSprite`
 2. Display the images to the screen using `drawSprite`

SpriteSDLExample

- Grab code from CS250 Public