

I want to Begin Content Creating for AOV!

Where do I begin?

Summary
This is a hub designed for helping you on how to create content!

Program List

Image Editing Software	These are made for editing images. Pick one you like!
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Image	Name	Description
	Adobe Photoshop	Your bog-standard photo manipulation and animation tool. Requires a subscription if you get any of the newer versions.
	Gimp	A free alternative to photoshop. As basic as it gets, but doing animations in this can be annoying.
	Krita	An offshoot of Gimp's project focused more on photo editing and drawing. Has a UI reminiscent of Photoshop.
	Aseprite	A paid sprite art and animation tool. Extremely useful and powerful if you work only in sprite animations.
	Photopea	A free alternative to photoshop. This one opens up .psds and is online based. Contains the exact same layout. Can not handle animations.

Chroma Keying/Video Editing	These are made for cutting out blacked backgrounds and the like. Pick one that you like!
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Image	Name	Description
	Adobe AfterEffects	A Useful tool made for being able to key out backgrounds. It's expensive.
	Blackmagic da Vinci Resolve	A free alternative that allows for easy keying and video editing. Use this in case a guide asks for Blackmagic Fusion 9.
	Blackmagic Fusion 9	Can't find a copy of it? Here it is anyways!
	Adobe Photoshop	Whilst somewhat limited in its video editing capabilities, Photoshop does have a rudimentary system for this kind of work.

Other Important	Miscellaneous programs used mostly for conversion or rendering.
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Image	Name	Description
	ffmpeg	A more advanced video and audio conversion and encoding program.
	apngasm64	A program used to turn PNG strips into animated png files. Use this instead of making .gifs as old guides would lead you to believe.
	Apng Disassembler	A program which turns animated PNGs into a sequence of PNG files and text files you can edit more easily.
	Audacity	A free tool that edits sound. That's it. This is the best option. Use it.

2D Game Ripping Guides

Methods	In general, these will assume you have basic knowledge of the editing and animation tools of your chosen image editing software. If you don't know how to animate in your program, google it.
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Defendant			Victim		
Game	Original Ace Attorney Trilogy		Game	Apollo Justice: Ace Attorney	
Platform	Nintendo DS		Platform	Nintendo DS	
Additional Information			Additional Information		
● Lazy Noob Method. ● "Hard" Ripping methods for the trilogy games. ● File Extraction methods for the trilogy games.			● Lazy Noob Method ● "Hard" Ripping methods for Apollo Justice. ● File Extraction methods for Apollo Justice.		

Detective			First Witness		
Game	Ace Attorney Investigations: Miles Edgeworth 1 & 2		Game	HD Trilogy, AJ HD, Various Fangames	
Platform	Nintendo DS		Platform	Various	
Additional Information			Additional Information		
• Lazy Noob Method. • "Hard" Ripping methods for AAI 1&2. • File Extraction methods for AAI 1&2.			• Lazy Noob Method • For unity-based games, just use this. • For renpy fangames, just open the folder structure. Otherwise, google it.		

3D Game Ripping Guides

Methods	Currently, there are two main methods used for ripping, one is through the 3D Application Software known as 3DSMax, and the other is through Hacked In-game Blacked Footage.
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Defendant			Victim		
Game	Dual Destinies		Game	Spirit Of Justice	
Platform	3DS		Platform	3DS	
Additional Information					
			GMD Spreadsheet		
			DD & SOJ 3DSMax Tutorial 3DSMax Download		

Detective			First Witness		
Game	The Great Ace Attorney Chronicles		Game	Professor Layton vs. Ace Attorney	
Platform	PC		Platform	3DS	
Additional Information			Additional Information		
• Chronicles Blacked Footage Guide • Chronicles Blacked Footage Uploads [Contains Spoilers.] • 3DSMax works, but is more painful.			• PLvsAA Blacked Footage Guide • A tool to read .Xq • Public Footage available for PLvsAA • PLvsAA Saves • All the characters sjis, they're basically the emote list. • 3DSMax does not work with this game.		
• How to Rip from Black footage					

Creating the Character for the Client

Overview	This section goes over guides on how to import your characters into the client.
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Second Witness			Third Witness		
Name	Ini-Editing		Name	Button-Making	
Occupation	This is a simple guide on how to make an ini for your character.		Occupation	This is a guide on how to make buttons for your character.	
Additional Information			Additional Information		
Link to Guide			Link to a button template (.psd)		
			To make a button, simply follow this order on a 40x40 size canvas. - Put a background colour that complements the character but isn't the main character's colour. - Put the Character sprite over the background. It's important that the button focuses on what the emote is trying to convey, such as a finger for a point. Keep it spaced out consistently. Avoid putting the entire, un-zoomed out, emote onto it. - If the button displays any text, now it's a good time to put it over the sprite. It must be in a font that is visible but not eye-catchy. Make sure the text does NOT cover any important aspects of the button that it's trying to convey. Exceptions are for sprites that have no real sprite attached to it. - We now have the button borders, a simple black border of 2-pixel thick usually does the trick. It's preferable that the buttons have cut corners but if you do submit it with uncut ones, make sure they are part of the border itself. Clean up the sprites if they leave a remnant on the border. - Finally, now we have to 'darken' the button for the _off/_on, doesn't matter which, just make it consistent. A simple way to do so is to add a black layer over it and then lower its opacity. Don't make it really dark.		

Other Important Materials	
AOV Resources	Link A useful place to gather resources such as cut-ins.
The AA Styling Guide	Link IMPORTANT FOR 2D ANIMATION
Content Policy	Link IMPORTANT FOR UNDERSTANDING TECHNICALS AND CUSTOM CONTENT

HAVE FUN!