

restart

Take

Retrive

**WELCOME TO GAME ICON EDITOR.
DO YOU WANT TO FOLLOW A TUTORIAL?**



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**YOU CAN ACCESS THE TUTORIAL
BY PRESSING THIS BUTTON.**



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LET'S BEGIN CREATING YOUR FIRST ICON!



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**THIS IS THE DISPLAY ICON.
LET'S ADD SOMETHING TO IT.**



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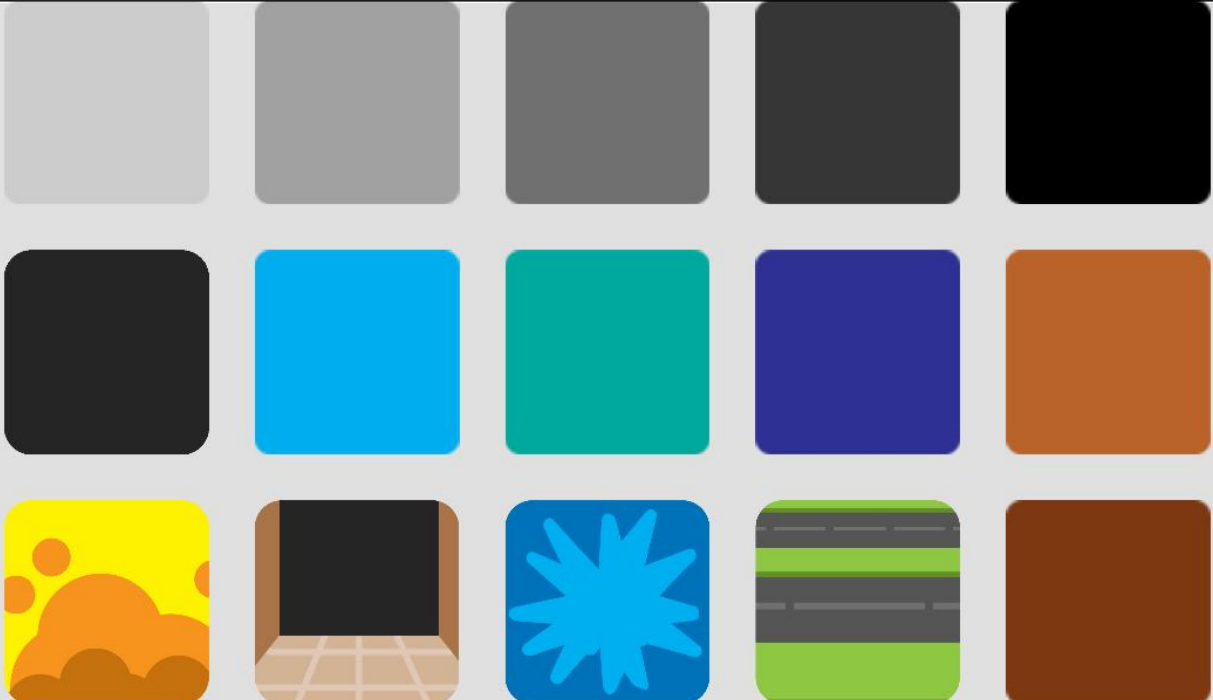
Retrieve



ADD A BACKGROUND IMAGE.



Aa



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Take

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**GREAT! NOW GO AHEAD AND ADD
A CHARACTER.**



Aa



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**THESE SET OF TOOLS HELP YOU
CUSTOMIZE THE ADDED IMAGES.**



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Take

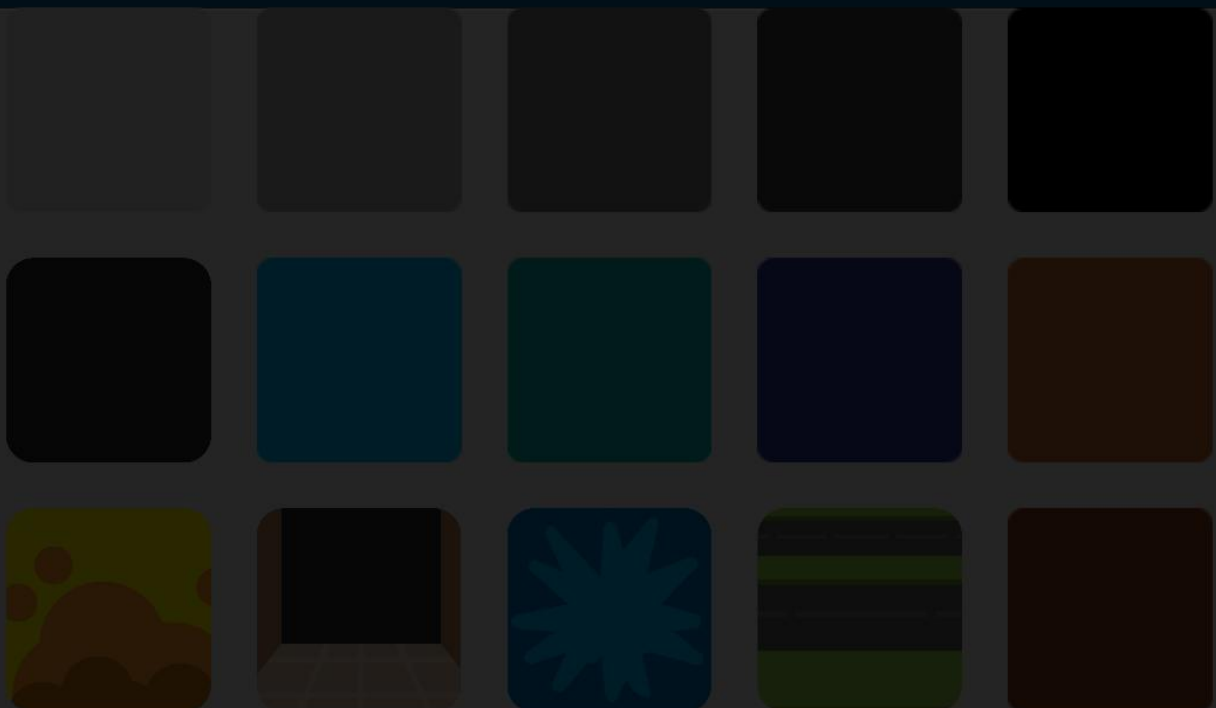
Retrive



**YOU CAN FLIP, ROTATE OR SCALE
YOUR IMAGE.**



Aa



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YOU CAN ALSO ADD NUMBERS AND ALPHABETS.

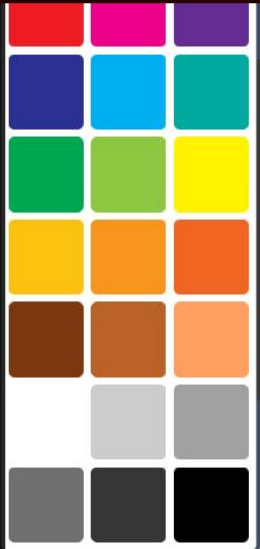


0 1 2 3 4
5 6 7 8 9
A B C D E

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YOU CAN ALSO CHANGE THEIR COLOR.



0 1 2 3 4
5 6 7 8 9
A B C D E

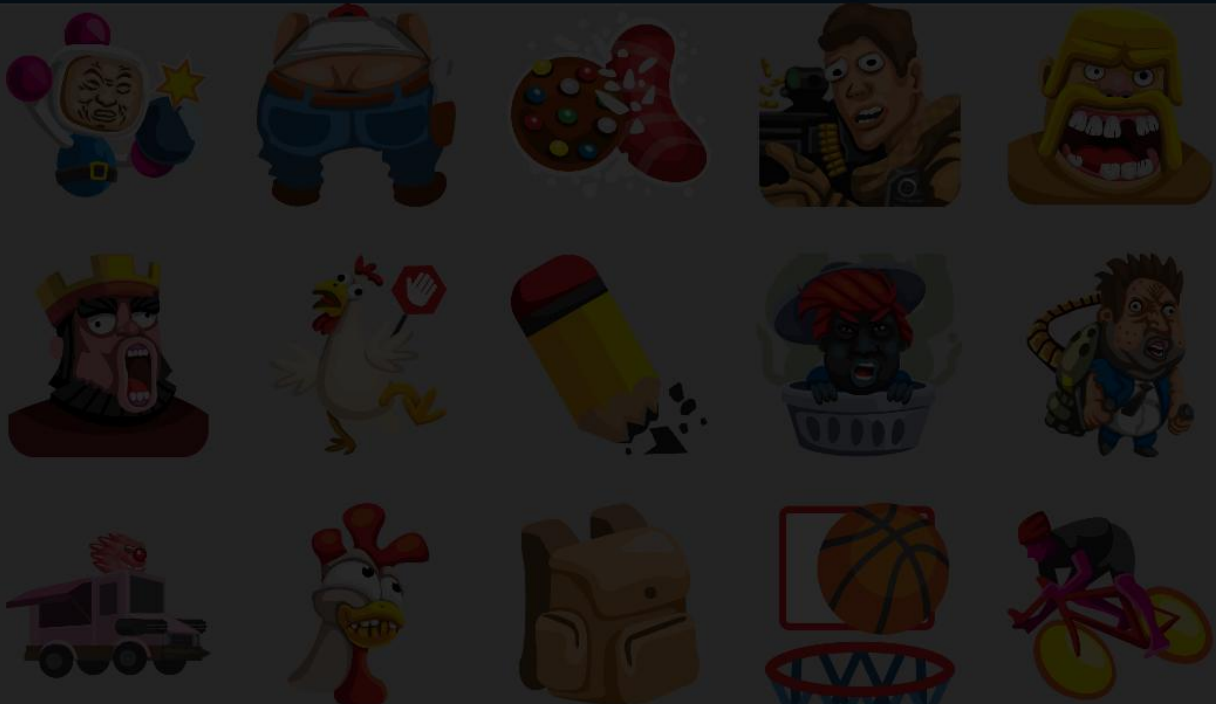
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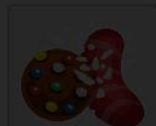
THESE ARE YOUR LAYERS. YOU CAN EDIT OR DELETE THE SELECTED IMAGE.



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TO DELETE A LAYER, SELECT IT AND PRESS DELETE BUTTON.



restart

Take

Retrive



**YOU CAN SAVE YOUR WORK
BY PRESSING THE SAVE BUTTON.**



restart

Take

Retrive



**GOOD JOB!
LET'S MAKE SOME MORE!**

