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April 4th, 2011 (03:47 PM).

#1



**IceGod64**  
My imagination.

Join Date: Oct 2008  
Location: Castelia City  
Age: 27  
Gender: Male  
Nature: Naive  
Posts: 604



### Step 1: Install Xnview!

Get Xnview, it's completely free, and support tons of image formats, and has many useful functions.

<http://www.xnview.com/>

Installing it is quick and simple, and really a no-brainer, so get that done to continue.

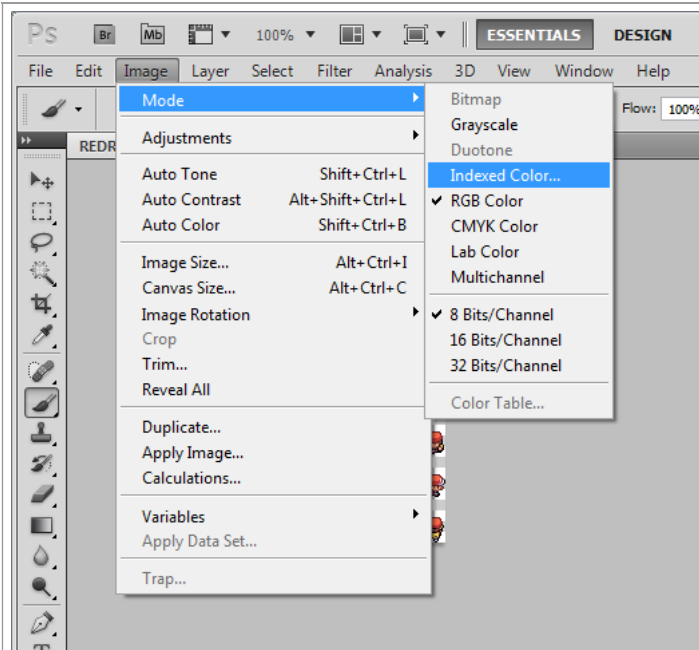
### Step 2: Locating the source image



Here, I have my sprite for Red from Pokémon Fire Red, which is one of two images that I'll be converting for this tutorial. You can use more images, XNview has no limit on how many images it will let you process. But before we move into Xnview, there's something I want to get out there that a lot of people don't seem to know that will really help your game in the long run by heavily reducing filesize:

### Step 2.5: (Optional)

**Spoiler:** [Show](#)

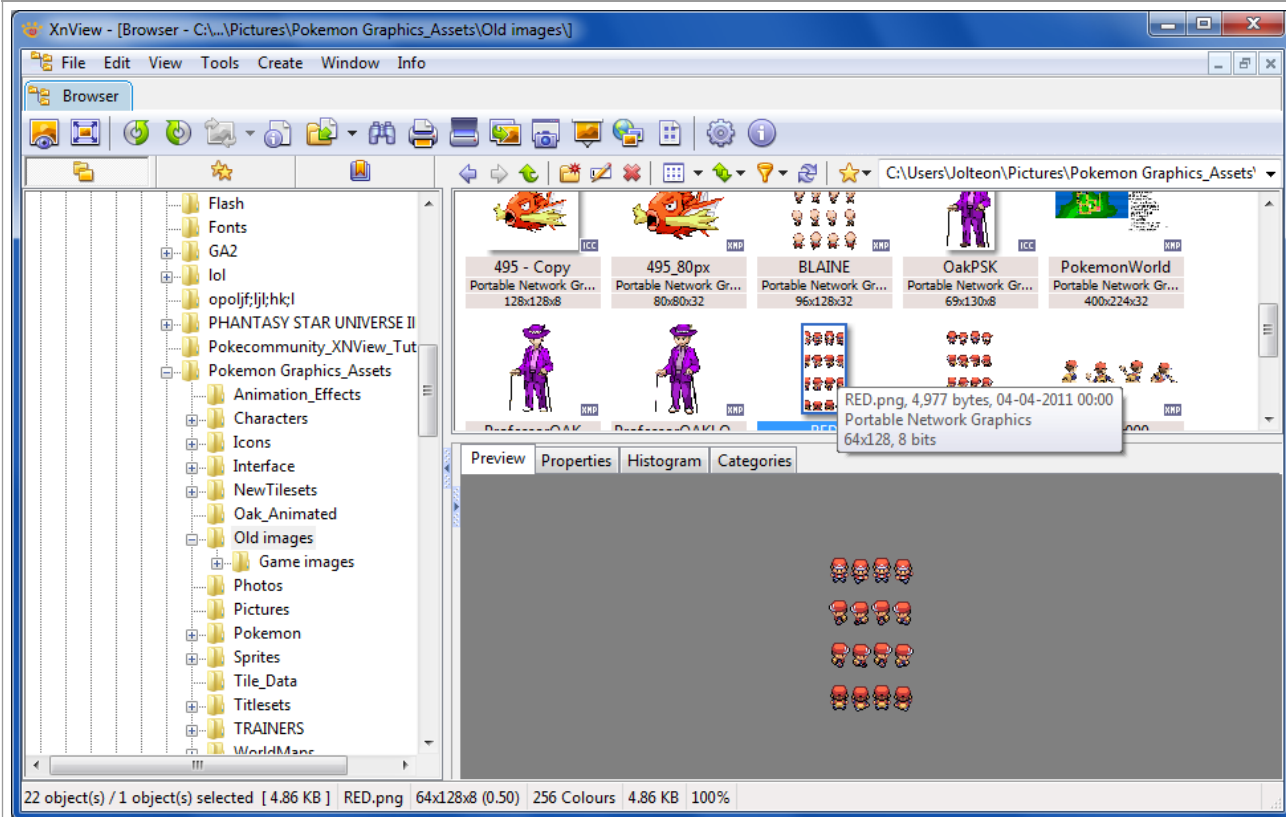


Index your image. This converts it into a paletted, 8-bit image rather than a normal 24 or 32 bit image. Really useful if you have Photoshop.

### Step 3: Locate your base image in XNview

The folder explorer in XNview really works just like Windows Explorer, so finding your image shouldn't be a problem. The key difference is an image preview on the bottom right. Here's what you'll be seeing:

**Spoiler:** [Show](#)



Once you've found the folder with the image(s), proceed to step 4.

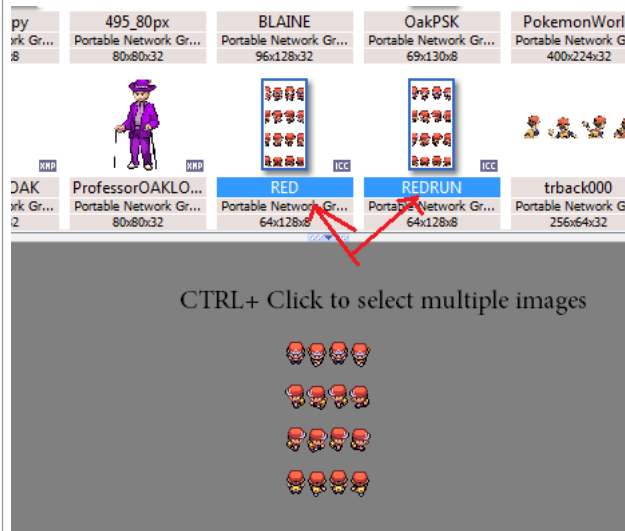
### Step 4: Selecting the images

Alright, so you've found your images! But you can only select one at a time? Well, here's a little trick in Windows XP and up you'll find helpful: Select one file in the folder. From there, there are several things you can do:

- If you want to select all the files in to folder, press CTRL and A on your keyboard. Every file will become selected.
- If you want to select certain files that are not next to each other, click one image, then find another, hold CTRL, and click on it. You now have two images selected. From there, you can CTRL+Click as many as you want
- If you want to select files in a queue (Next to each other in a big line), click the first in order, then find the last image in sequence and hold CTRL +

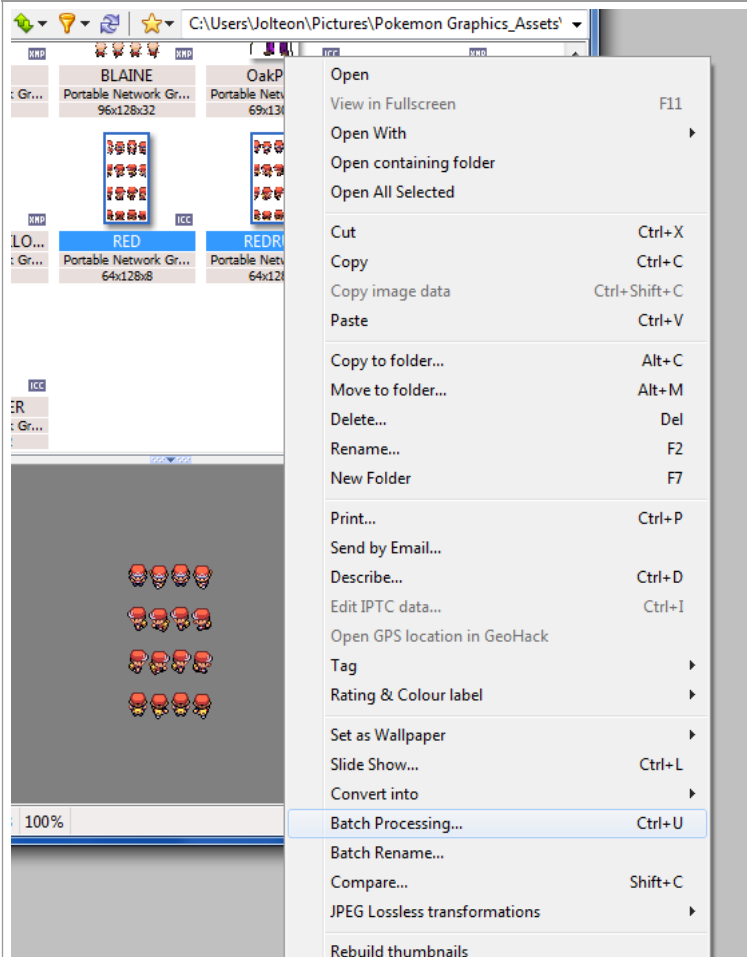
SHIFT, and click on it.

Spoiler: [Show](#)



After you've selected you images, right click and one (And be certain you right click, otherwise you'll have to select them all over again!) and a menu should come up:

Spoiler: [Show](#)

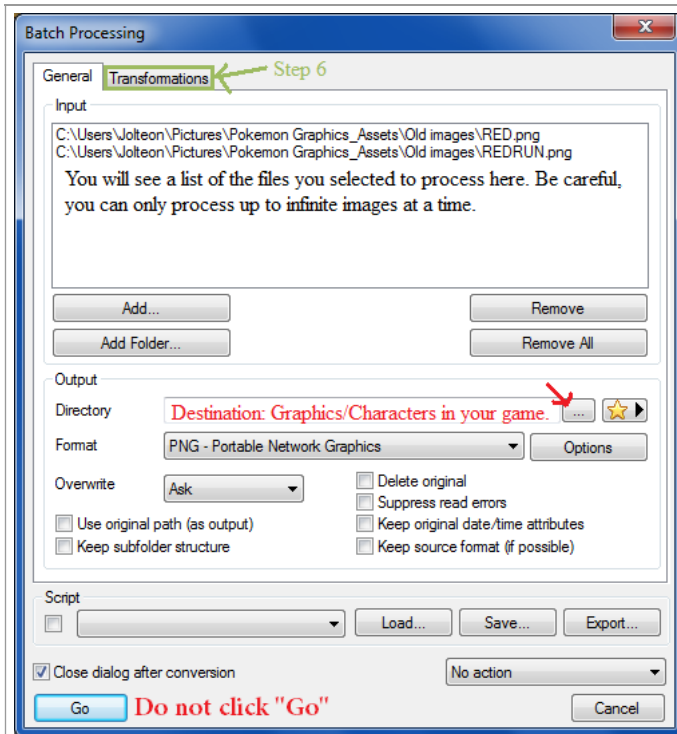


Those are a lot of functions! But right now, Batch Processing is the only one we need. So click the "Batch Processing" option!

## Step 5: Preparing to convert the files.

After completing step 4, a windows should come up. Be sure to set the options as I have them for the best results:

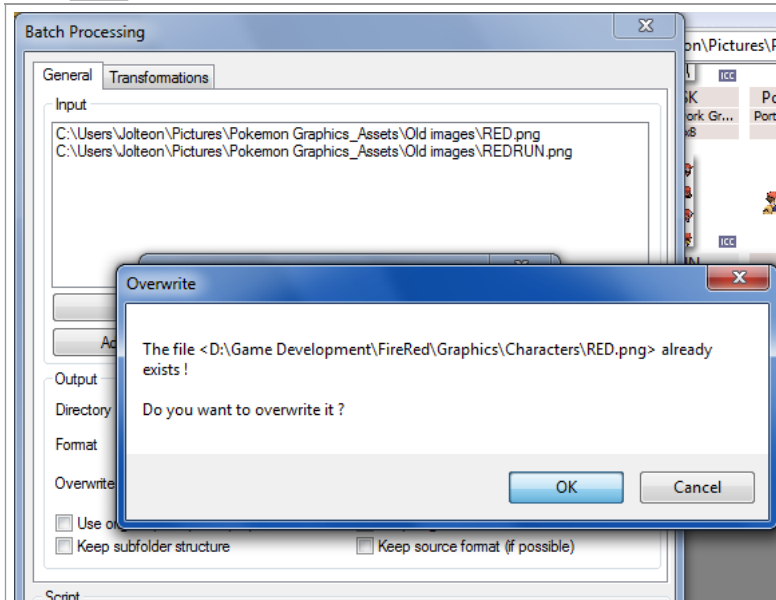
Spoiler: [Show](#)



I seriously advise you make double sure "Delete original" is not checked. Most good developers keep all the graphical assets for their project in a folder separate from the graphics folder in their game, and there's no point in that if you let the files get deleted anyway! The good news is, if you do forget, XNview sends the deleted base images to the Recycle bin, so you can still save yourself.

By the way, using the "Ask" option on the first tab will possibly pop up messages during the file conversion similar to this:

**Spoiler:** [Show](#)

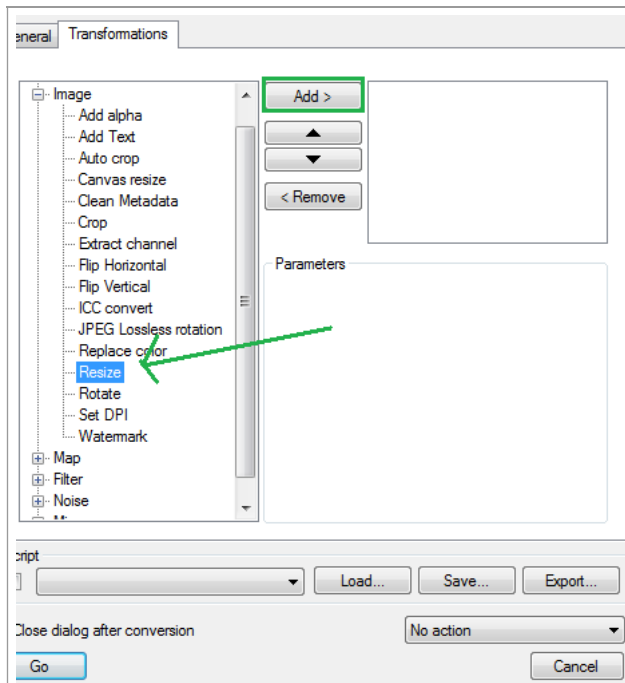


You can change it to "Do not ask" if you want, I just have it set that way to avoid any possible mistakes.

## Step 6: Resizing!

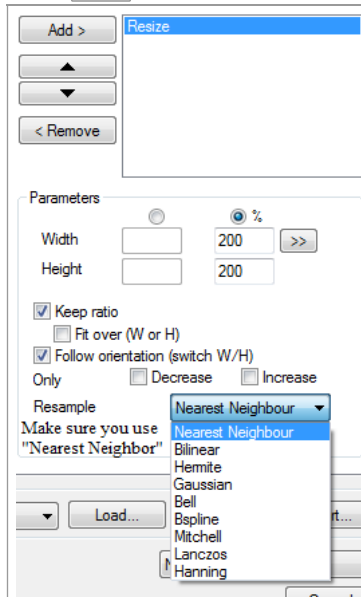
Click the "Transformations" tab as I have labeled in the picture in step 5. You will see this:

**Spoiler:** [Show](#)



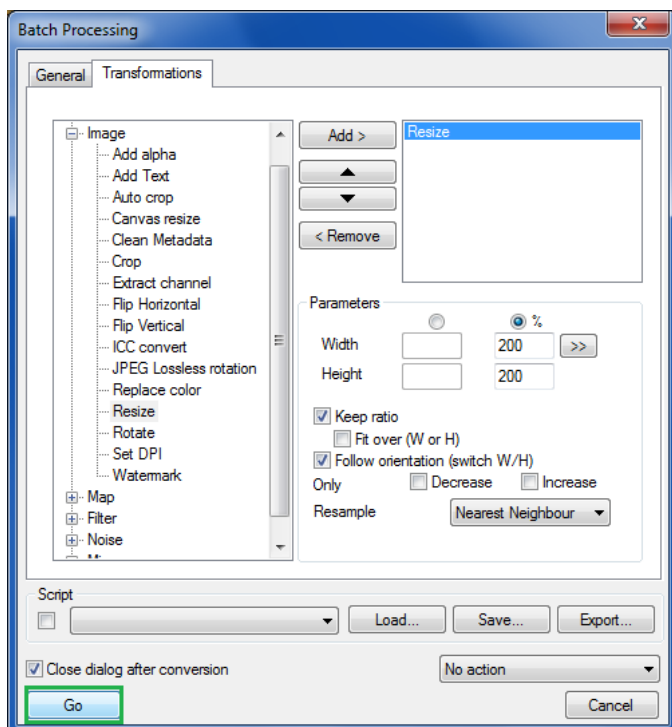
Yep, you know what to do! Select "Resize" and click add. **Do not click Go after doing this**, it will not help. First, look at the previously empty right section of the window. You will see some more options. Configure them like this:

**Spoiler:** [Show](#)



Luckily, this is very straightforward, isn't it? If you want to do anything differently, it's not hard. Nearest Neighbour filter is ideal for RMXB projects however, as it retains pixelation on the images while upscaling. So, you have everything ready to go? Good! Now, it is time....

## Step 7: Hit the "Go" button



Derp.

## And ya' done!

It might be a good idea to check out the newly created images just in case you've done something wrong. If so, try again, and be very careful of all the details in this tutorial.

This was my first real attempt at a tutorial, so I hope it helps you all! Happy developing.



QUOTE

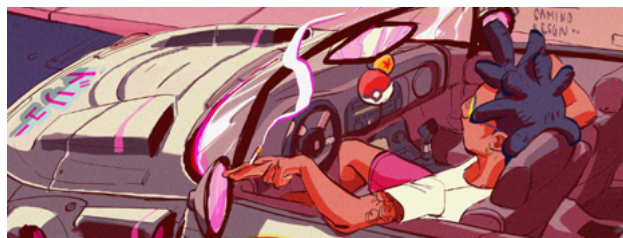
April 10th, 2011 (05:14 AM).

#2

**Cilerba**  
the hearts of lonely people  
Silver Tier

Join Date: Feb 2010  
Location: Massachusetts  
Age: 18  
Gender: Male  
Nature: Quiet  
Posts: 1,163

It's a bit of a different way to do things, but it's a good tutorial. Nicely done.



| relic castle |

QUOTE

November 9th, 2013 (03:51 PM).

#3



**AlexTCGPro**

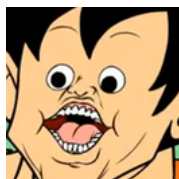
Join Date: Oct 2013  
Gender: Male  
Nature: Timid  
Posts: 50

This is going to be very useful to me thanks

QUOTE

January 11th, 2014 (06:54 PM).

#4



Lamp

Show me your Moves! :P

Join Date: Jun 2013  
Location: In the Toolshed with Manchu...  
Gender: Male ♂  
Nature: Relaxed  
Posts: 66



How much Percentage do i need when Resizing a Trainer Sprite that's 80x80 to 128x128?

Lamp Shall Conquer the Galaxy! For those Who believe Lamp is there New Lord then Post this on your Sig and I Shall give you Pennies oh wait...They're Extinct! Hah! XD

QUOTE

January 12th, 2014 (12:46 AM).

#5



Totodilemaster

Join Date: Apr 2013  
Location: France  
Age: 15  
Gender: Male ♂  
Nature: Timid  
Posts: 27

80x80 is 100% so for 128 it will be near 152% ! Great tutorial :D !

Fying mono-type challenge :

Kanto : 1/8  
Jhoto : 0/18  
Hoenn : 0/8  
Sinnoh : 0/8  
Unova : 0/8  
All : 1/50

QUOTE

June 28th, 2014 (11:45 PM).

#6



Seth1353

Join Date: May 2013  
Location: Australia  
Gender: Male ♂  
Nature: Jolly  
Posts: 82

when i try download XnView it says i need to purchase a licences



QUOTE

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