

Assets for Visual Novel Creators!

Reminder: Always pay attention to copyrights! And if you find a good resource, pass it along!

Photos/Art/Programs:

Gimp – Free photo editing software, lots of resources on Youtube. Good for altering photos to look like something else, or combining images. <https://www.gimp.org/>

Fotosketcher – free, and takes a lot of the struggle out of editing a photo to look like something other than a photo. <http://fotosketcher.com/>

Krita – free art program. I have used it to make very simple “abstract” images. <https://krita.org/en/>

Unity3D – Can be used to make 2d images out of 3D. <https://store.unity.com/download?ref=personal>

MS Paint (or similar) – If it is something simple, may need to be edited in Gimp so you don't have extra whitespace.

Colorpicker – Very helpful for identifying what colors you want. <http://www.colorpicker.com/>

Morguefile – Photos that you can use for free, be aware that it will direct you to sites with different copyright rules. <https://morguefile.com/>

Photobash – Photo packs, **some** of them are free. <http://www.photobash.org/>

NYPL – Free Public Domain images provided by the New York Public Library. <https://www.nypl.org/blog/2016/01/05/share-public-domain-collections>

Free clip art – This site has free clip art that you can use. <https://openclipart.org/>

DaFont – Great place for all kinds of fonts, many are free to use for different purpose, so be aware. <http://www.dafont.com/>

Music/Audio/Editing programs:

Incompetech – Good free music selection, depending on what you are looking for, the only downside is that Kevin MacLeod's stuff gets used a lot. <http://incompetech.com/music/royalty-free/music.html>

Freesound – Website where people can upload their own sounds to make the available. One of my go to sites, but be aware of copyright (some are CC 0, some are only available for non-commercial use, etc.) <http://www.freesound.org/>

Jukedeck – Free procedurally generated music. <https://www.jukedeck.com/>

Free Music Archive - <http://freemusicarchive.org/>

Bosca Ceoil - <http://online.boscaceoil.net/#!/>

Bfxr.net – Simple digital sound effects. <http://www.bfxr.net/>

Audacity – Good for editing sounds and music. Also, can be used to create audio.
<http://www.audacityteam.org/>

SoundBible – Sound effects uploaded by creators. <http://soundbible.com/>

Visual Novel Engines (that I have actually used at some point):

Ren'Py – The most popular Visual Novel Engine, it does take some time to learn, but it's worth it. PyTom has been working on making it easier to use in recent versions.

Engine: <https://www.renpy.org/>

Documentation: <https://www.renpy.org/doc/html/>

Unity3D with Fungus – Here is the link for the tutorial and for the asset store.

Tutorial: <http://fungusdocs.snozbot.com/>

Asset Store link: <https://www.assetstore.unity3d.com/en/#!/content/34184>

Twine – Usually considered a text only game engine, but it can be used to make Visual Novels.
<https://twinery.org/>

Visual Novel Community resources:

Jamey's lesson night on Ren'Py: <http://www.techvalleygamespace.com/learn/>

Lemmasoft – Online community for Visual Novel creators, run by Tom "PyTom" Rothamel, creator of the Ren'Py Visual Novel Engine. <https://lemmasoft.renai.us/forums/>

StoryDevs – A community under construction for Visual Novel creators. It is intended to be site to find collaborators for projects. <https://www.storydevs.com/>

Visual;Conference – Online conference that happened for the first time this past weekend. They will be posting videos of the talks. <https://vnconf.com/>

Other useful resources:

'Copyright for Multimedia' – This is a free course offered by Duke University, Emory University, and University of North Carolina at Chapel Hill on Coursera. It's a good overview of copyright issues that you might encounter, or should just be aware. <https://www.coursera.org/learn/copyright-for-multimedia>

Creative Commons – Read up on some of the types of copyright that can be applied to assets.
<https://creativecommons.org/>