

## TWINE WORKSHOP RESOURCES

Install the most recent version of Twine for your operating system from their [website](#).

Follow the instructions to install Twine. Do this prior to class.

## ADDING DYNAMIC EFFECTS TO TEXT

Adding effects to passages or words can emphasize, deemphasize or add feeling to your game.

To do this you will follow the following format when entering text into a passage:

The shadow (text-style: "shadow")[flares] at you! will style the word "flares" with a shadow.

There are a number of effects you can apply to text. This table demonstrates most.

String	Example
"none"	Example text
"bold"	<b>Example text</b>
"italic"	<i>Example text</i>
"underline"	<u>Example text</u>
"strike"	<del>Example text</del>
"superscript"	Example text <sup></sup>
"subscript"	Example text <sub></sub>
"mark"	<b>Example text</b>
"outline"	<b>Example text</b>
"shadow"	<b>Example text</b>
"emboss"	<b>Example text</b>
"condense"	Example text
"expand"	Example text
"blur"	Example text
"blurrier"	Example text
"smear"	Example text
"mirror"	Example text
"upside-down"	Example text
"blink"	Example text
"fade-in-out"	Example text
"rumble"	Example text
"shudder"	Example text

## ADDING IMAGES

You cannot add Twine Harlowe

## TO YOUR GAME

images natively using language - the default that

we will be using. You will need to source the jpeg or png file that you want to add to your game and upload it for conversion using [Base64](#).

Once conversion is complete click “show code” option. Copy the `<img>` elements version of the code shown.

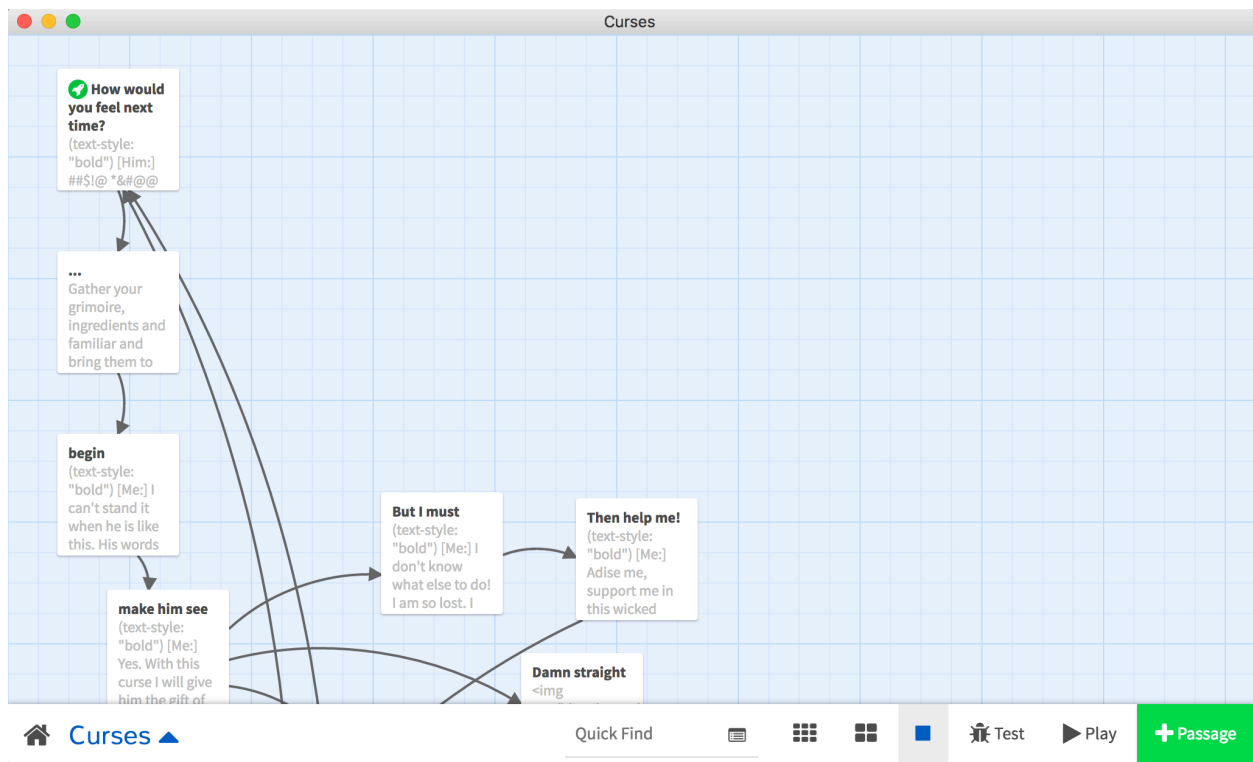
You will paste this long string of code into your twine passage. You will need to add a suffix and a prefix in order for your image to show. Use the following format.

```
<img src= “CODE HERE”>
```

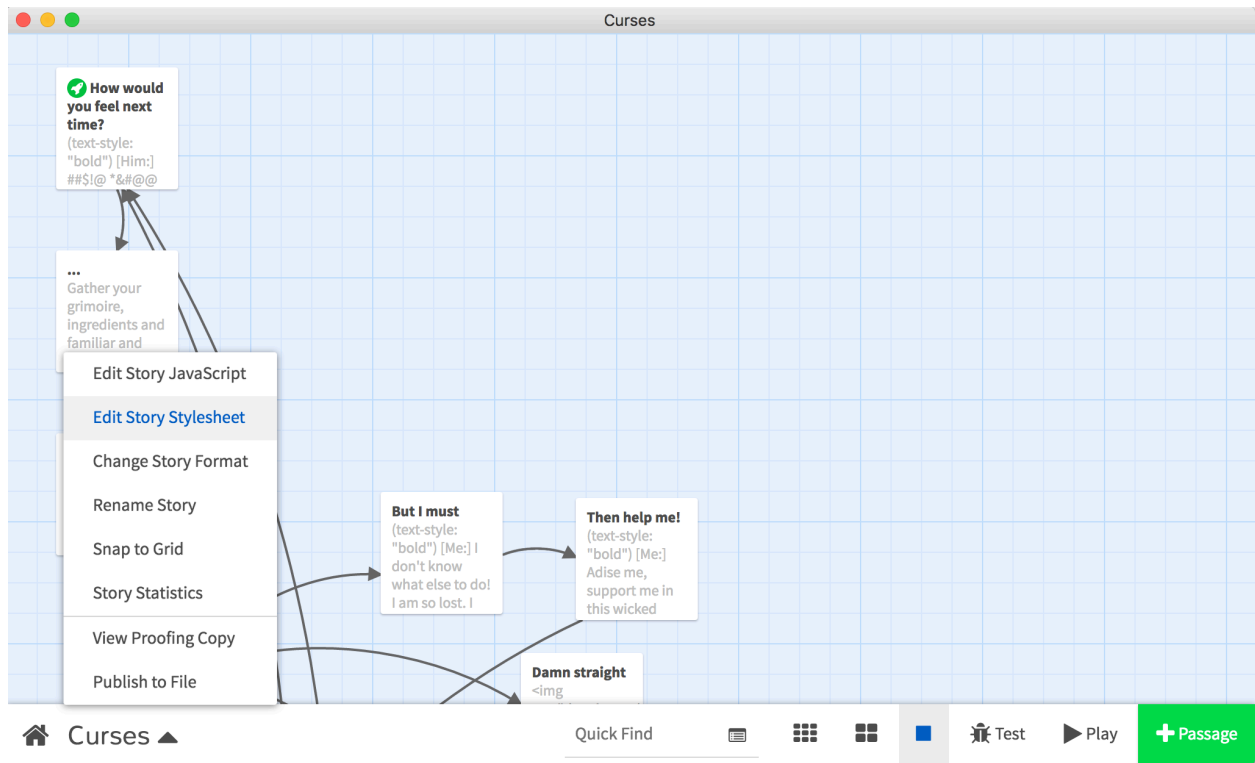
## CHANGING FORMAT USING CSS

This is just basic amendment you can make to the overall look of your game including background colour, text colour and font size/style.

To do this, your project must be open. You then navigate to the lower left corner of the

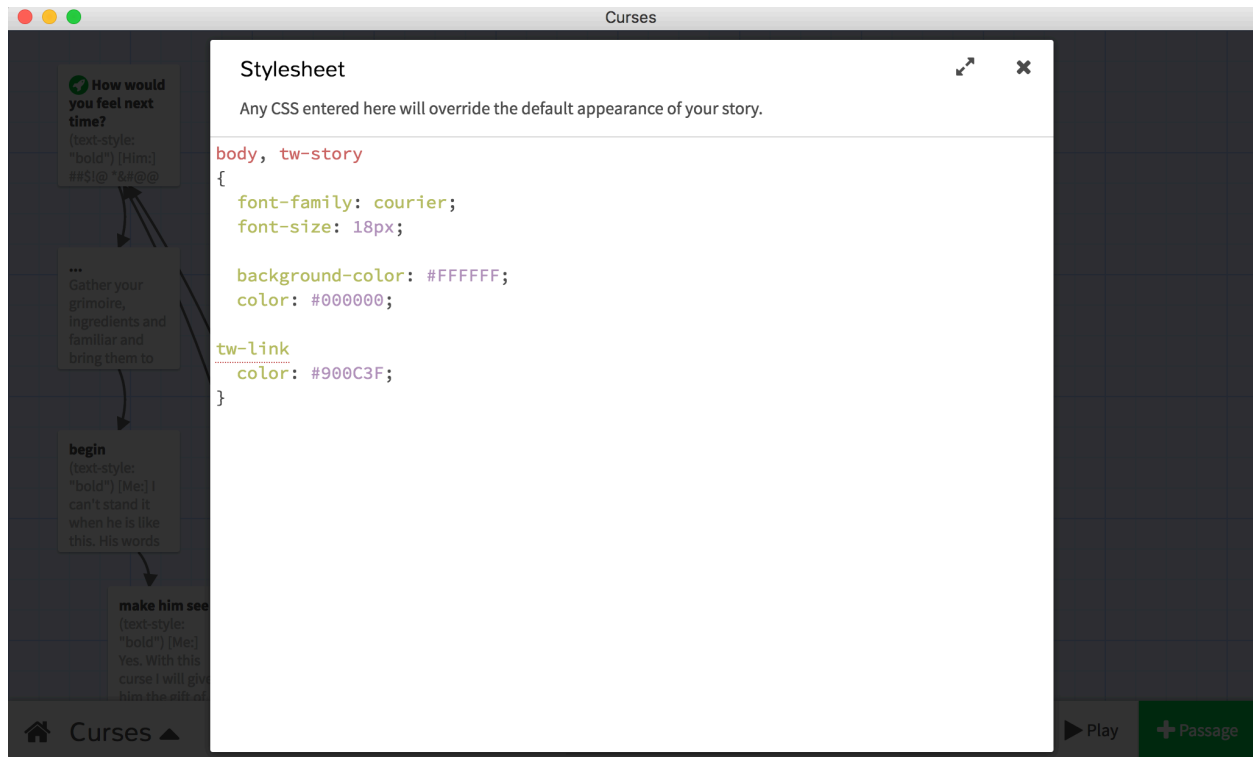


application and click on the upward pointing arrow next to the title of the project.



A menu will appear. You then select “edit story style sheet”

A text editor will appear and you will want to enter the formatting as below amending the hex



codes for colours, font style and font sizes as you prefer.