

Pixel Art

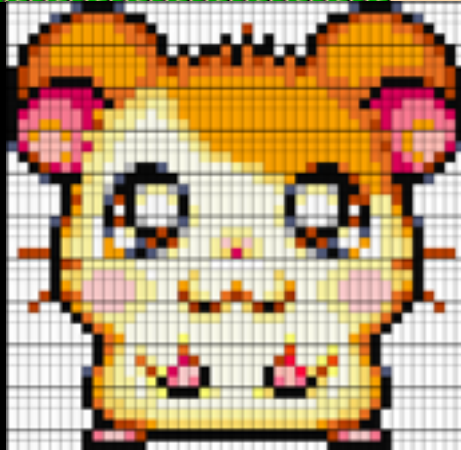
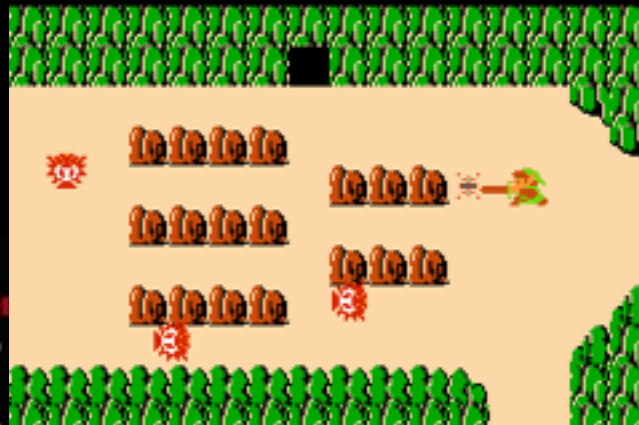


Pixel art is a form of digital art, created through the use of raster graphics software, where images are edited on the pixel level. Graphics in most old (or relatively limited) computer, console, graphing calculator and mobile phone video games are mostly pixel art.





SCORE 10 HI-SCORE 0000 LIVES

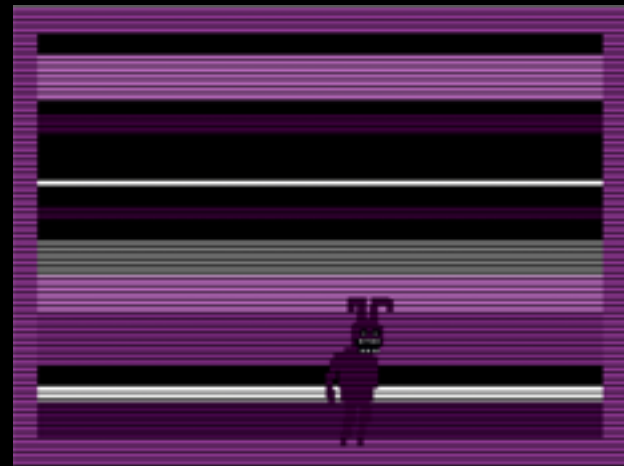


As they grow older, do hamsters turn into rabbits?

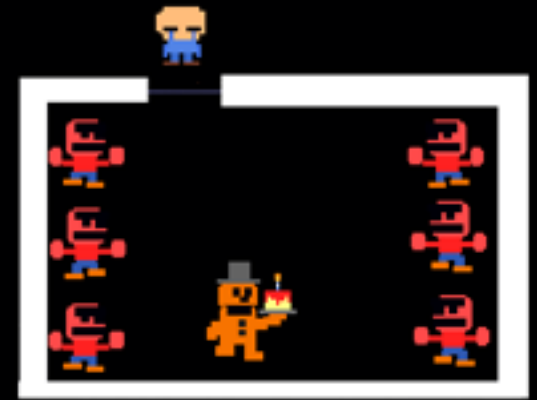
Pixar's Wreck it Ralph



Five Nights At Freddies



STAGE01



It's cake to the children.
HAPPIEST DAY



UNDERTALE

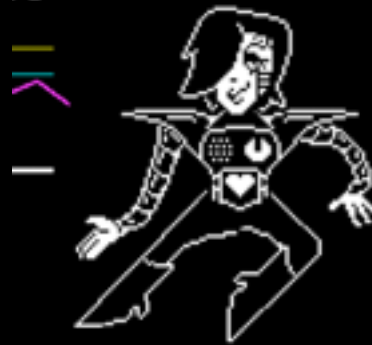
- Undertale is a role-playing video game developed and published by Toby Fox. It has great reviews and is taking over the internet
- “Welcome to UNDERTALE. In this RPG, you control a human who falls underground into the world of monsters. Now you must find your way out... or stay trapped forever.”
- Soulful, character-rich story with an emphasis on humor.



* SO hyped for the destruction of humanity.

* SO hyped for the destruction of humanity.

70



THE INTERNET!
I'M QUITE
POPULAR THERE.



A. A. A. A. A.



I'M SCREAMING VERY
SLOWLY.



Legends say that those
who climb the mountain
never return.



* after a great meal i like
to lie on the ground and
feel like garbage..



- Some traditional art forms, such as [counted-thread embroidery](#) (including [cross-stitch](#)) and some kinds of [mosaic](#) and [beadwork](#), are very similar to pixel art. These art forms construct pictures out of small colored units similar to the pixels of modern digital computing.



- Pete Fecteau spent 40 hours configuring a monumental mosaic of Martin Luther King Jr. made entirely out of Rubik's Cubes called *Dream Big*. With a computer generated draft as his blueprint, the determined creator used 4,242 Rubik's Cubes to construct the 18' 6" x 9' 8" piece that, once completed, weighed about half a ton

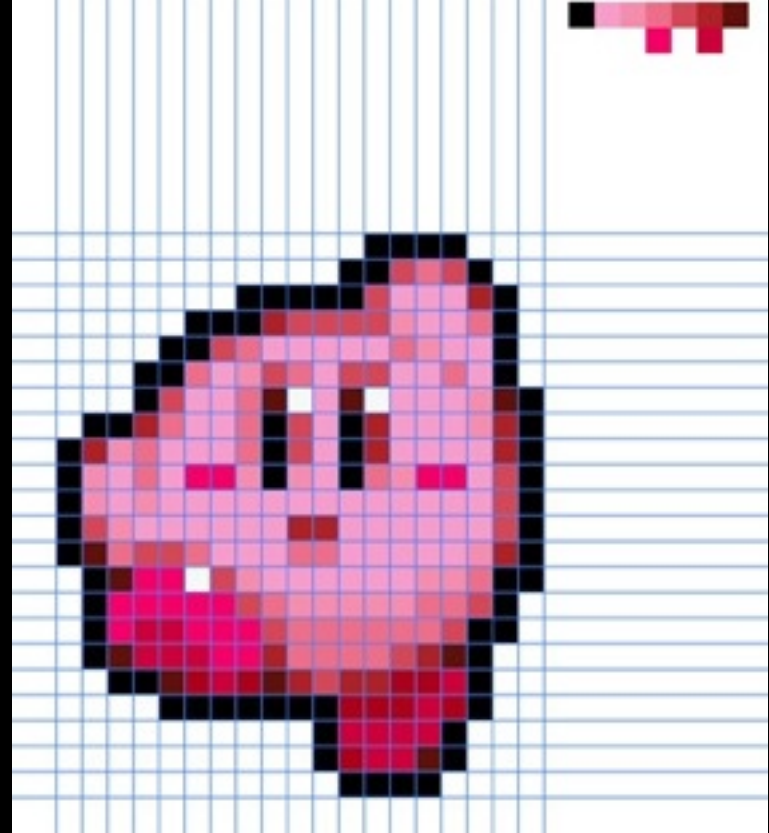


- Italian artist Marco Sodano has recreated famous works using Lego. His idea was to prove all children can be artists using the toy

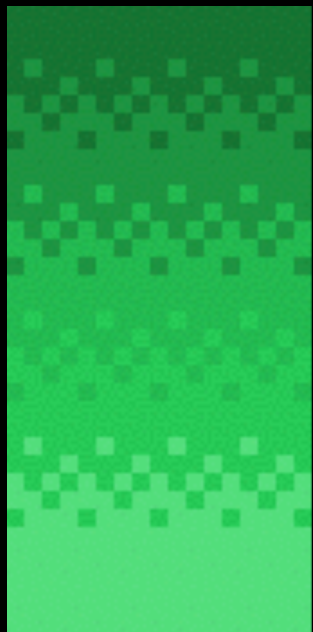


Saving

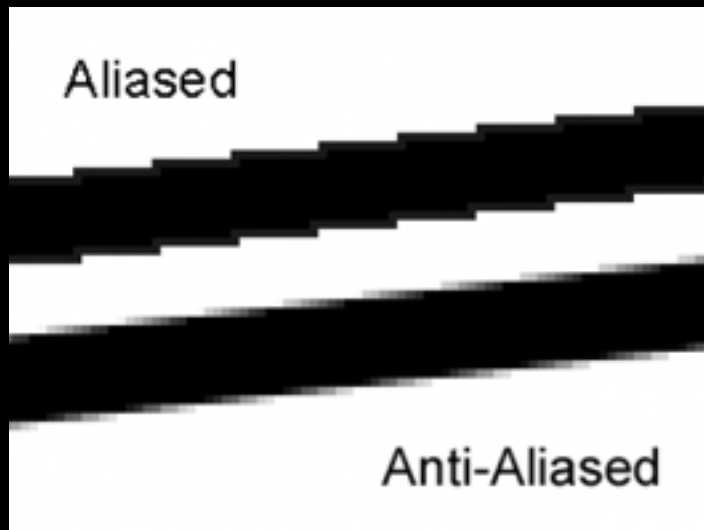
- GIF and PNG are two file formats commonly used for storing pixel art. The JPEG format is avoided because its lossy compression algorithm is designed for smooth continuous-tone images and introduces visible artifacts in the presence of dithering.



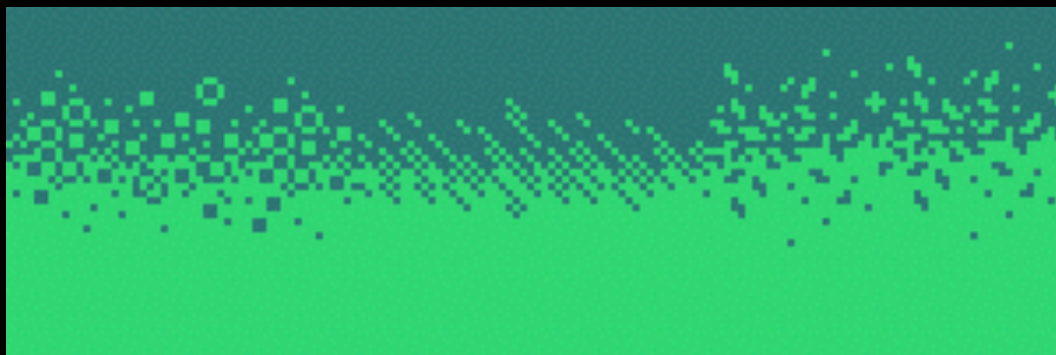
1



3



2



Techniques

- 1. The basic form of dithering, using two colors in a 2x2 checkerboard pattern. Changing the density of each color will lead to different subtones.
- 2. Stylized dithering with 2x2 pixel squares randomly scattered can produce interesting textures. Small circles are also frequent.
- 3. Anti-aliasing can be done, by hand, to smooth curves and transitions. Some artists only do this internally, to keep crisp outlines that can go over any background.

Pixel Art Webcomics

- A Pixel Art Comic is a comic that uses completely original pixel art. Pixel art is distinctive and low bandwidth, but mostly it is aesthetic choice.
- A Sprite Comic is heavily modified graphics, that use the same frames over and over again. Usually they copy sprites/pixels from existing games and paste them onto a background.
- Homestuck is a pixel art comic made on MS paint. It is a very long comic with mini games and animations included!

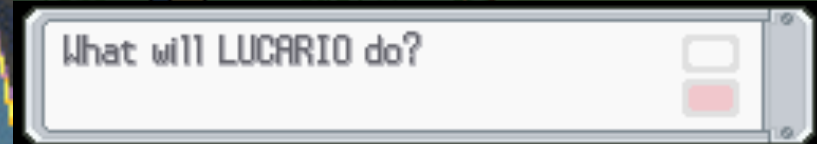


Pokemon



Evolution

National Park



1041uuu

<http://1041uuu.tumblr.com>

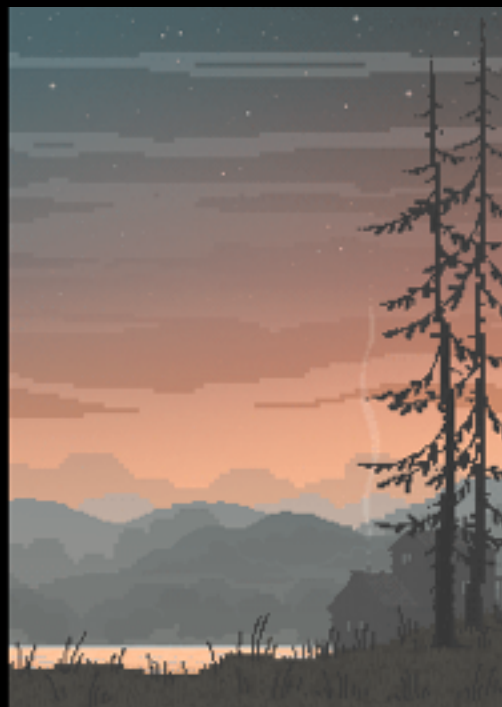
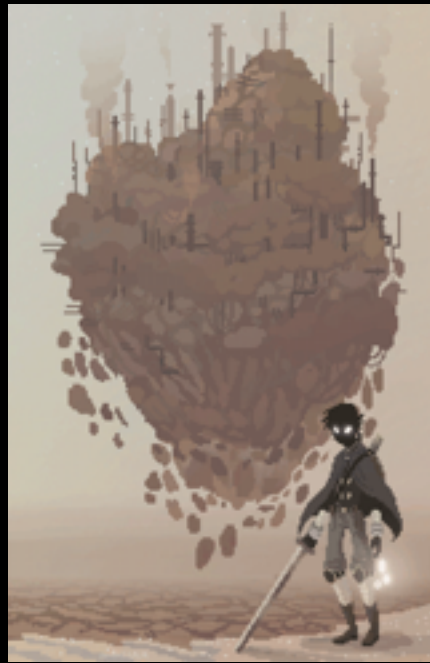






Color Scheme creates a Mood

- Certain colors can make an atmosphere in a drawing that gives a certain mood to the viewer.
- Pixel Art is focused on limited color palettes, so it's important to pick your color scheme beforehand.





Pixel Art Rubric



- You will be creating a Pixel art character. Must incorporate the 3 techniques of pixel art.
 1. Dithering
 2. Stylized dithering
 3. Anti-Aliased inside the form
- There needs to be shadows and highlights to show form. There has to be a gradient of pixels. No stripes, remember to dither! Everything has to be shaded.
- Creative background has to be included. You have to choose a city and use a reference. It cannot be a gradient, you are not allowed to use the gradient tool, the character has to be in a setting. Using a reference, you can use the color picker tool to get your color palette.
- Eye has shading, highlights, pupil, iris, and the whites of the eye.
- Character has to show emotion.
- Create clothes for your character. There must be a shirt and pants. Your character should hold something.
- Character has to have hair, can be any color or style.
- Choose a color scheme for your pixel art. A color palette can help make your pixel art look more unified and harmonious.
- You need an animal friend for your character.



Pixel Eyes

1. Start with the shape
2. Fill the base color
3. Add shadows
4. Add pupil
5. Add highlights. Will look brightest if put near dark area of the eye. Adds contrast.

