Pixel Art Creation

This playbook describes the sequential steps required to create pixel art for video games. It includes techniques for designing pixel-based artwork, with a focus on shading and character sprite creation.

Step 1: **Research**

Gather inspiration from various sources and study different pixel art styles. Pay attention to how other artists create form, texture, and motion within the constraints of pixel art.

Step 2: **Tool Setup**

Choose and set up pixel art software. Ensure you have all the necessary tools like a pixel grid, pencil, eraser, paint bucket, and color palette.

Step 3: **Canvas Creation**

Open a new file and set up your canvas. Decide on the dimensions depending on your game's resolution and the level of detail you need for your sprite or background.

Step 4: **Basic Sketch**

Create a rough sketch of your character sprite or game element. Focus on general shape and composition without worrying about details.

Step 5: **Refinement**

Refine your sketch, adding essential details. Ensure each pixel is deliberately placed to contribute to the overall form and readability of the image.

Step 6: **Color Palette**

Select a limited color palette suitable for pixel art. Consider the use of colors for different shading and environmental effects.

Step 7: **Shading**

Apply shading to give your art dimension and volume. Work with your chosen palette shades to create depth and form.

Step 8: **Animation**

If the sprite will be animated, create the keyframes for the necessary movements. Ensure the animation is smooth and the movements reflect character's personality.

Step 9: **Final Touches**

Review and adjust your pixel art. Look out for stray pixels, color consistency, and overall polish, ensuring the sprite is crisp and clean.

Step 10: **Testing**

Import your art into the game to test how it looks in-game. Make adjustments according to scaling, background, and interaction with other game elements.

General Notes

Scale

Remember that working with a lower resolution can affect the level of detail. Consider your game's visual design as a whole when determining scale.

Practice

Pixel art requires practice. Keep experimenting with different styles, shading, and animation to improve your skills.