Robot Parade: Pixelated Art Tips:

**In Photoshop:**

When creating a character for pixel art in Photoshop, it's often more efficient to start with a canvas that's already in pixels rather than drawing in a higher resolution and then pixelating the image. Here's why:

1. **Precision**: Starting with a pixel canvas allows you to work with precision from the beginning. You can make each pixel count and ensure that your character looks as intended in the final pixelated form.
2. **Saves Time**: Pixelating an image that was initially drawn at a higher resolution can be time-consuming. You'll have to manually adjust each pixel to fit the smaller pixel grid, which can be tedious.
3. **Clarity**: Working in a pixel canvas ensures that you maintain clarity and a consistent pixelated look. When you reduce a high-resolution image to pixel art, you may lose some of the crispness and details that are essential in pixel art.

Here's how you can start with a pixel canvas in Photoshop:

1. Open Photoshop and create a new document.
2. In the "New Document" dialog, set the dimensions of the canvas in pixels (e.g., 64x64, 128x128, etc.), and set the resolution to 72 pixels per inch or leave it at a lower value to match the pixel art style.
3. Start drawing your character using the Pencil tool, which is better suited for pixel art because it creates hard-edged, one-pixel lines. You can choose a color palette that suits your character and begin adding details.
4. Zoom in to work on finer details and zoom out to see how your character looks at the intended size. This will help you ensure that the character is easily recognizable when scaled down in the final game.
5. Save your work regularly, and consider working with layers to separate different elements of your character for easier editing.
6. **16x16**: This size is often used for creating icons, small sprites, or tilesets in retro-style games. It's great for minimalist or highly stylized pixel art.
7. **32x32**: This is a versatile size for character sprites, game icons, and small environmental elements. It provides more room for detail than 16x16.
8. **64x64**: Commonly used for character sprites, small objects, and tilesets in retro-inspired games. It offers a good balance between detail and size.
9. **128x128**: Suitable for larger character sprites, more detailed objects, or as a starting point for more complex pixel art. It's often used in games with a bit more graphical fidelity.
10. **256x256**: This size allows for highly detailed pixel art. It's used for large sprites, complex scenes, or as a base for high-quality pixel illustrations.
11. **512x512 or larger**: These sizes are often used for pixel art illustrations, pixel paintings, and more elaborate pixel art scenes. They can be quite detailed and are well-suited for displaying pixel art on larger screens or in print.

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**Pixel Art in Photoshop (Tutorial) 14min:**

<https://www.youtube.com/watch?v=rLdA4Amea7Y&ab_channel=Brackeys>

**How to make sprite sheets for Unity game (Tutorial) 8:19min:**

<https://www.youtube.com/watch?v=ou8VkQB2sos&ab_channel=Blackthornprod>

**Color Palette Options:**

**Character**

**Note:**

**Clyde’s color palette is lighter than that of the background. The background will be darker colors.**

A path through a forest

Description automatically generated

