

Pixel Art



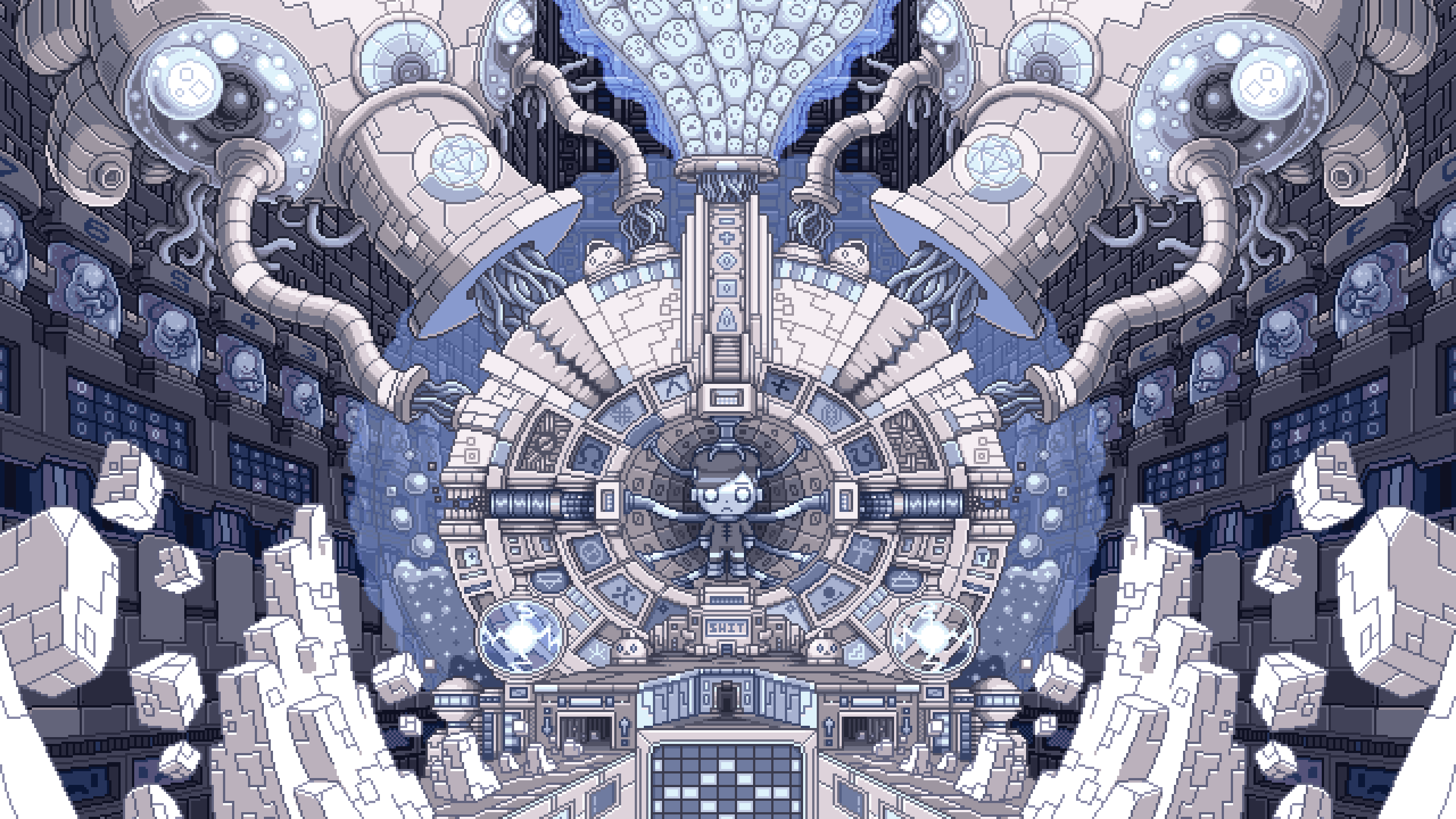




Yeah, that's right! You better run!

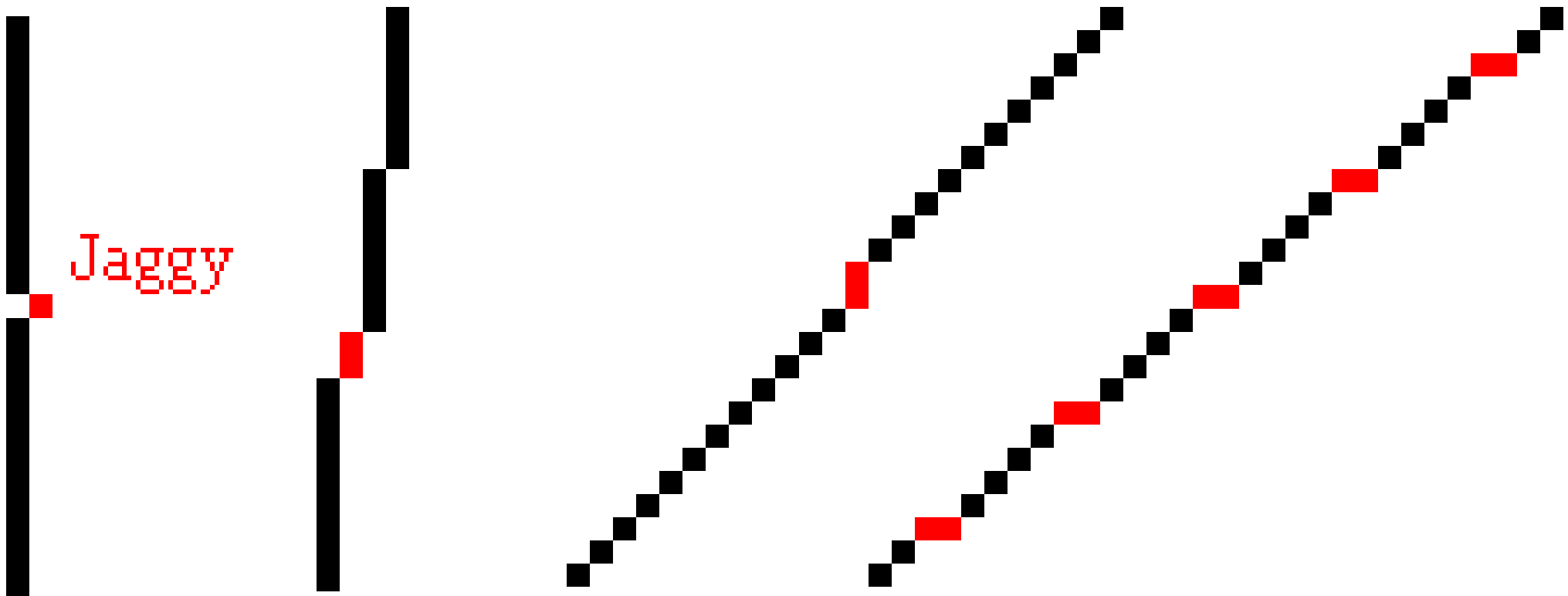
GUSTAV
VISELNE





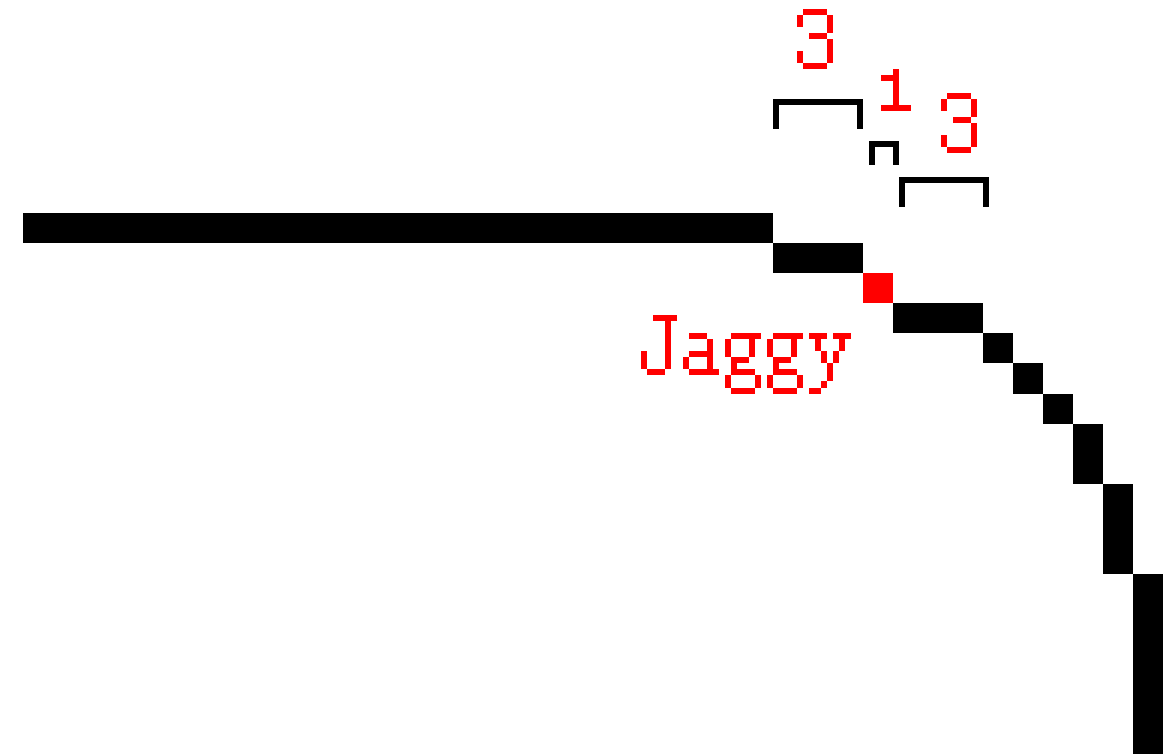
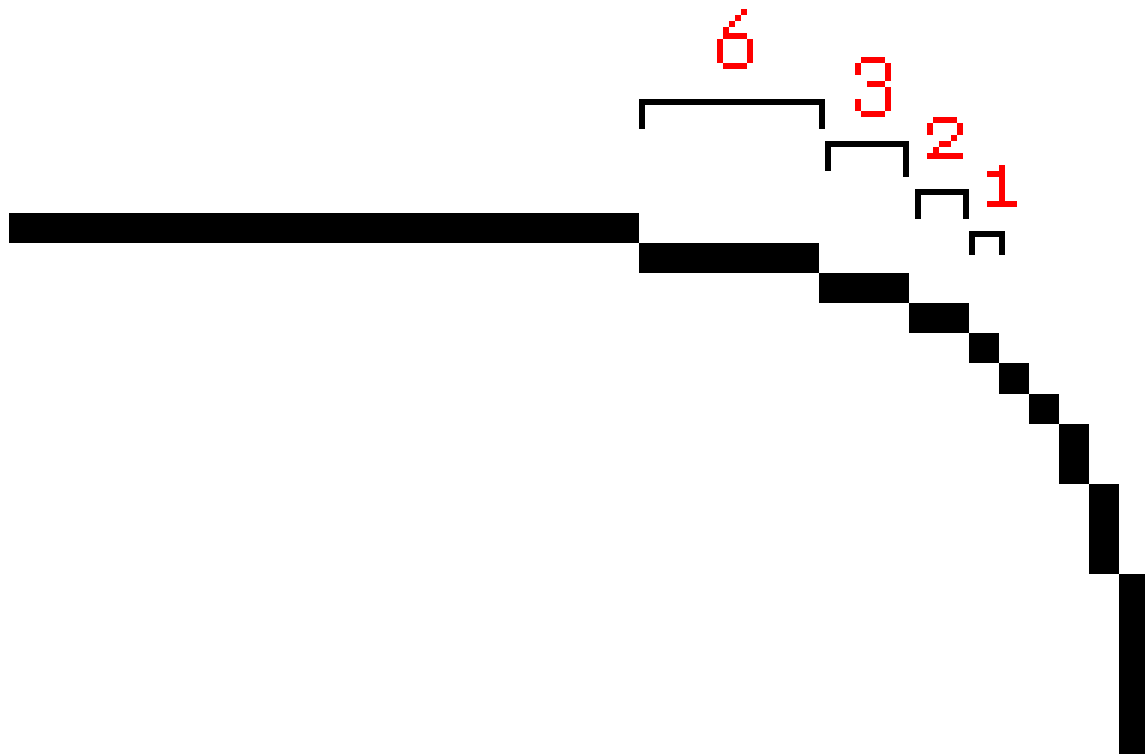






Cuando un tramo de línea es mayor o menor que los demás, decimos que hay una irregularidad.

Para curvas, el cambio de tamaño debe ser consistente
entre las distintas secciones.

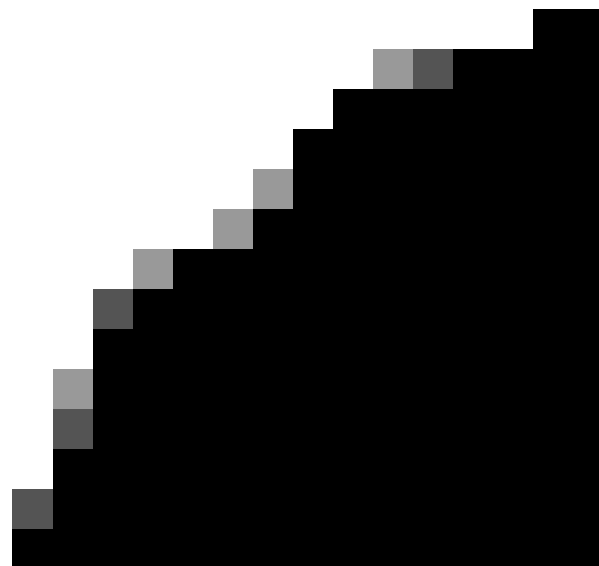
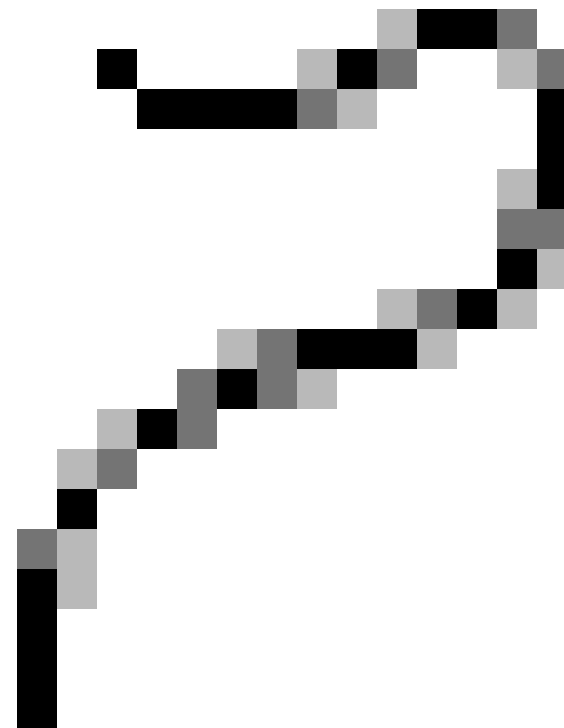
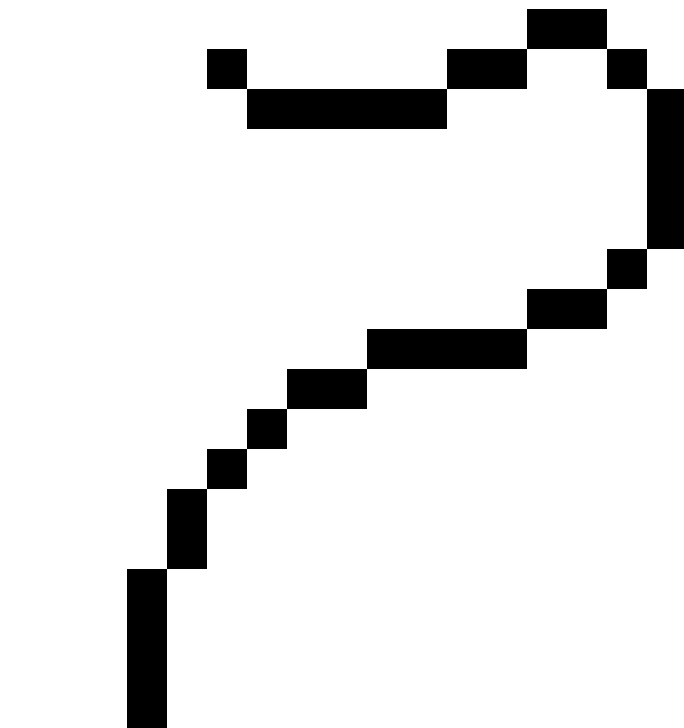


Aliasing

Sucede cuando se intenta representar una imagen con curvas y líneas inclinadas en una pantalla, pero que debido a la resolución finita del sustrato resulta que este sea incapaz de representar la curva como tal, y por tanto dichas curvas se muestran en pantalla dentadas al estar compuestas por pequeños cuadrados

Comparación

Anti-alias
o suavizado

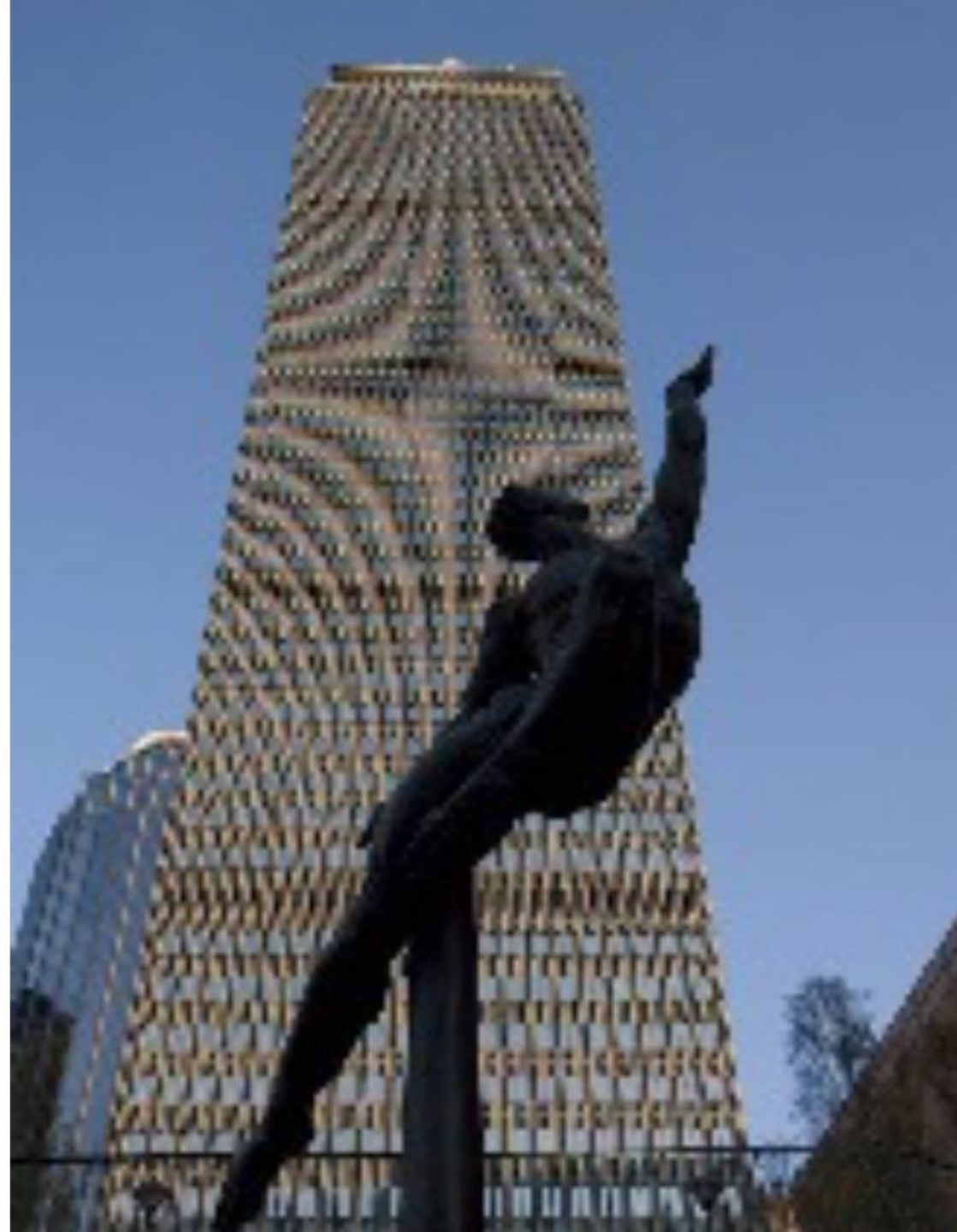
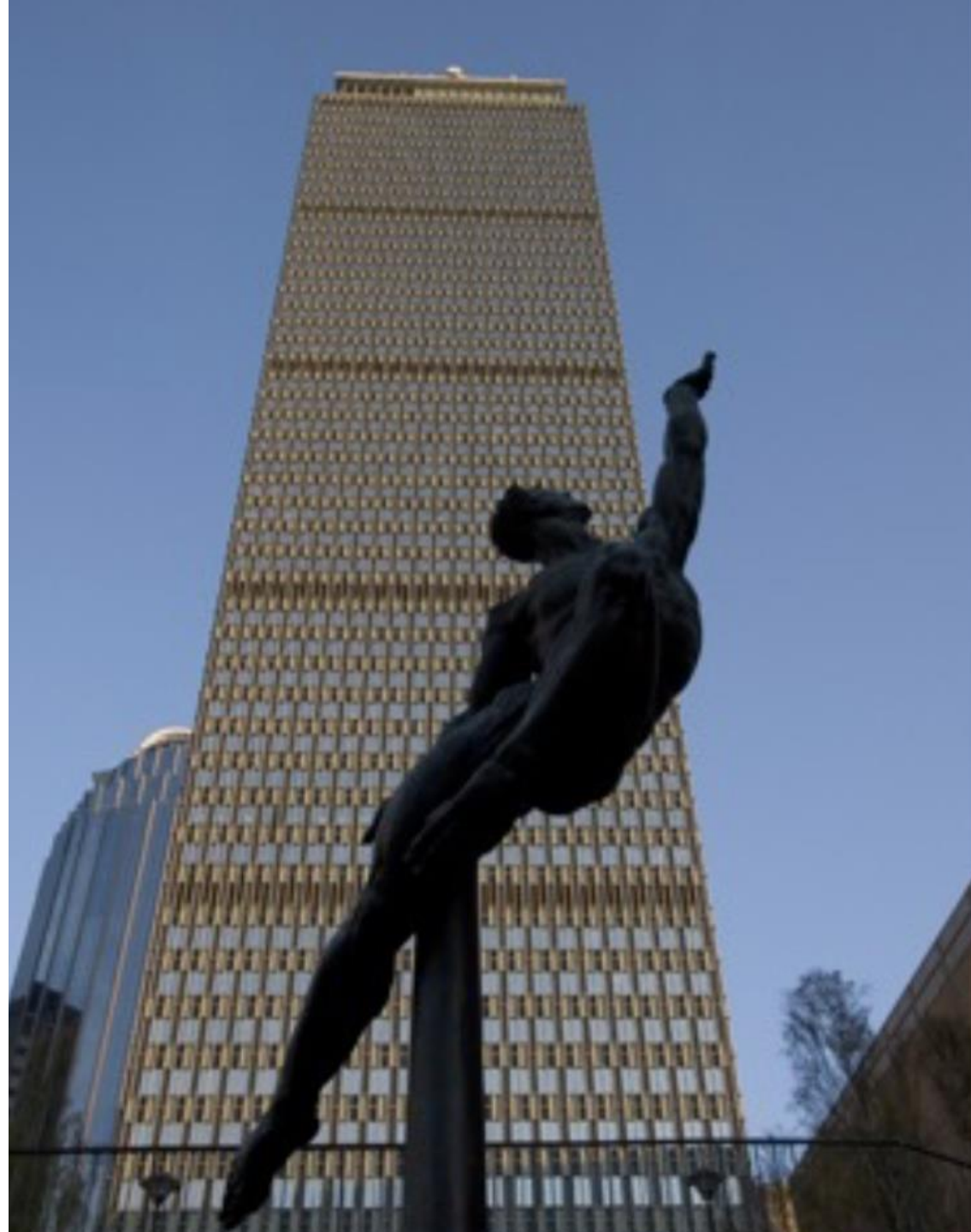


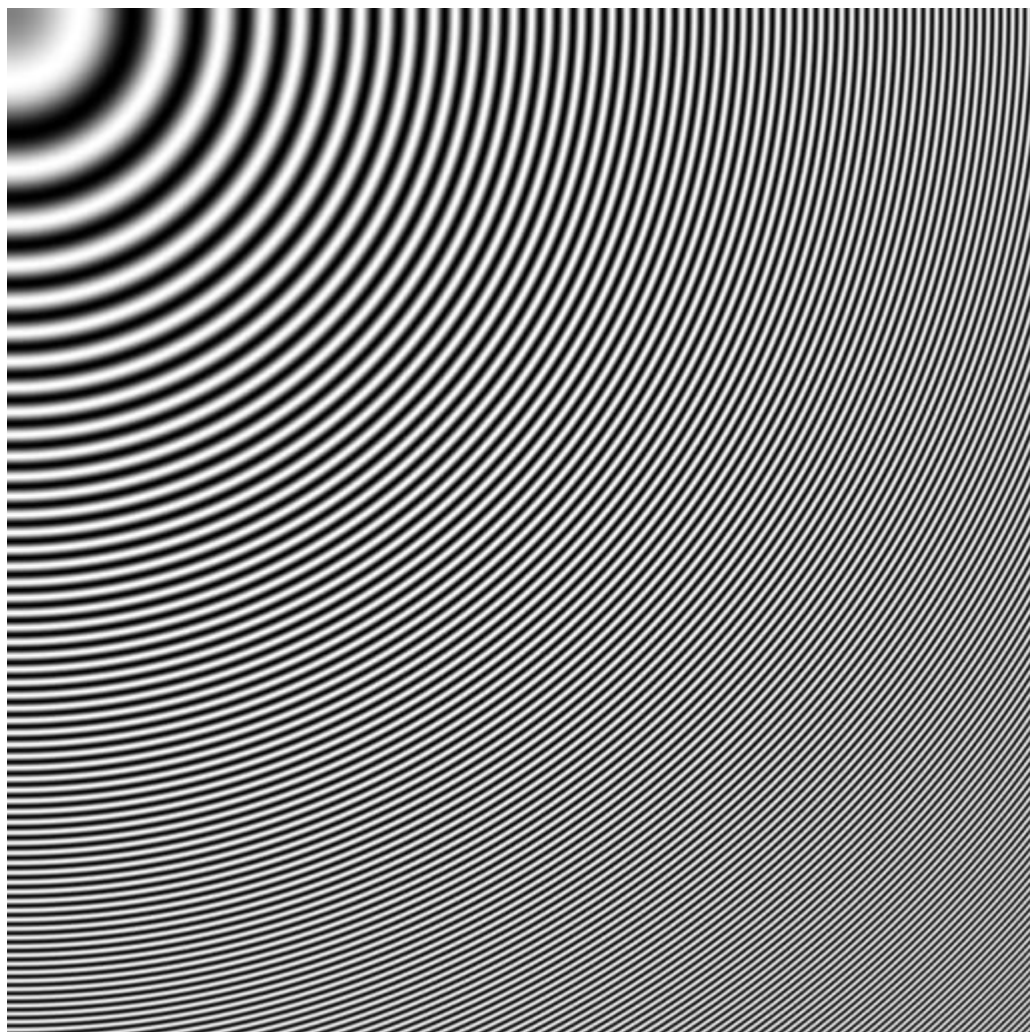


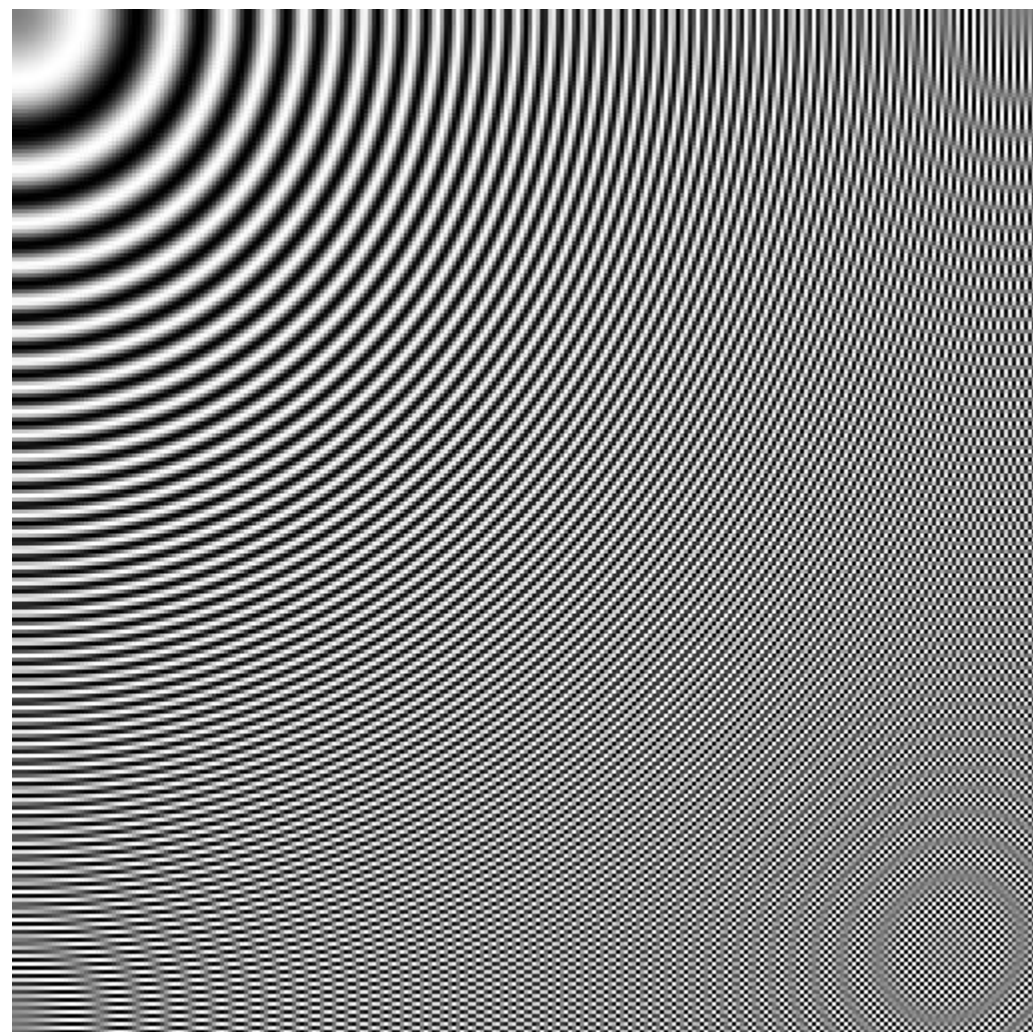
The AA smooths the edges but doesn't add blur

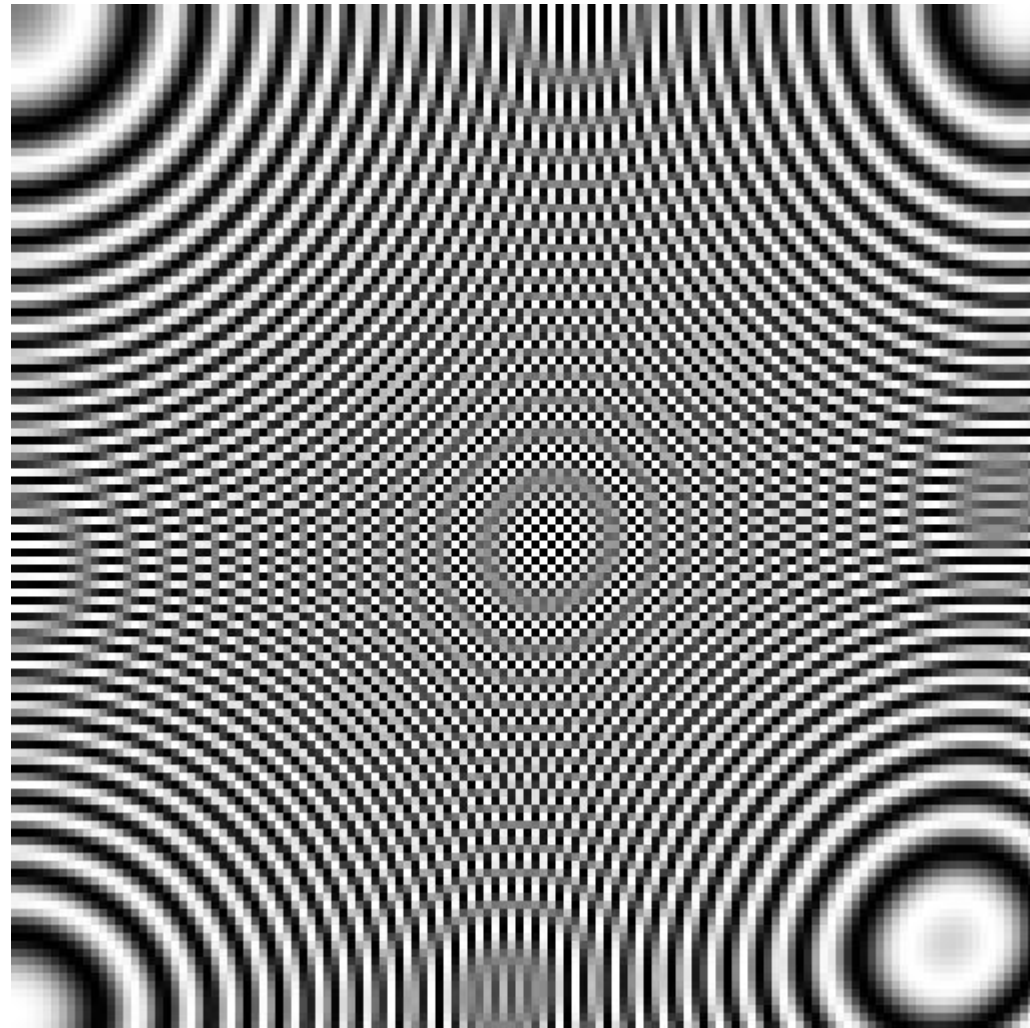


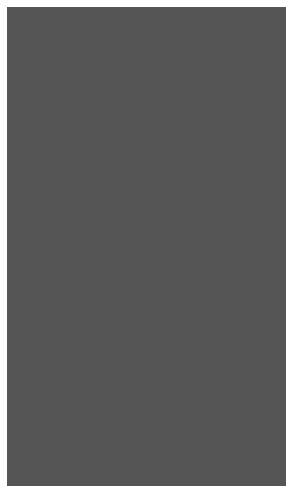
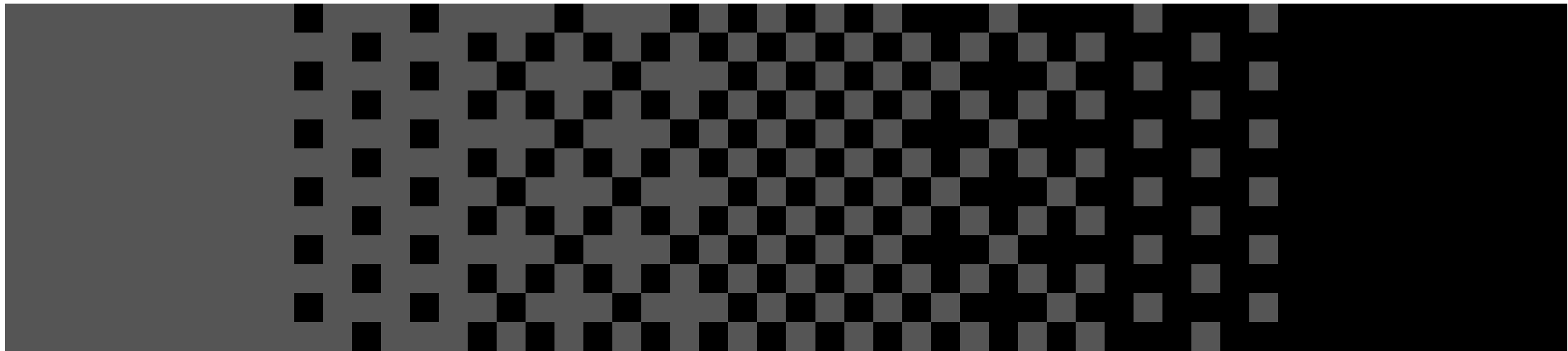
This is too much AA!



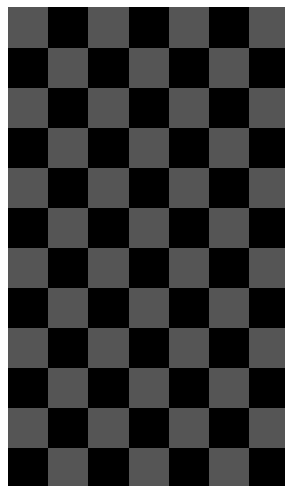
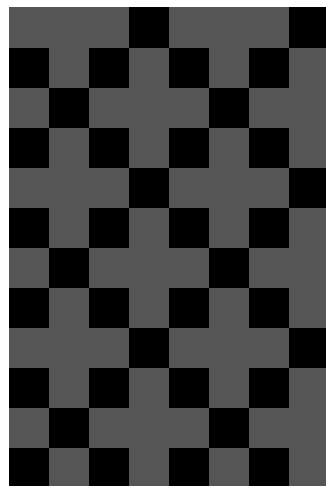
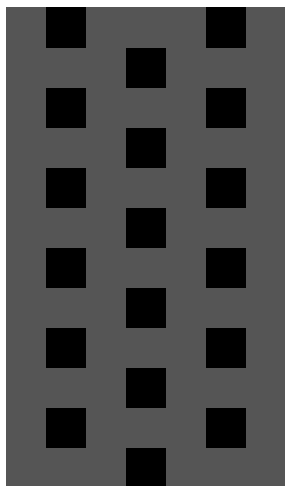




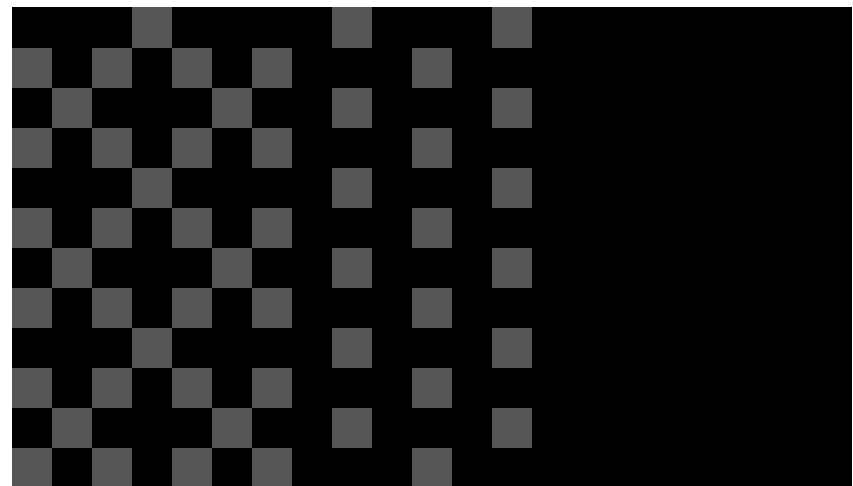


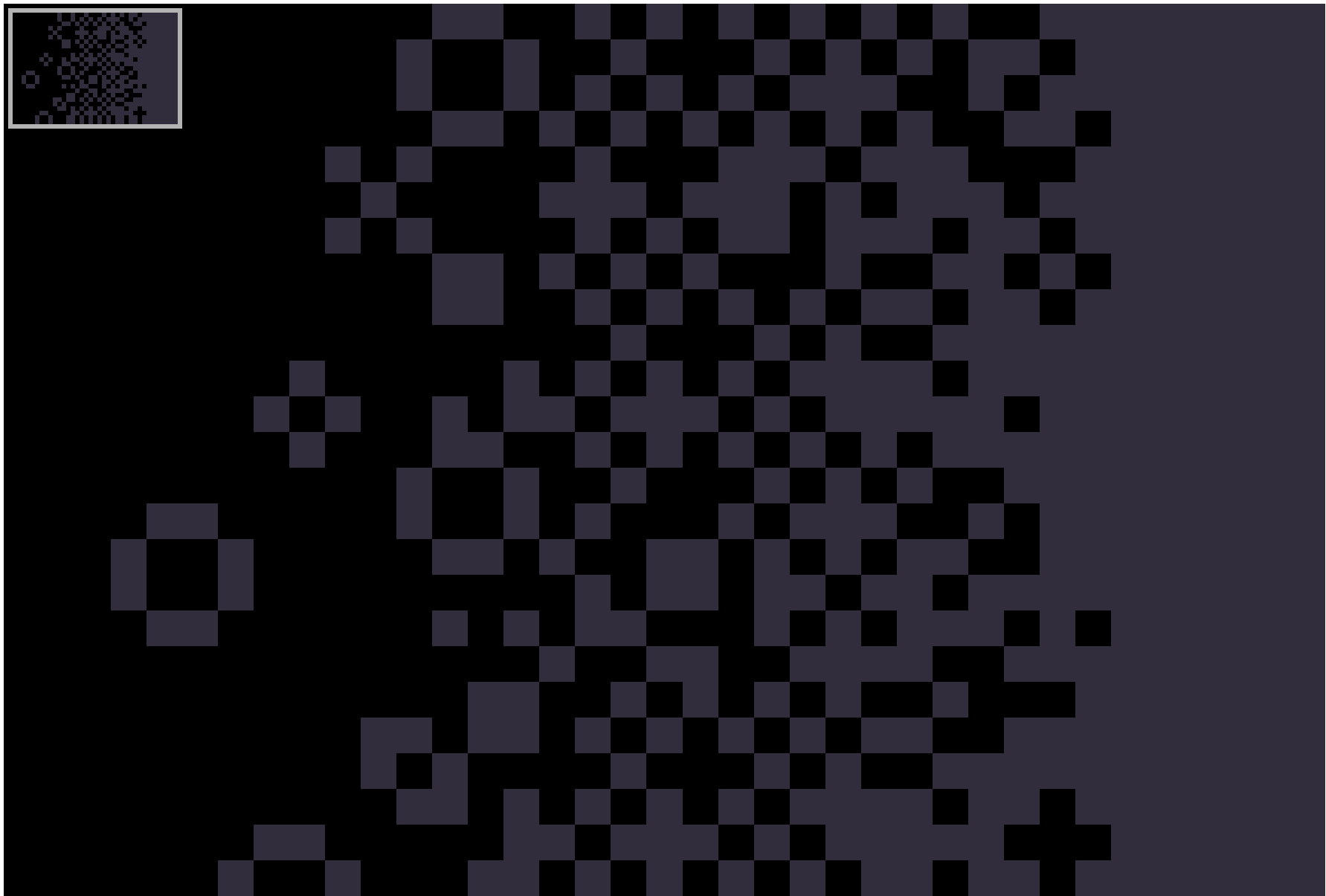


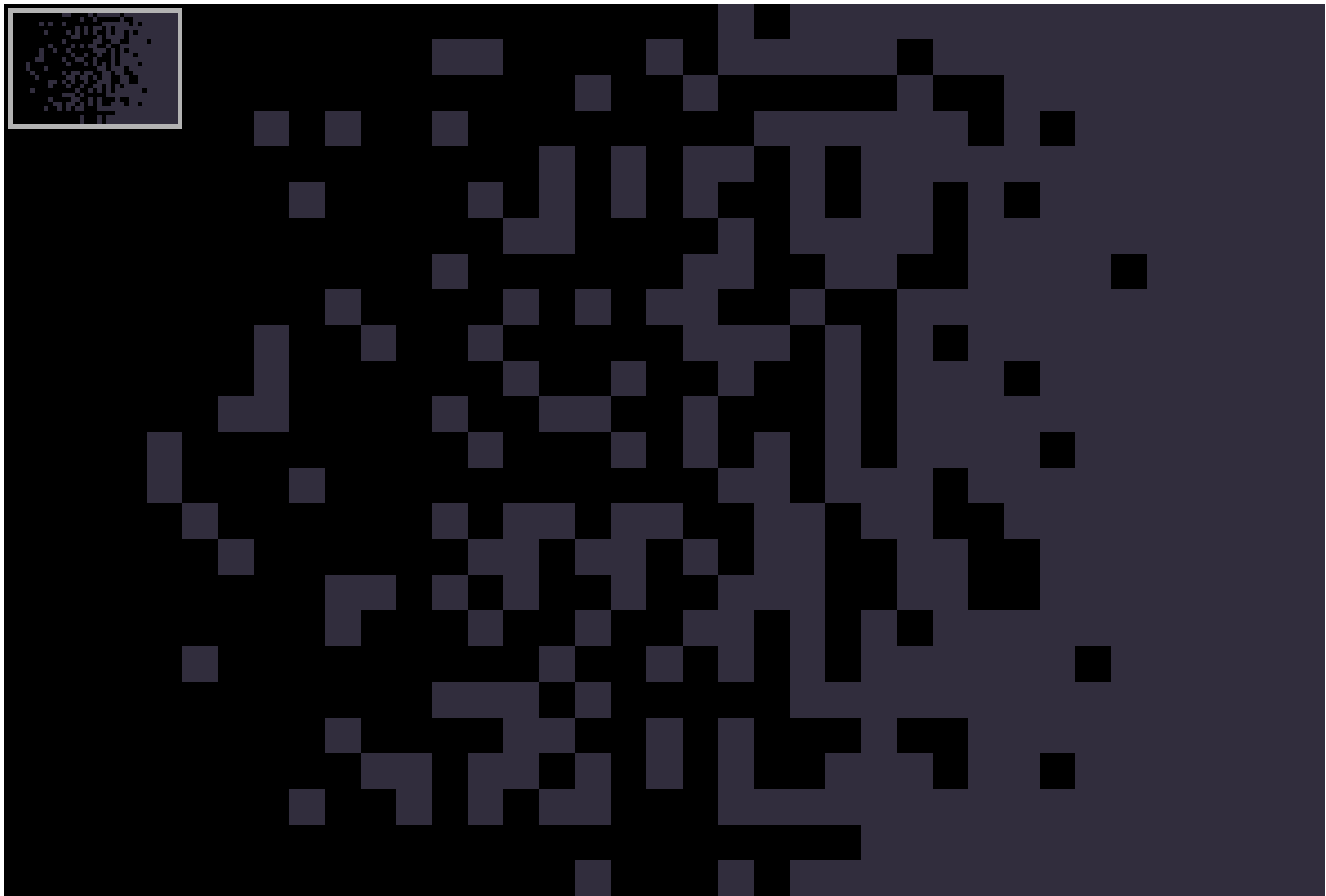
no dithering

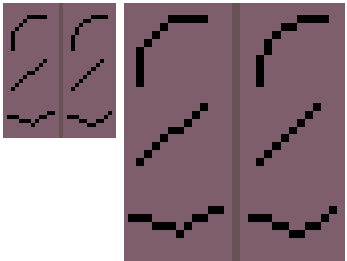
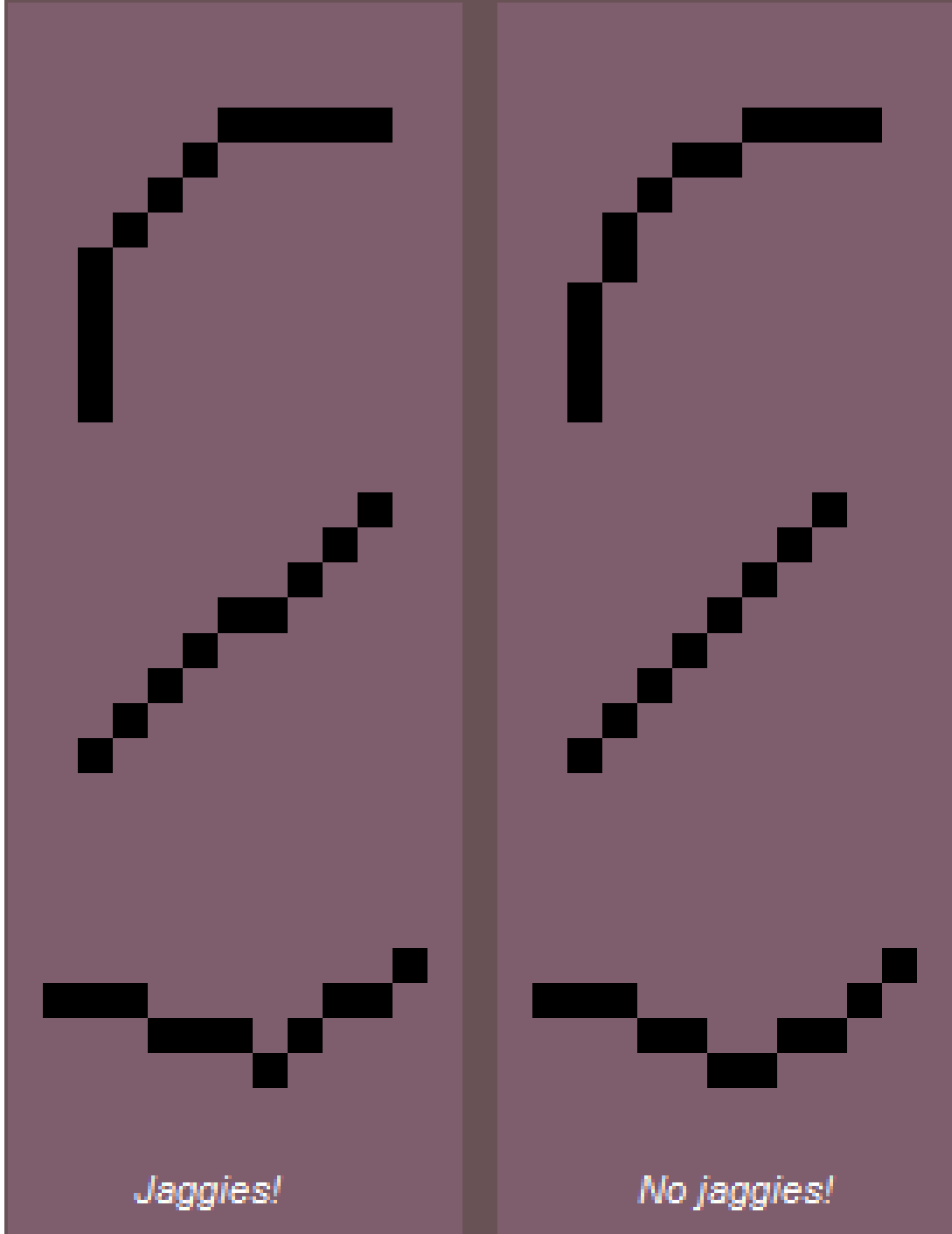


50% dithering





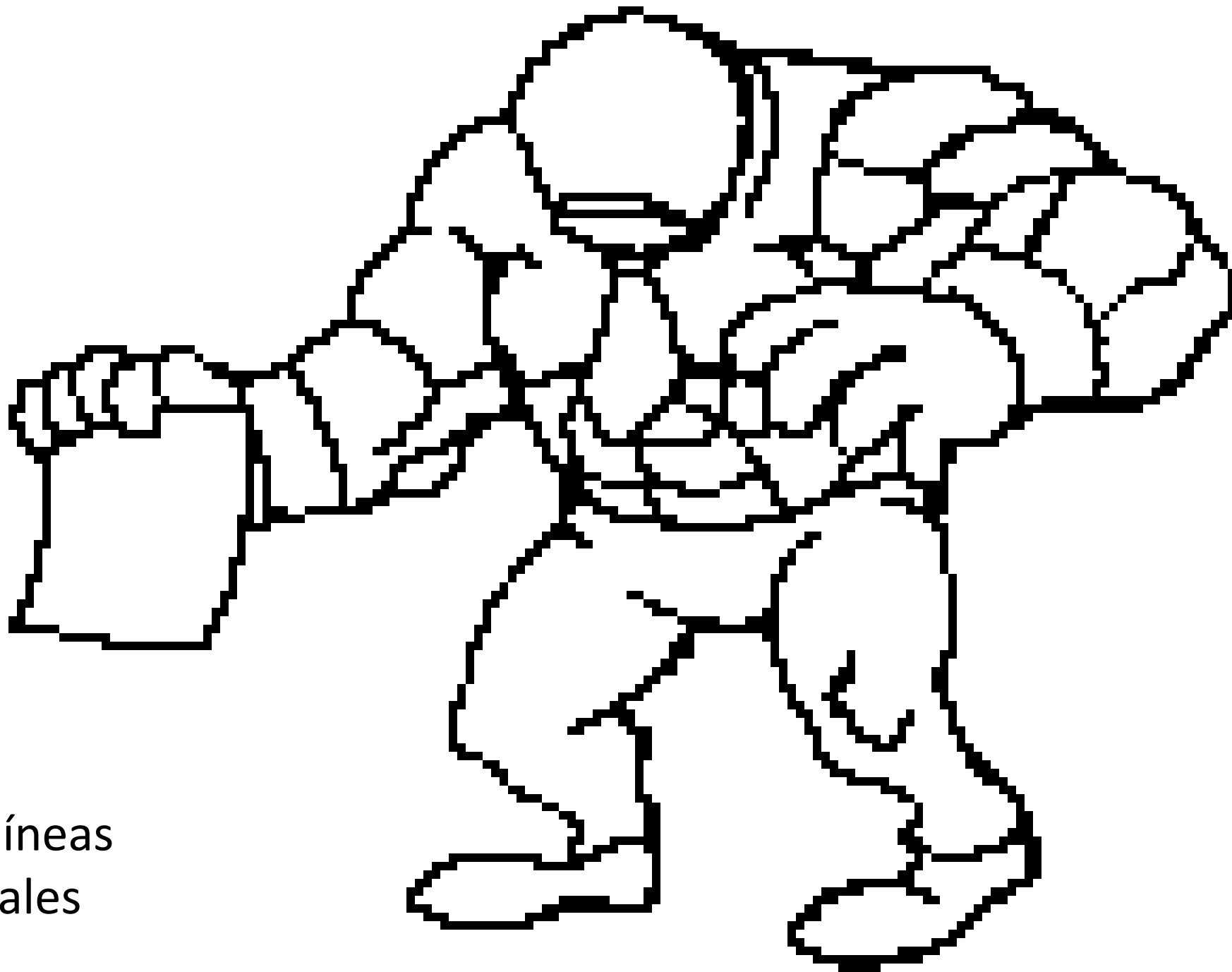




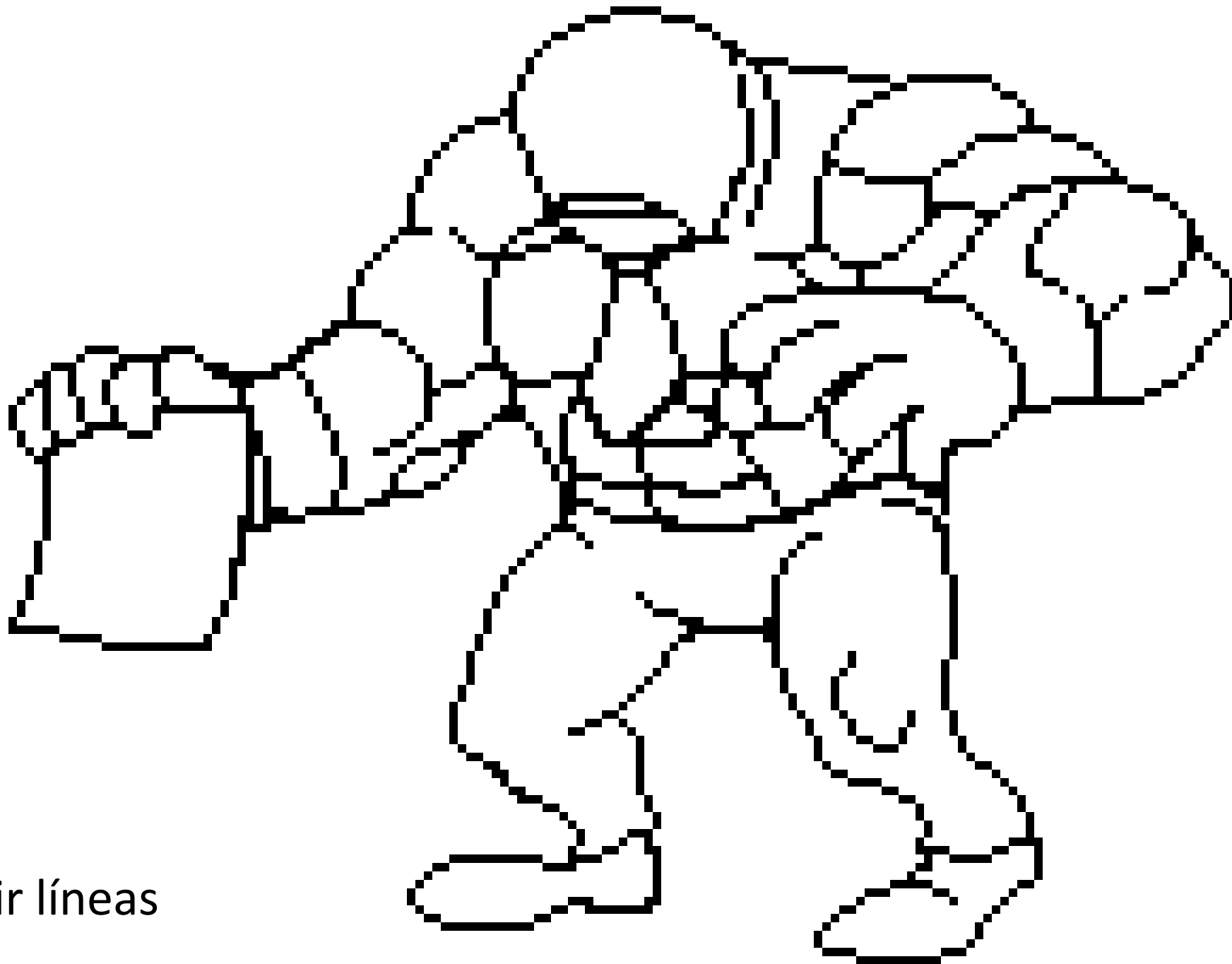




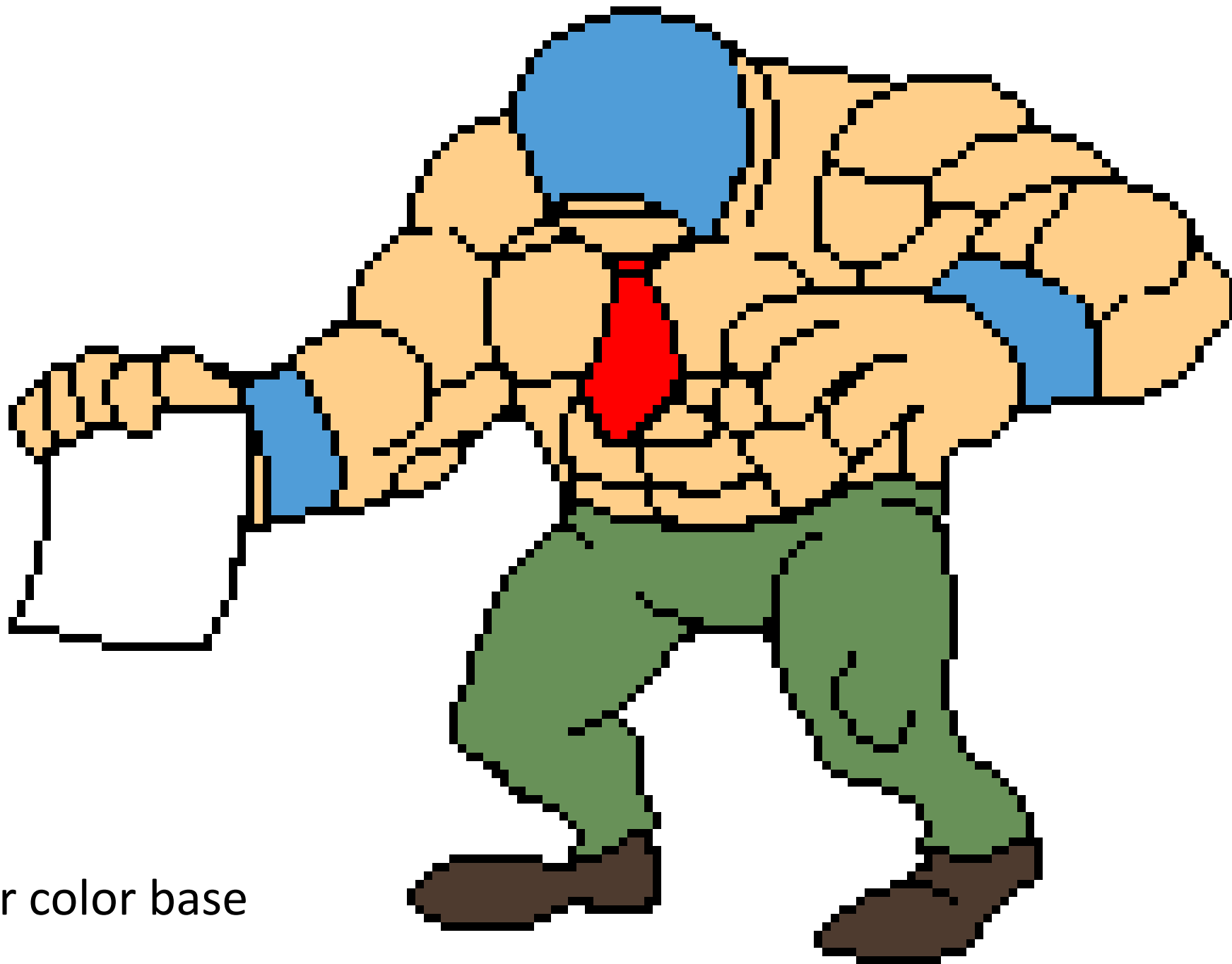
Dibujo original



Trazar líneas
principales



Corregir líneas



Agregar color base



Sombra



Graduar sombra



Luces (*highlights*)



Añadir tonalidades a
las líneas



Anti-aliasing



Añadir detalles