

Campfire

The model used for the following workflow was retrieved from <https://civitai.com/models/4118>

Step 1 - text2img

We wanted to create a campfire asset and started off by using the following prompt. Using other games designed with pixel art like pokémon and stardew valley as keywords produced better quality pixel art.

Prompt:

pixel art of a campfire, colorful, warm and cozy, nintendo, pokémon, stardew valley, animal crossing

Settings:

Steps: 20, Sampler: Euler a, CFG scale: 7, Seed: 901559974, Size: 512x512, Model hash: 690cb24a47, Model: spybgsToolkitFor_v50NoiseOffset

Output:



Step 2 - Extracting the campfire from the image

Using photoshop, we used the selection tool to extract only the campfire out of the image.

Output:



Step 3 - img2img to create animations

Using the campfire, we ran img2img with low denoising strength to generate similar images that varied slightly so it would be visible enough to form an animation without changing the structure. This was done multiple times to generate 'frames' for the animation.

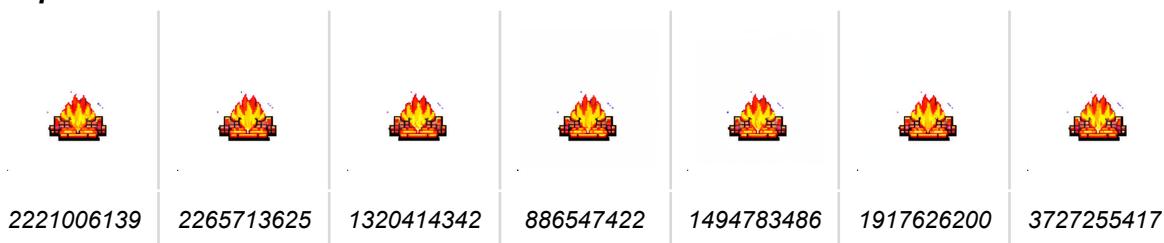
Prompt:

pixel art of a campfire, colorful, warm and cozy, nintendo, pokemon, stardew valley, animal crossing

Settings:

Steps: 20, Sampler: Euler a, CFG scale: 7, Seed: [see output for seed], Size: 512x512, Model hash: 690cb24a47, Model: spybgsToolkitFor_v50NoiseOffset, Denoising strength: 0.1

Output:



Step 4 - Post-production using Photoshop

Photoshop was used to clean the slight imperfections such as random purple spots and also removed the background. Then when all the images were clean, they were joined together so that they can be used in Unity to create a very convincing animation.

Output:



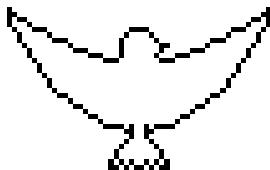
Phoenix

The model used for the following workflow was retrieved from <https://civitai.com/models/4118>

Step 1 - Initial Sketch

For this asset, we wanted to make a phoenix so I began by drawing a sketch of an outline of a bird on a 512 x 512 canvas to use for input with ControlNet.

Output:



Step 2 - ControlNet

Using the sketch, we used ControlNet with text2img to complete the drawing of the phoenix that was much higher quality. Through research, adding 'by Paul Kelpe' as a keyword improved the pixel art look of the image.

Prompt:

pixelated phoenix, concept art, harvest moon, artstation, 2d game art, pixel perfect, detailed shading, by Paul Kelpe

Settings:

Steps: 20, Sampler: Euler a, CFG scale: 7, Seed: 1367562728, Size: 512x512, Model hash: 690cb24a47, Model: spybgsToolkitFor_v50NoiseOffset, ControlNet Enabled: True, ControlNet Module: scribble_hed, ControlNet Model: control_openpose-fp16 [9ca67cc5], ControlNet Weight: 1, ControlNet Guidance Start: 0, ControlNet Guidance End: 1

Output:



Step 3 - Inpainting, Talons/Claws

We noticed that the feet of the phoenix looked a bit off and weird so we used inpainting to attempt to redraw the claws/talons to make it look more fitting and realistic. Initially, using the word phoenix as the subject didn't give a realistic alteration to the claws, so we turned to another mythical creature, the dragon. This produced a significantly better result that fit the phoenix very well.



Prompt:

pixelated phoenix (claws, talons), concept art, harvest moon, artstation, 2d game art, pixel perfect, detailed shading, by Paul Kelpe

pixelated dragon (claws, talons), concept art, harvest moon, artstation, 2d game art, pixel perfect, detailed shading, by Paul Kelpe

Settings:

Steps: 20, Sampler: Euler a, CFG scale: 7, Seed: 2737903914, Size: 512x512, Model hash: 690cb24a47, Model: spybgsToolkitFor_v50NoiseOffset, Denoising strength: 0.75, Mask blur: 4

Steps: 20, Sampler: Euler a, CFG scale: 7, Seed: 3741523332, Size: 512x512, Model hash: 690cb24a47, Model: spybgsToolkitFor_v50NoiseOffset, Denoising strength: 0.75, Mask blur: 4

Output:



Phoenix



Dragon

Step 4 - Inpainting, Mane

We wanted to remove the flame mane on the phoenix because it was a bit too much detail and wasn't part of the intended design. Initially, we thought to do this during post-production but instead did this with inpainting by replacing the respective area with the background which was the sky.



Prompt:

blue sky

Settings:

Steps: 20, Sampler: Euler a, CFG scale: 7, Seed: 51655521, Size: 512x512, Model hash: 690cb24a47, Model: spybgsToolkitFor_v50NoiseOffset, Denoising strength: 0.75, Mask blur: 4

Output:



Step 5 - Post-production using Photoshop

Photoshop was used to clean up the image which required removing the background and cleaning some imperfections so it can be used as an asset in Unity.

Output:



Player

The model used for the following workflow was retrieved from <https://civitai.com/models/4118>

Step 1 - text2img

We used text2img to create a new sprite for the main playable character. Coincidentally, the following prompt and settings happened to produce an image that had the character facing forwards and backwards.

Prompt:

pixelated full body solidier looking right, character icon, concept art, harvest moon, artstation, 2d game art, pixel perfect, detailed shading, by Paul Kelpe

Settings:

Steps: 20, Sampler: Euler a, CFG scale: 7, Seed: 756599852, Size: 512x512, Model hash: 690cb24a47, Model: spybgsToolkitFor_v50NoiseOffset

Output:



Step 2a - Inpainting, Robotic arms

Considering the difficulty in producing an animation with this image using AI, we wanted to add some interesting features to the character instead. By using inpainting we decided to change the arm from a human one into a robotic one.



Prompt:

pixelated robot arm , concept art, game item, harvest moon, pokemon, artstation, 2d game art, pixel perfect, detailed shading, inventory

Settings:

Steps: 20, Sampler: DPM2, CFG scale: 7, Seed: 1873488930, Size: 512x512, Model hash: 690cb24a47, Model: spybgsToolkitFor_v50NoiseOffset, Denoising strength: 0.9, Mask blur: 4

Output:



Step 2b - Inpainting, Robotic legs

Continuing on with the theme, we also wanted to add robotic legs to the character to spice things up. Similar to what we did with the arms, we used inpainting to apply a new pattern for the legs.



Prompt:

pixelated robot leg, concept art, game item, harvest moon, pokemon, artstation, 2d game art, pixel perfect, detailed shading, inventory

Settings:

Steps: 20, Sampler: DPM2, CFG scale: 7, Seed: 2791720854, Size: 512x512, Model hash: 690cb24a47, Model: spybgsToolkitFor_v50NoiseOffset, Denoising strength: 1, Mask blur: 4

Output:



Step 3 - Post-production using Photoshop

Photoshop was used to clean up the image for use in Unity. This would primarily involve merging the images together, removing the background and scaling the image down. A minor adjustment had to be made with the robotic arms as the shoulder piece on the right model was positioned more towards the left of the shoulder instead of being on top. This was rectified during this process before all the images layers were merged.

Output:

