I started doing work on Meatball using GIMP. I figured that it would be more time-efficient to just learn pixel art while doing trace-work with the concepts. I find that doing trace-work is much easier than doing pixel work from scratch.

Anyway, I chose to do Broccoli first because he was the first guy I sketched for concept art. I opened up the first concept art file in GIMP and created a new layer. I dove right into tracing the guy—legs, shorts, body, face, a little bit of the hair. Then, I realized that this was all just one layer when it should be separate. Anyway, I separated the layers: base (feet, shorts, body), face (idle) and “hair” (which was going to be in separate layers if I worked more on it).

**Start time: ~3PM**

**End time: ~4PM**

After my hour of work, Michael suggested that I made Broccoli simpler. At first I was reluctant, but now I agree with him.

When I first designed Broccoli, I was having a lot of fun with him and not thinking about the pixel work I had to do later on. But now that I’ve tested the waters (spending about an hour on the guy), I realized that Broccoli has too much going on with different parts of his body.

* His arms, face, and hair all have different “phases.” His hair has 4 phases (0—no branches; 1—one branch; 2—two branches; and 3—three branches).
* His faces also have 4 different phases (0—idle; 2—about to break off the branch; 3—“ouch”; and 4—throwing).
* His arms also move to each branch, so that’s another few layers of arm movements.
* And after his branch supply is exhausted, he goes to punch Meatball.

Overall, it’s a lot of work for just one enemy. Also, the other enemies are quite simple, so I figured that I should redesign Broccoli and make him simpler. Until next time!!!