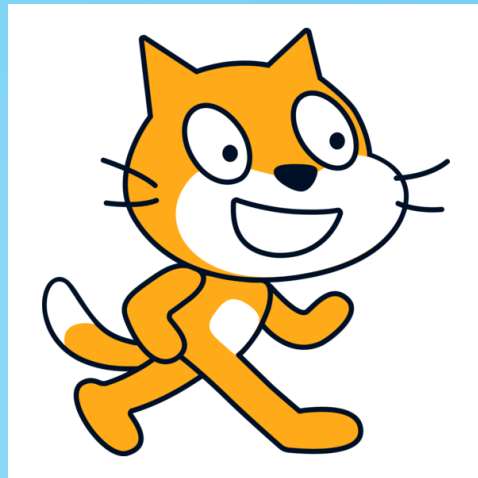


Let's Make Our Own Game Art

Using Piskel to Create Sprites for Scratch








What is a Sprite?


- A **sprite** is any character, object, or thing in your game.
- Examples: your player, enemies, coins, buttons.
- Sprites can have **costumes** (different looks) and **animations** (motion).






Ways to Get Sprites in Scratch

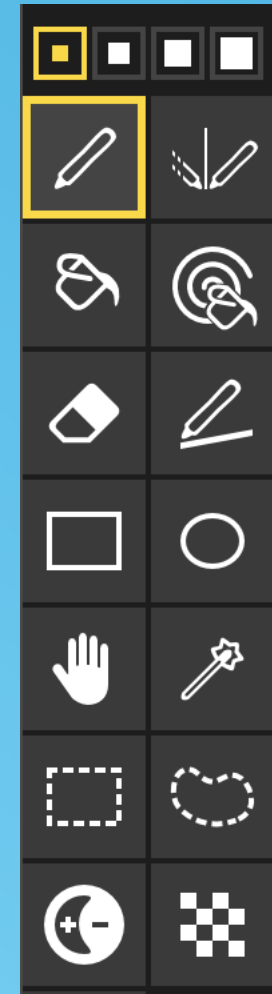
-  Choose from Scratch Library
-  Draw in Scratch
-  Upload an image
-  **Make your own in Piskel** 

What is Piskel?


- Free online tool for drawing **pixel art**
- Great for:
 - Characters
 - Simple animations
 - Icons, power-ups, and effects
-  Link: <https://www.piskelapp.com>

Quick Tour of Piskel

- Canvas = drawing area
- Pencil tool 
- Eraser
- Fill bucket 
- Color picker
- Frames for animation 



Let's Make a Character!

- In Scratch, click “Choose a Sprite” → Upload
- Select your saved .png file
- Now your art is in the game! 

Upload Your Sprite to Scratch

- Go to piskelapp.com
- Click “Create Sprite”
- Set canvas size (e.g. 32x32)
- Use pencil tool to draw a simple character (ex: blob, alien, robot)
- Save as .png

Simple Animation

- In Piskel, click **“Add New Frame”**
- Make a second version (e.g. legs moved)
- Export as **.gif** or each frame as **.png**

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