

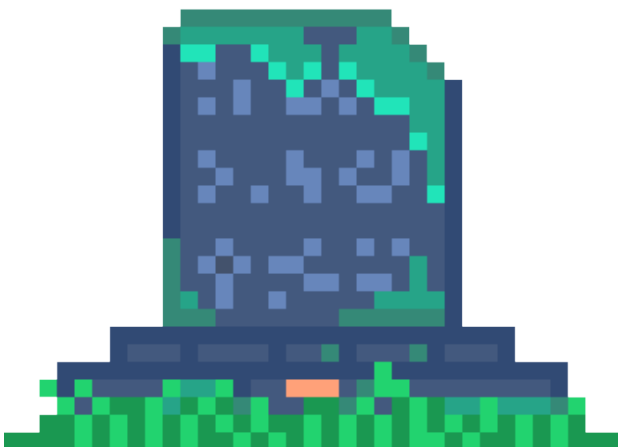
# Artwork Specifications

Don't Cry For Me - March 23 2018

All artwork should be made with similar characteristics to produce a consistent final product. Below is a basic description of how each sprite should be made.

## How to go about making a pixel art image and basis for judgement.

- Always use several colors of different shades to represent curvature. (View bottom of body on jon)
- Objects behind other objects should have a shadow casted on them (View Jon's left arm and leg).
- Flat surfaces should have a solid color
- No dithering. Only use solid shades.
- Jon's height is 57 pixels all artwork must use this as a basis for its size. For example, the stone tablet below is roughly half Jon's height.
- Most characters should be taller than Jon by 5 or more pixels, because he is just a boy.
- Make different parts of design in layers, for ease of adjustment and animation.
- Color palettes will be discussed at our next meeting.



## Character Design:

Characters may vary in size and shape. Not all will be human. Be creative. Incorporate androids, aliens, humans and animals. All characters must be animated, and most will have a speak and walk animation. Characters should be designed modularly, so parts can be reused in other characters. This way we can procedurally generate characters the same way we

