

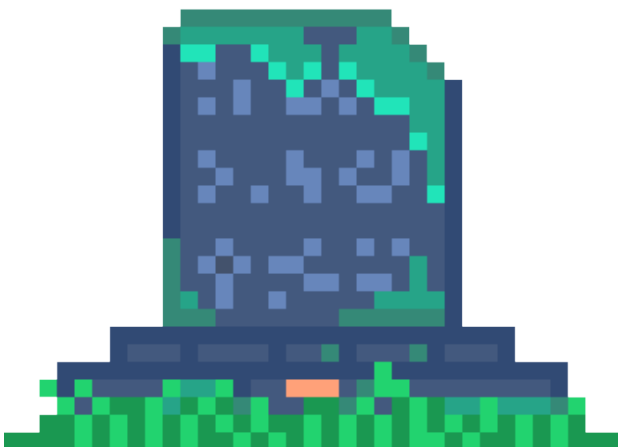
Artwork Specifications

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.
- Never use more than 3 shades for a single color.



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 generate planets. Draw them at a default 45° view-angle



57 px

25 px