Work Title: Petscii Painter
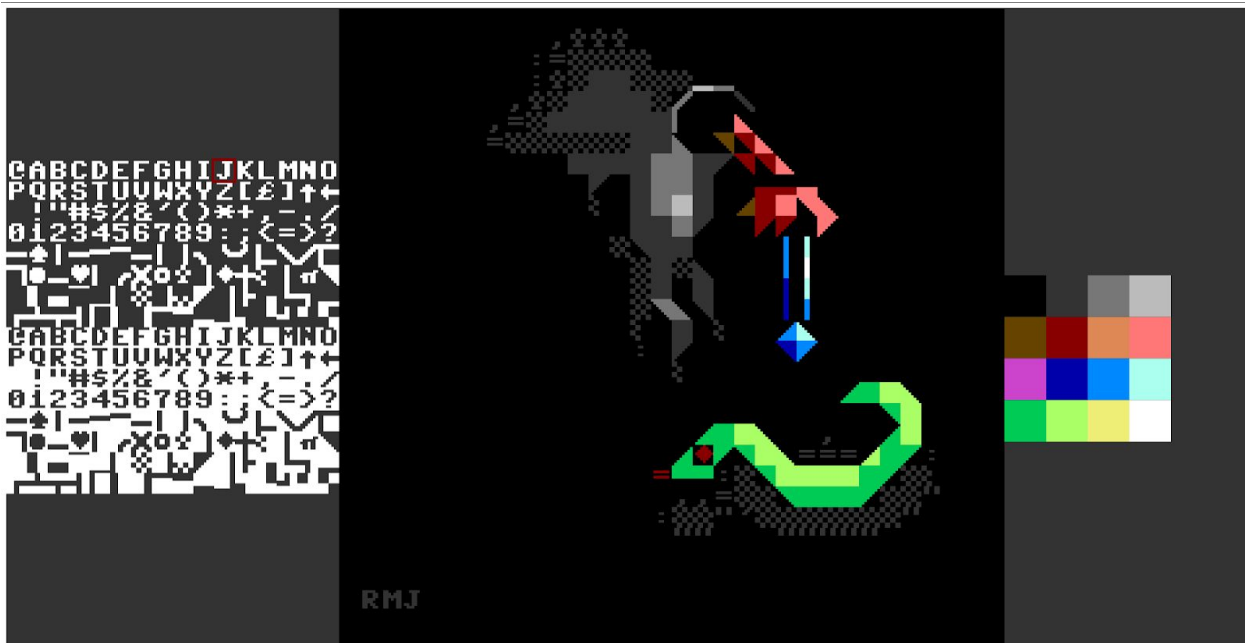Designer: Riley Johnson
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Petscii is the ascii font used by the 80s computer The Commodore 64, or c64 for short. Unlike the ascii font we usually see today, which has a few symbols, but a lot of it is just letters, for formatting, or are completely unused, the petscii font fill the majority of its 256 characters with interesting shapes and symbols. You may have heard of ascii art, art made with the characters on a computer we usually see, but in petscii art, using these more diverse and interesting characters, you can do much more and create art with a very distinct and interesting style. I have created my own editor that uses a 32x32 character canvas, with access to each character in the petscii font as well as the 16 colors the c64 had available to it.

It has a fairly simple interface, with the characters on the left, and the colors on the right. Above the colors are a toggle to switch between changing the color of the background, and the color of the brush, and there are save and clear buttons under the colors.

I have also implemented a few hotkeys for ease of use, "wasd" can be used to navigate the character table without clicking on individual characters. "q" sets the current character to the filled in block, and "e" sets the current character block to the nothing character, as they are probably the most used characters. You may notice that the second half of the characters are the first half, but inverted, so I made "x" switch between the inverted and regular version of the currently selected character.

Here is an example of something I made using an unfinished version of the program:

This should do a decent job showing the general style of this interesting medium.

Github link: https://github.com/qeeen/petscii_editor
Program link: https://cdn.statically.io/gh/qeeen/petscii_editor/026f607c/index.html