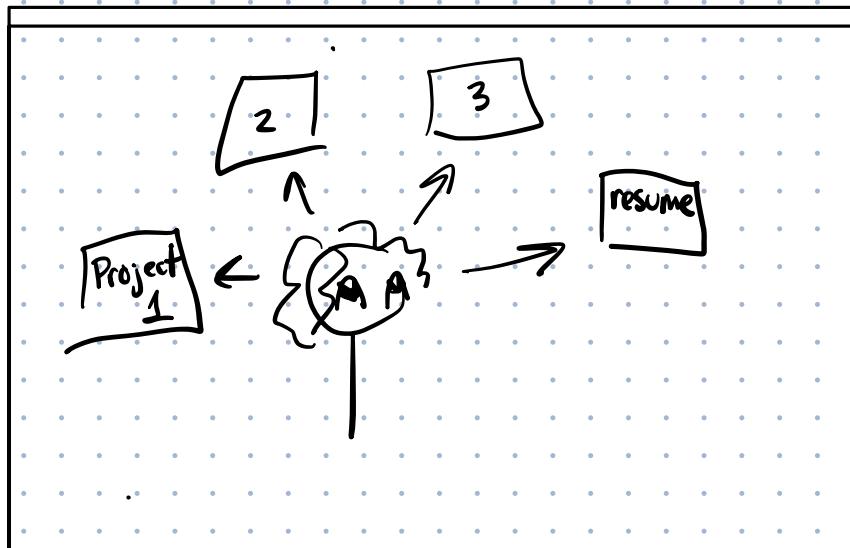
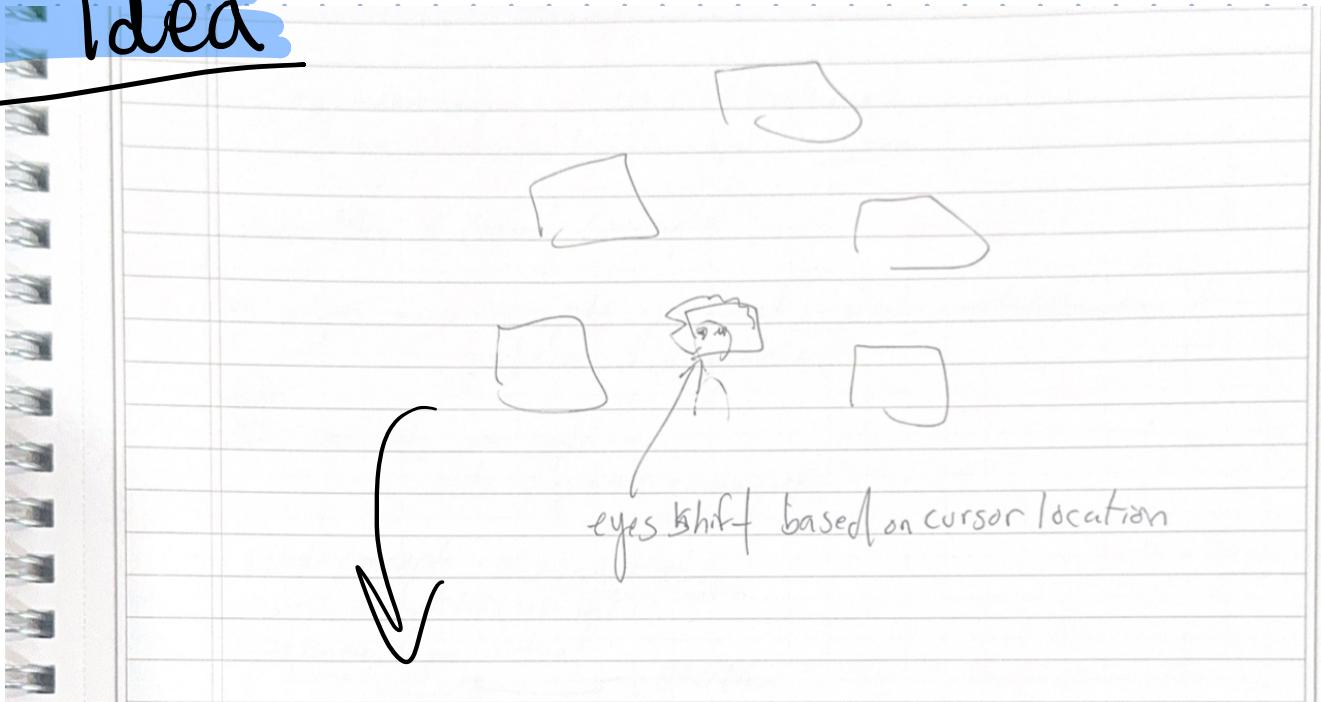


# Project Notes!

- here's a breakdown of how i came up w/ concepts + art

## 1st Idea



vague idea of interactive portfolio.

-wanted more to look at ... seemed sort of empty

for site



bit-explosion effect when you hover

main page



parent  
copy this (inheritantly)

Sub-pages have same format  
for detailed breakdown of each project.

what kinda style...

16-bit or linear...



gets bigger  
↓

sidescrolling



movement means animation

2nd idea

Celeste-style... still animations ← game inspo.

\* now i have to find way to build basic pixel art game

→ Phaser seems like good software. → 2D game framework

Some kind of interactive game sketch / journal  
to talk about my life.

for site: Core concepts

- render background
- render sprite
- render interactive items & set up click handlers
- on click, move sprite to location and open popups



1st concept sprite

very general outline

getting a feel for outfit, shape

- started w/ sprite b/c it was fun! (st built momentum)



2nd!

- adding details

- looking pretty rough still

- body facing forward while head is turned



3rd!

- doubled sprite size.

(32 → 64)

- needed more pixels for shading/details



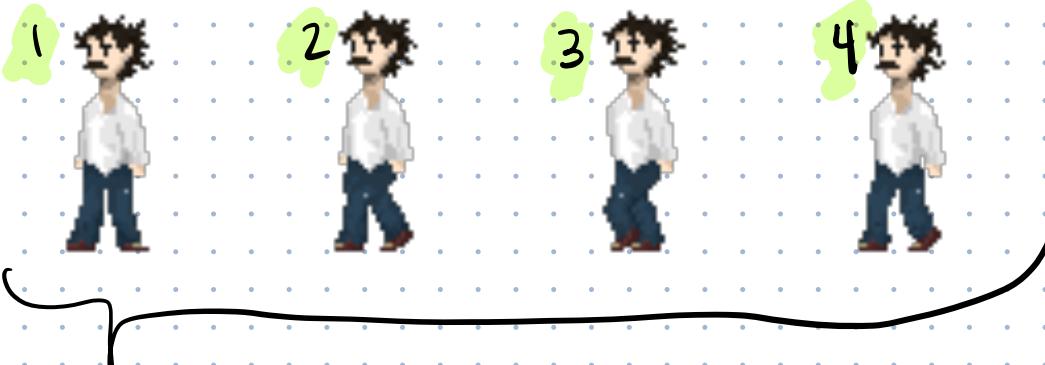
Final idle model

- fill in outfit

- work on shadows for the clothes

- fix hair

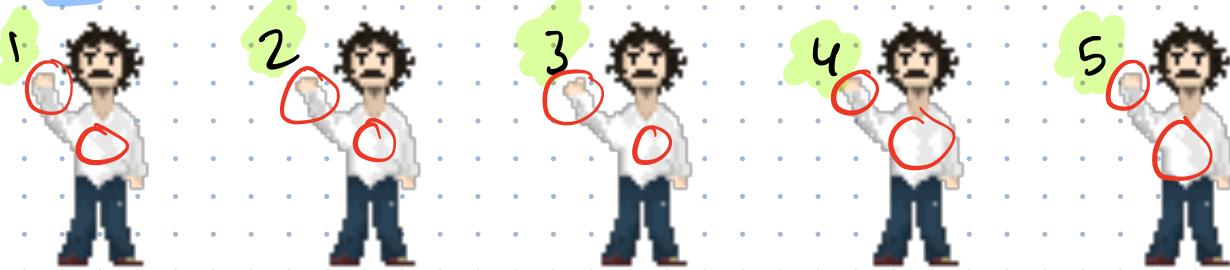
# \* now time for spritesheets \*



• Walking Sheet

\* each frame needs to be created manually for the sheet

Wave sheet



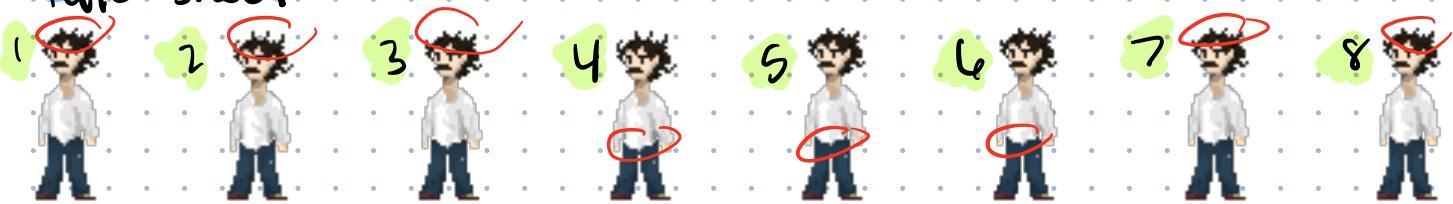
- moving hand and highlights

Sitting sheet



- moving hands + feet

idle sheet



idle sheet (hair bounce) + shirt flowing

- sprite animation speeds can be updated w/ phaser.

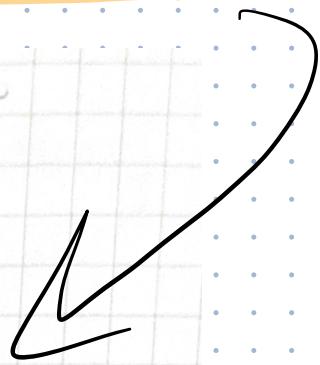
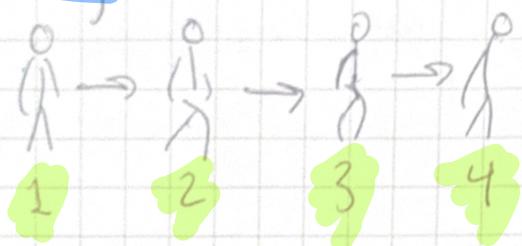
(fps)

- more frames will look smoother, but by balancing fps + # of frames you can get away w/ making less and still looking good!

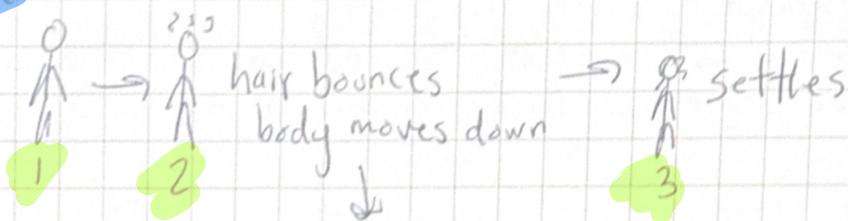
## \* early concepts of spritesheets

- need sprite ~~to~~ to mirror left + right  
(2 sets)

Walking



Idle



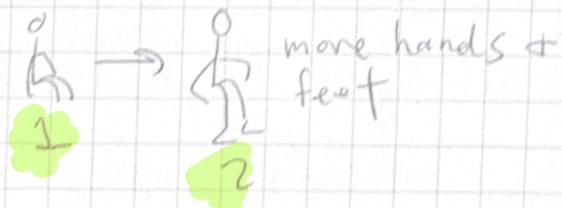
2 bounces looks more natural

if a wave? if you click the about me section.



looking up & down

prob. do a sitting one.



more hands + feet

# \*Scene building

## \*early Concepts\*

Scene

cozy house/apartment

- ambient lighting very warm

- old-looking furniture lowkey just where i'd wanna live if i was in a game.

things on the wall to click.  
-degree info

piskel really good for sprites NOT good for making background.



Shade range 1-4, anything more & it's too realistic

→ establishing shading for the scene  
(needs to match range for the sprite,  
or he'll look weird in the apartment)

- needed to focus on interactive elements in a "natural" way that didn't look out of place in the apartment

# Fleshed out in pixel

