

PIXEL ART

and

00



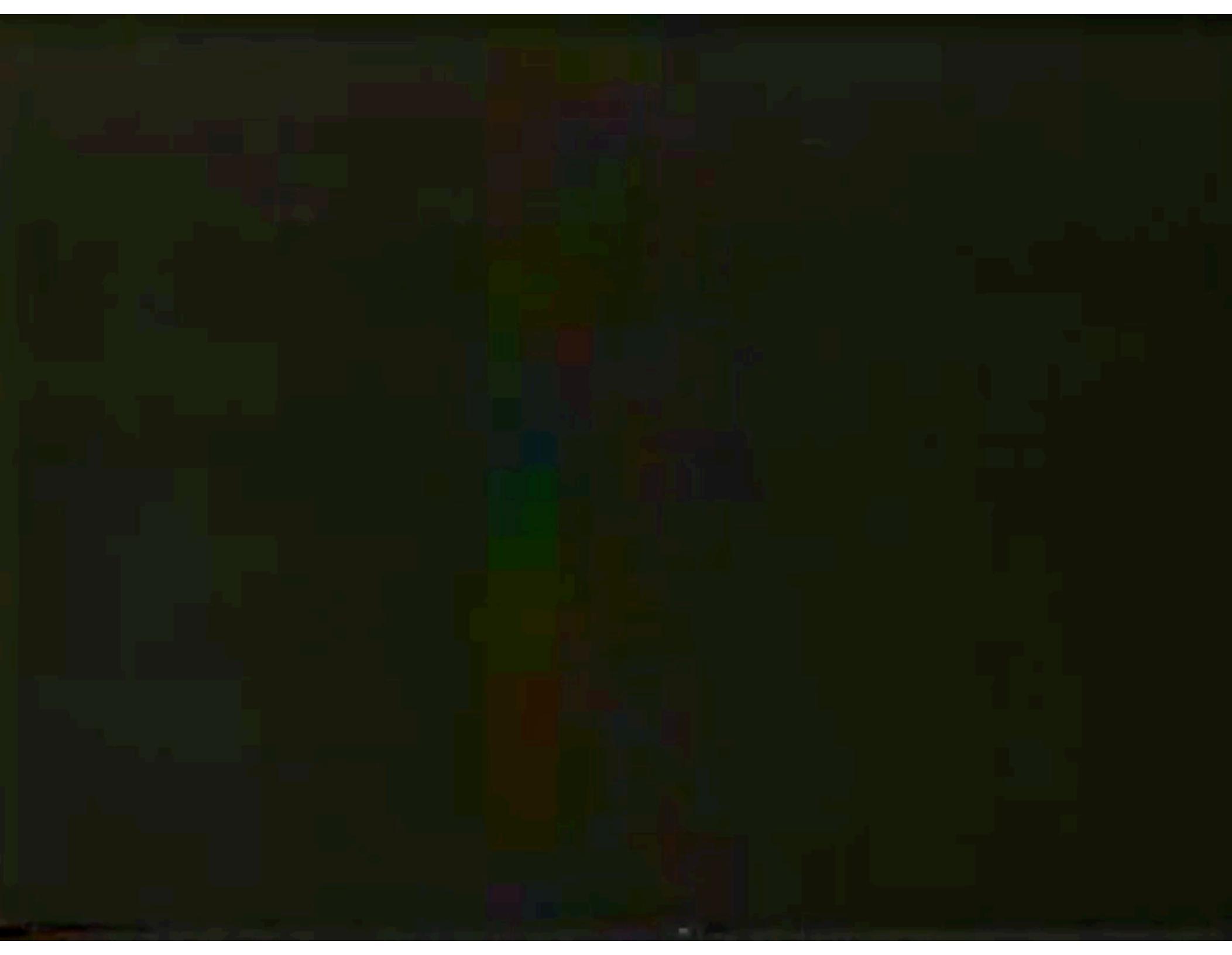
JAVASCRIPT



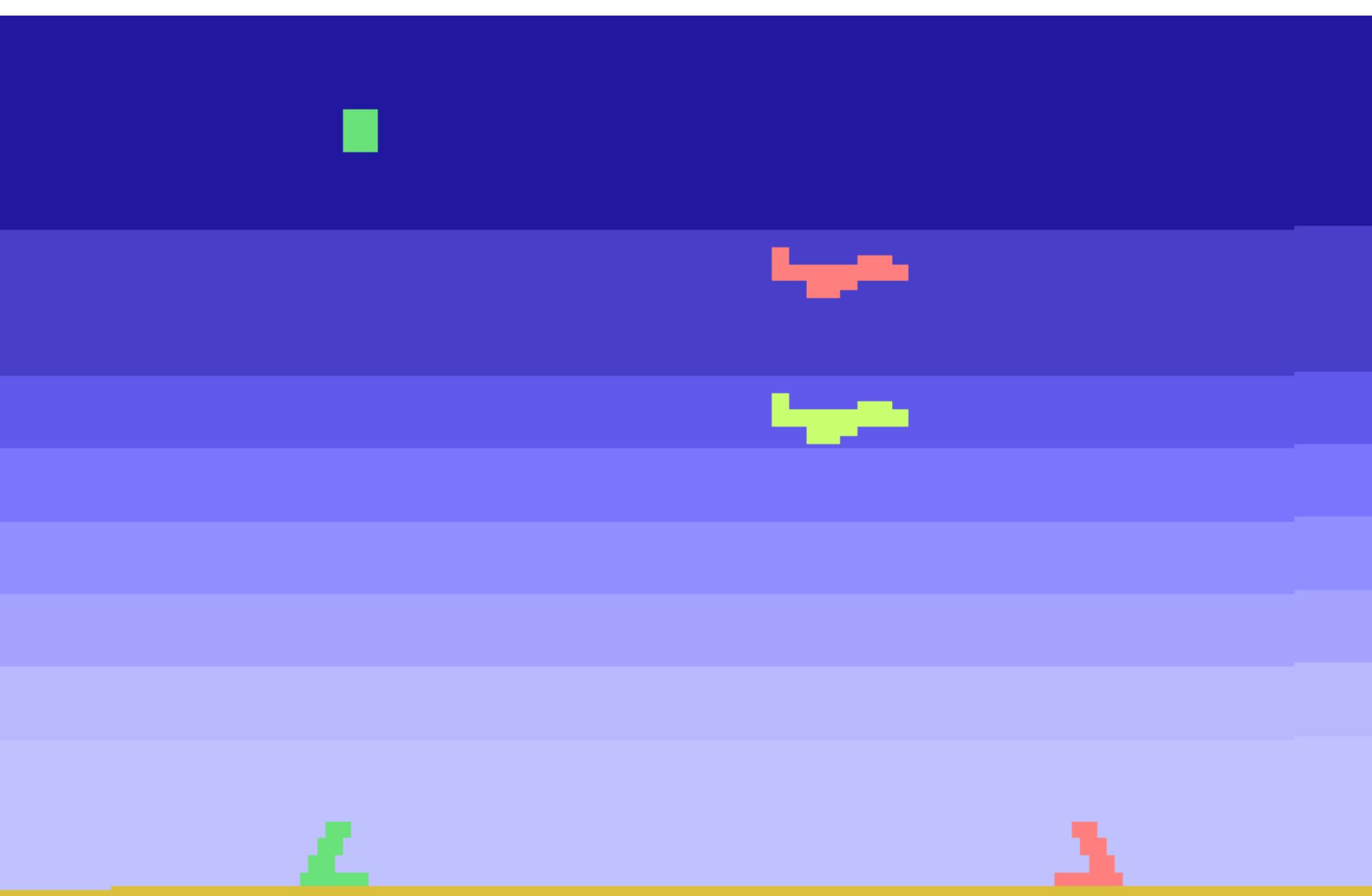
EMPIREJS 2014

Vince Allen

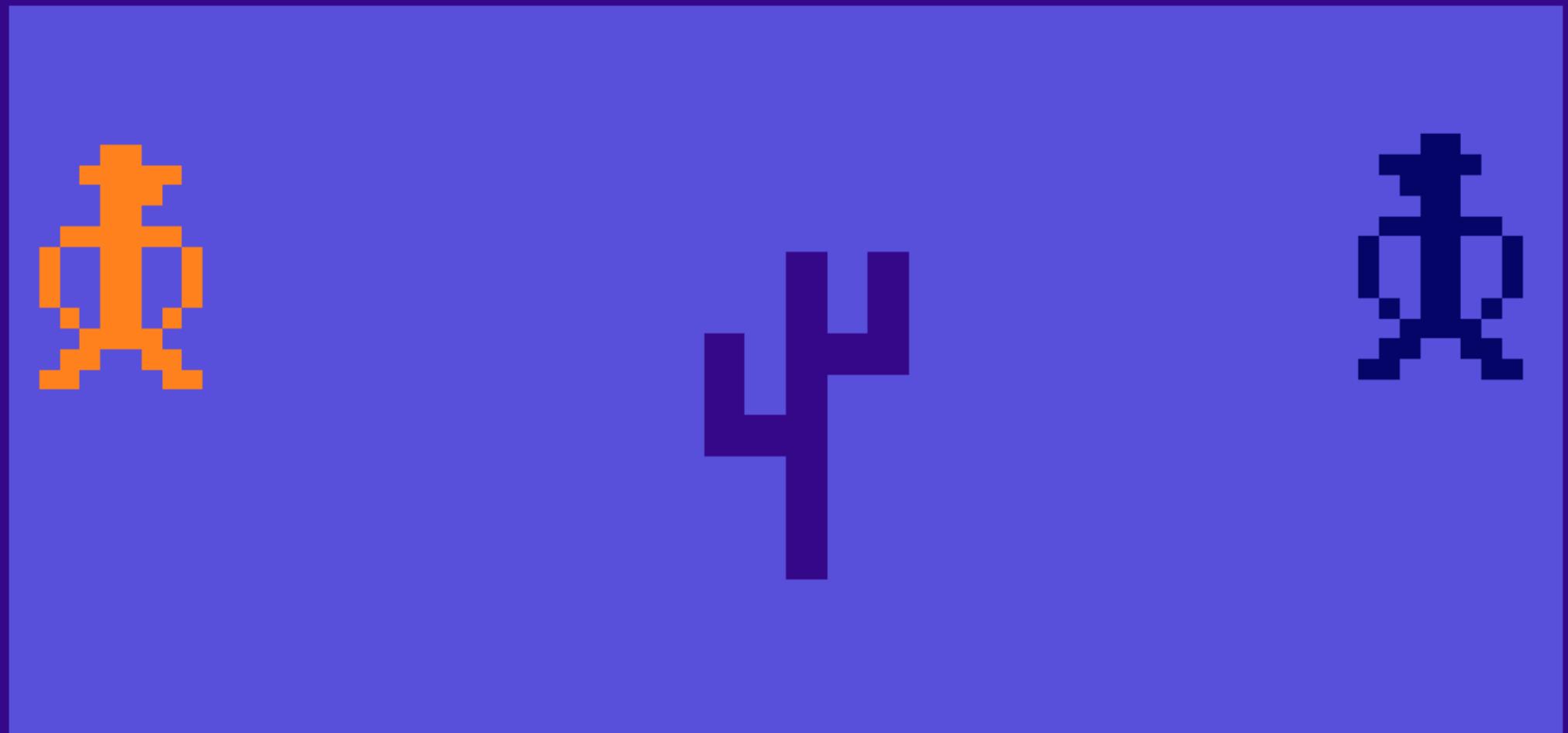




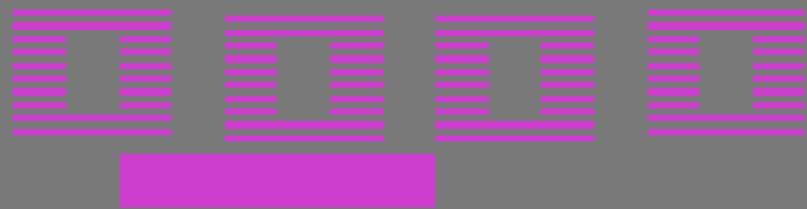
family + Atari - babysitters != parental supervision

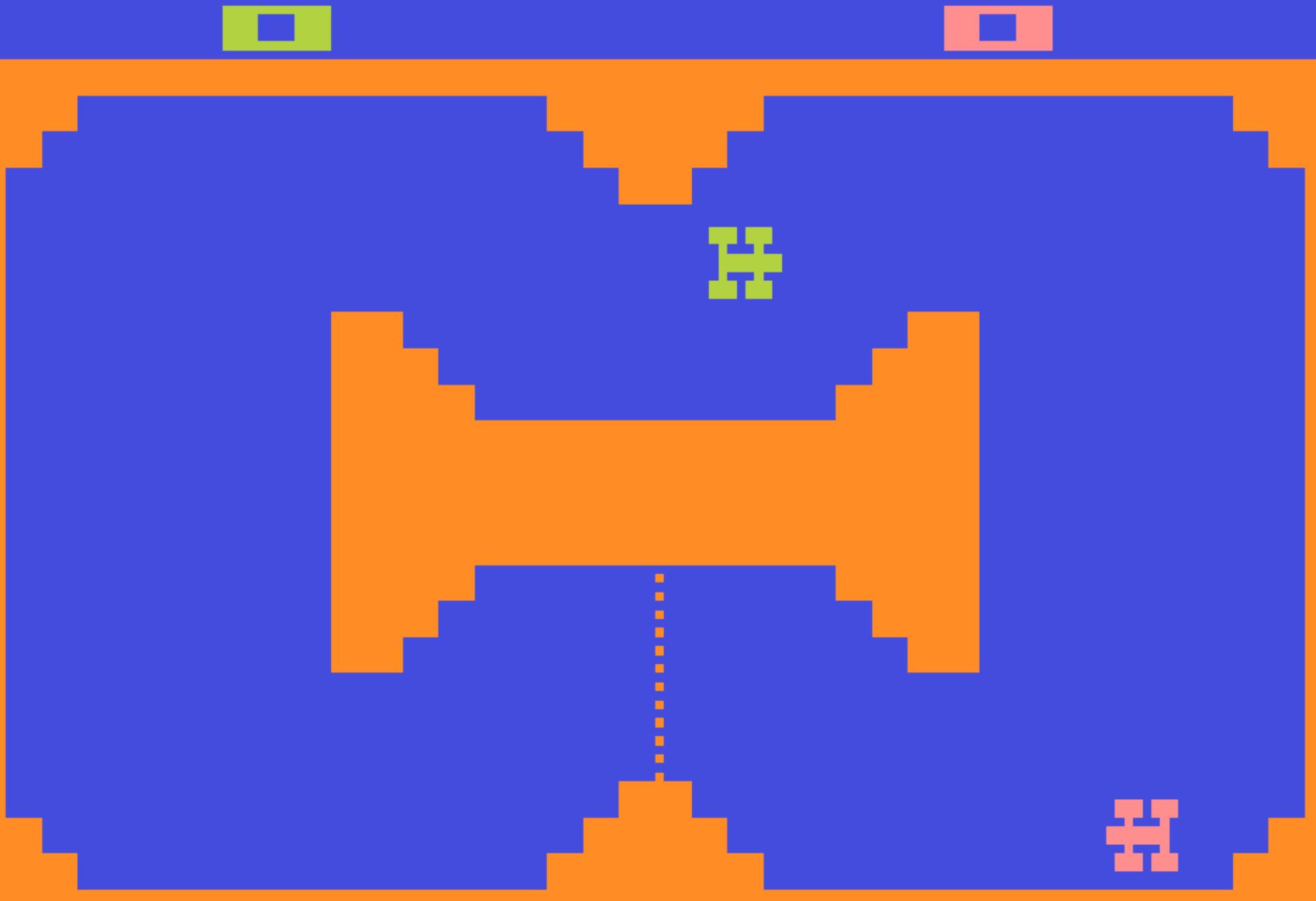


Atari 2600 - Air Sea Battle



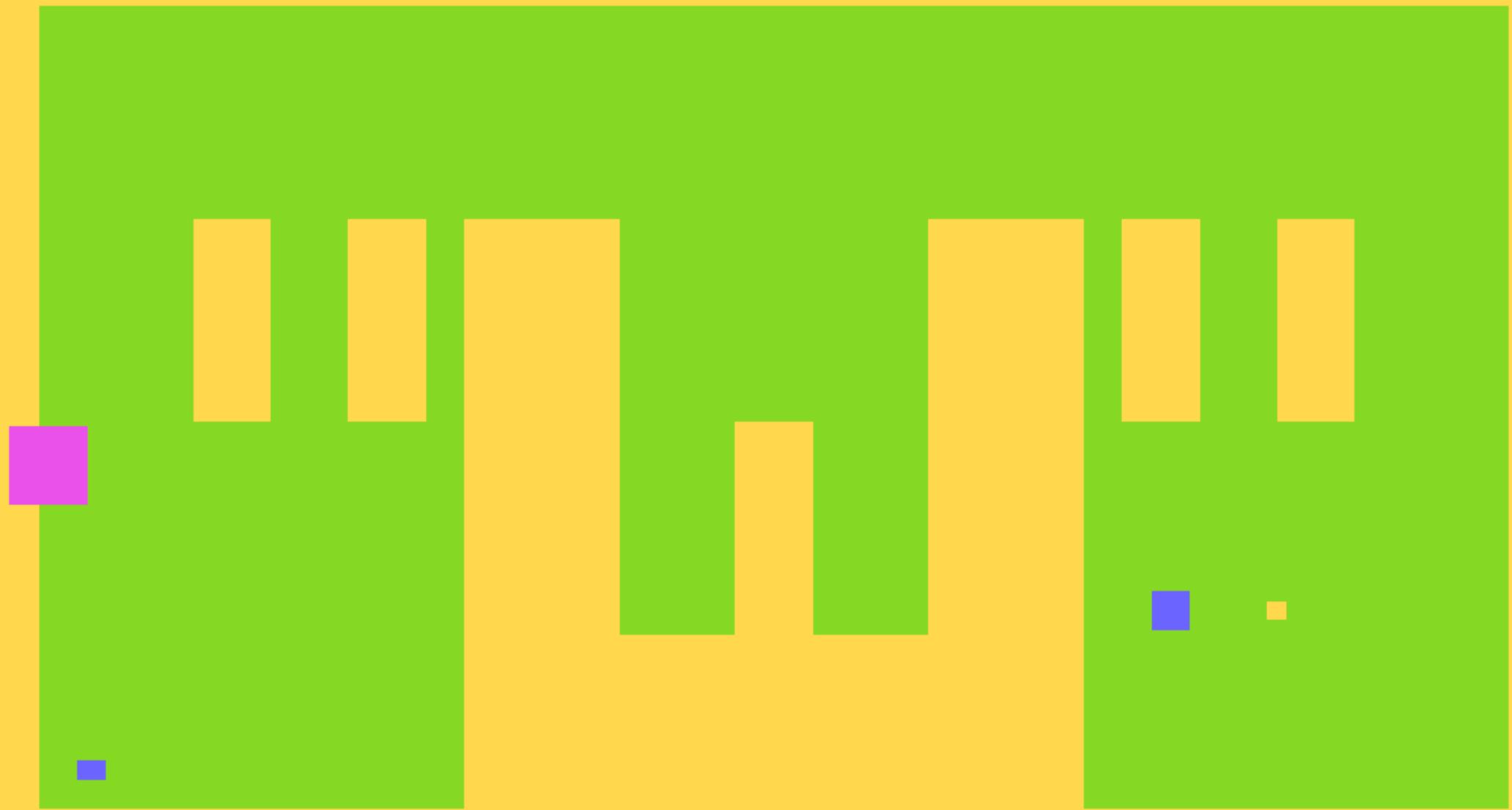
Atari 2600 - Outlaw

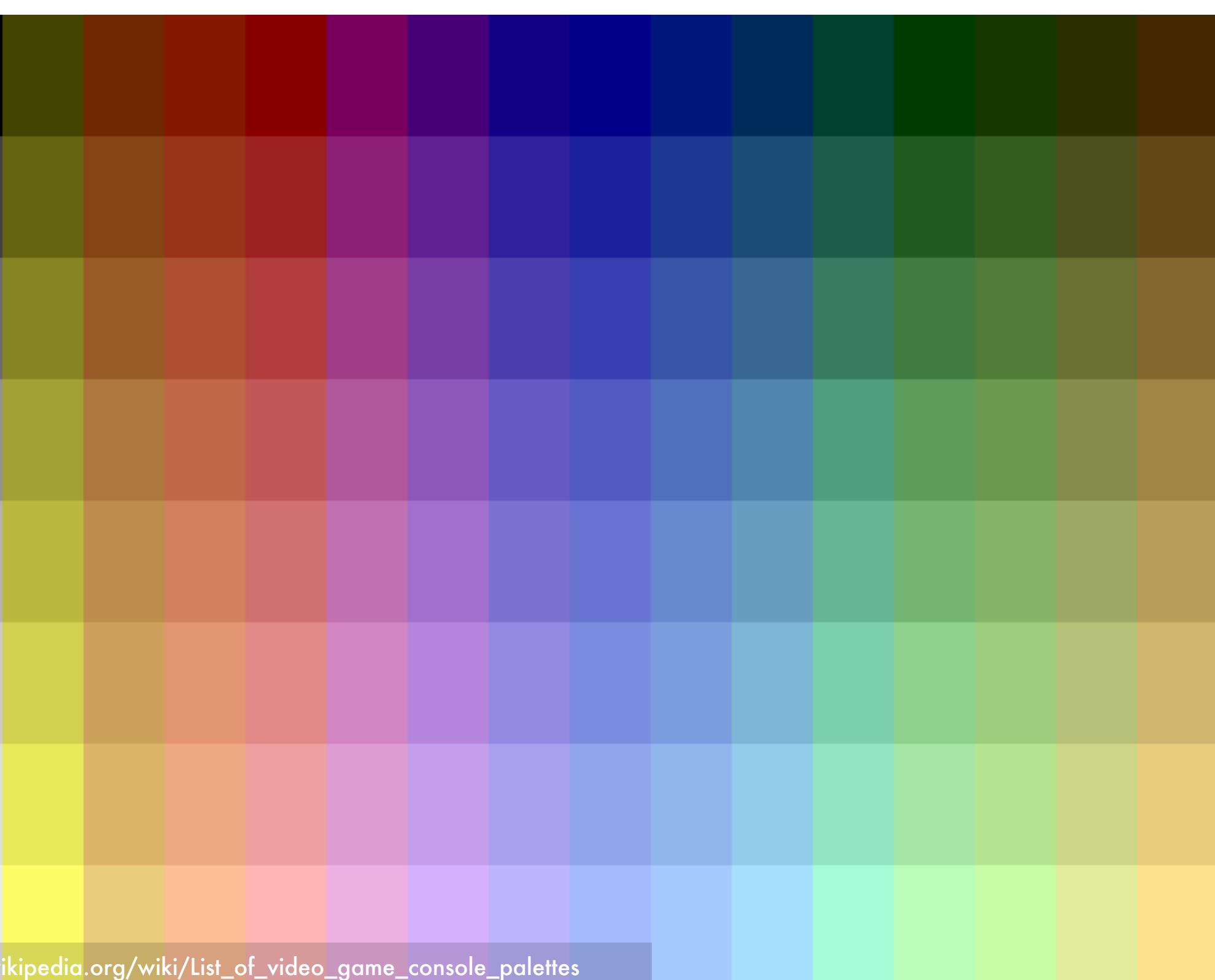


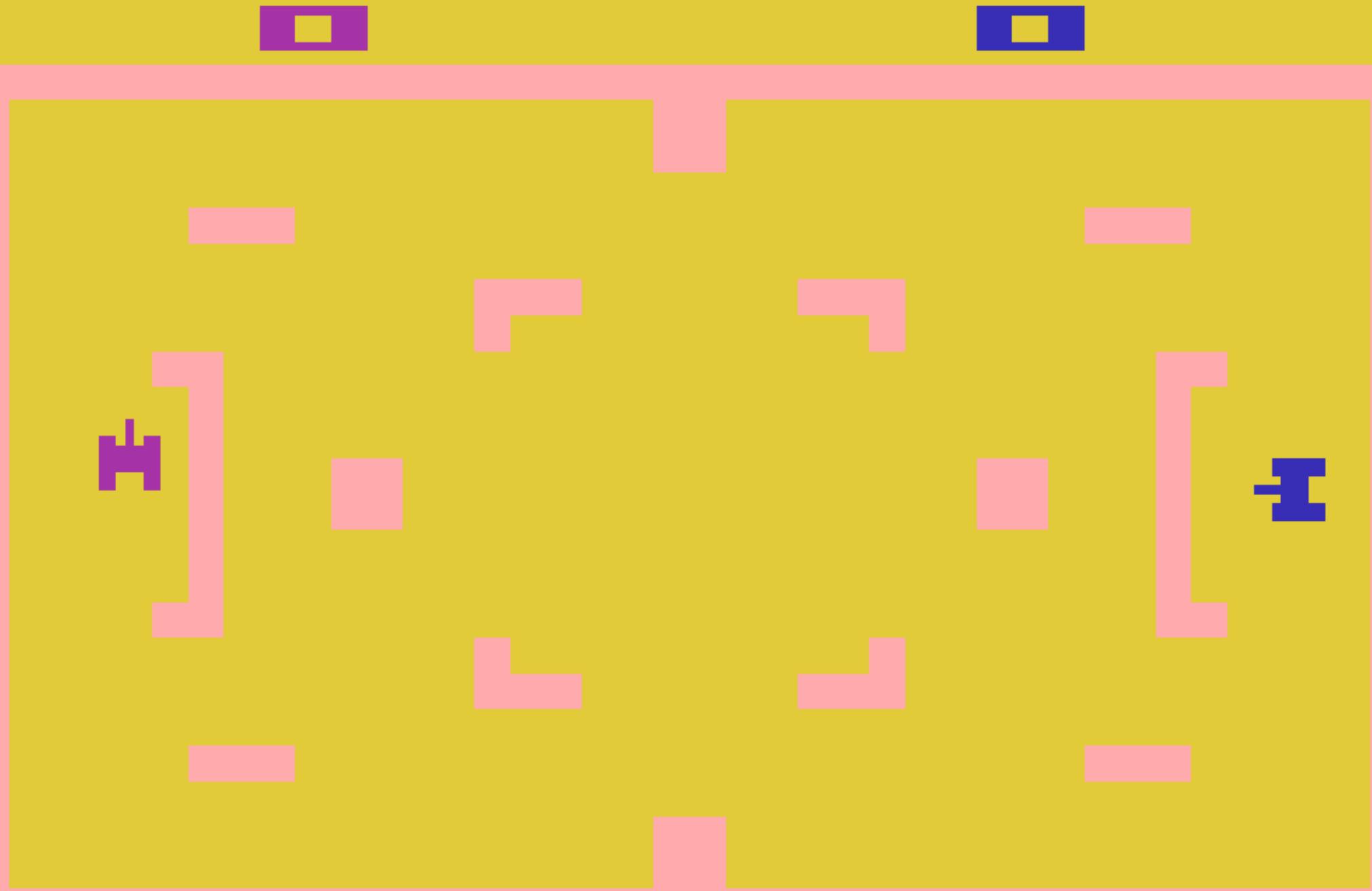


Atari 2600 - Indy 500

6



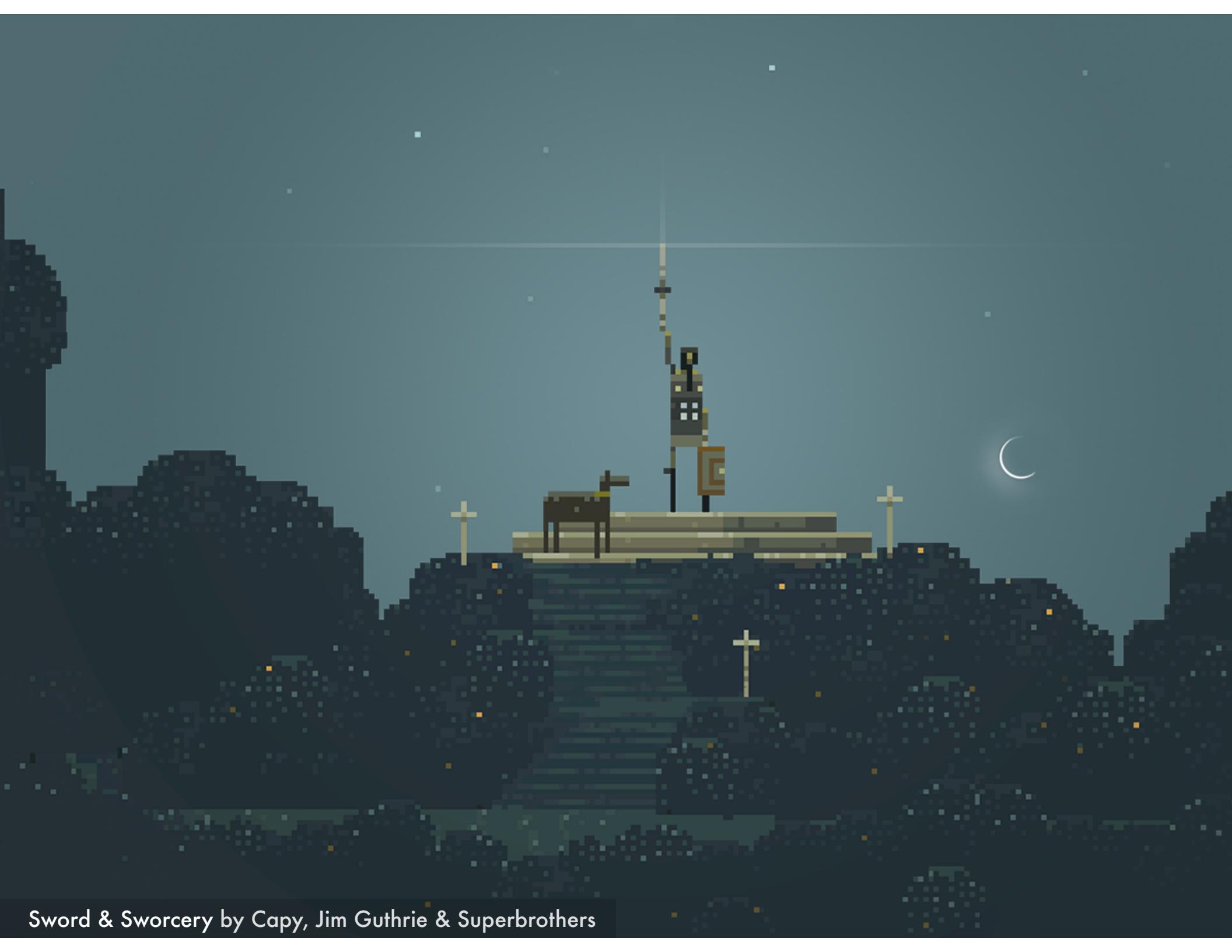




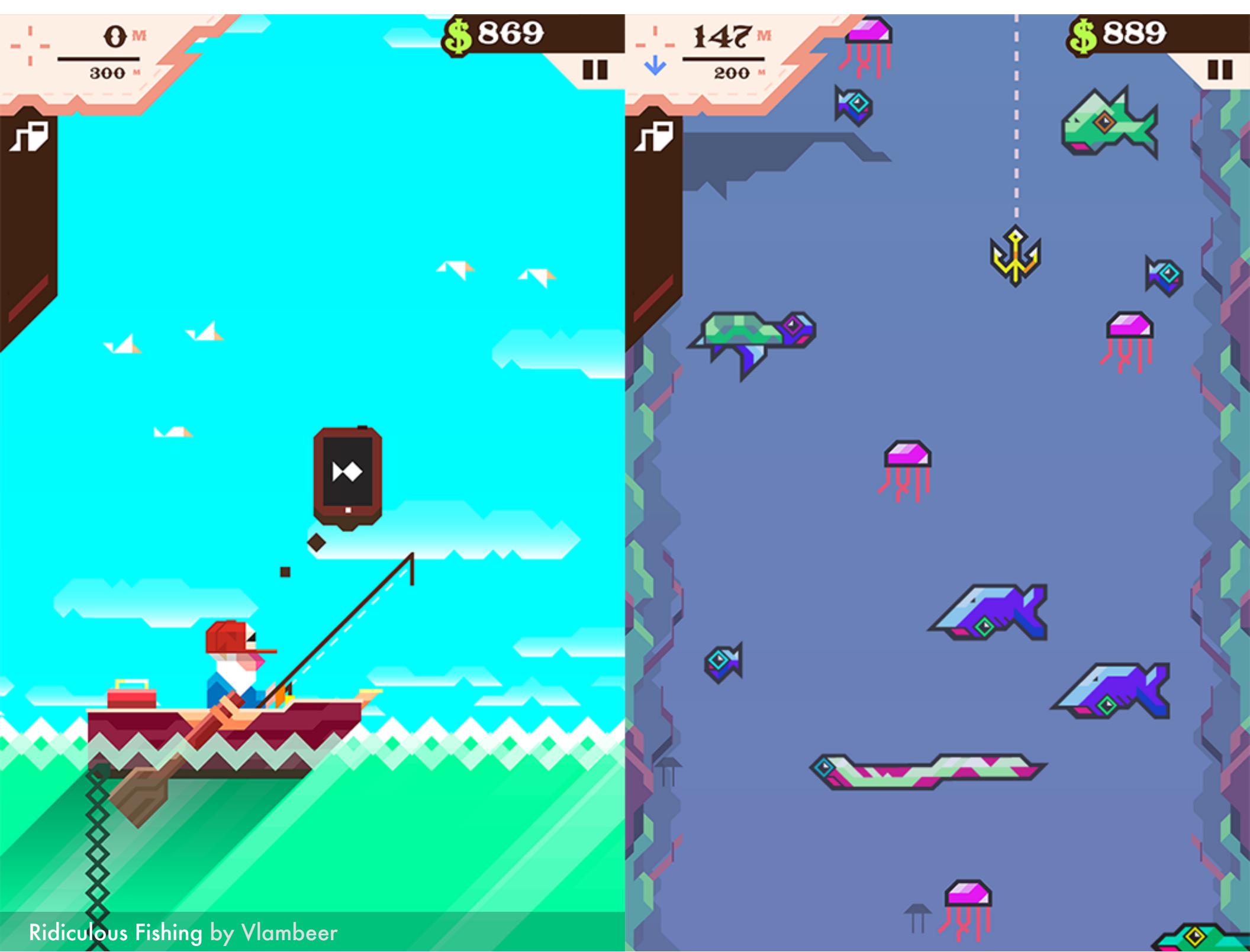
Atari 2600 - Combat



But this was the 70s.



Sword & Sworcery by Capy, Jim Guthrie & Superbrothers



Ridiculous Fishing by Vlambeer



Minecraft by Mojang







RIOT at riotgame.org



Spirit by Holden Boyles
<http://kck.st/1coAP3T>



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photo: Nick Gray

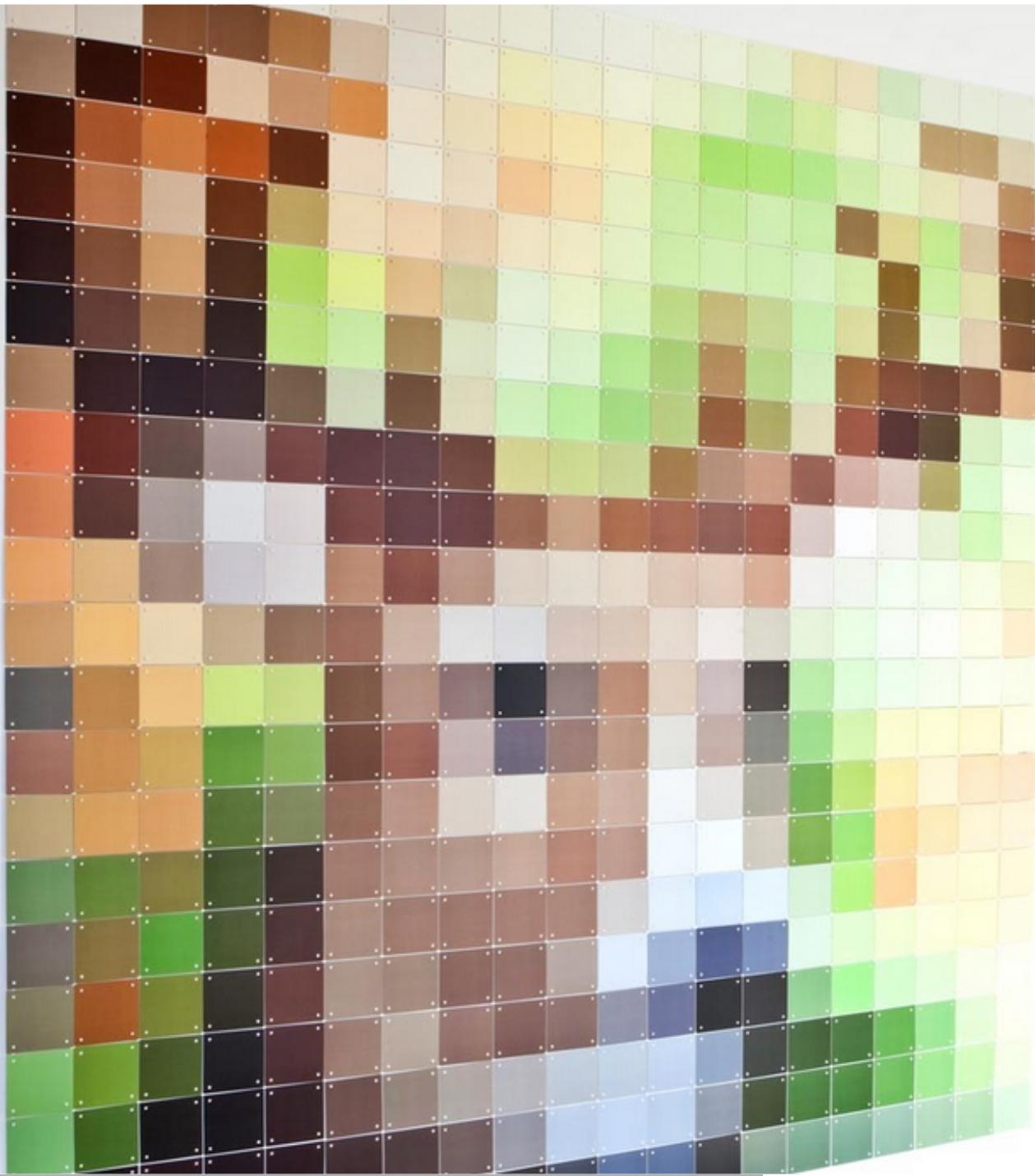
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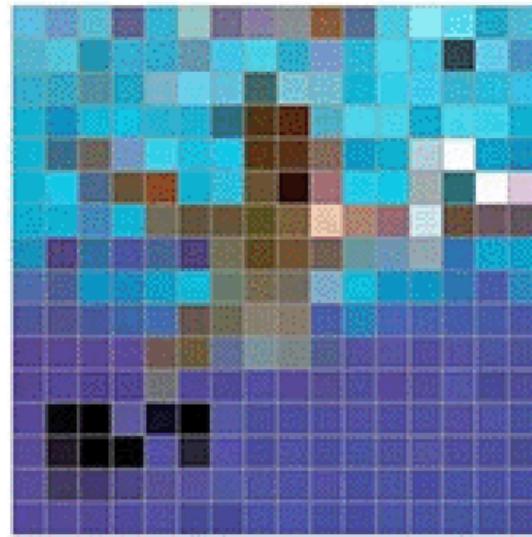
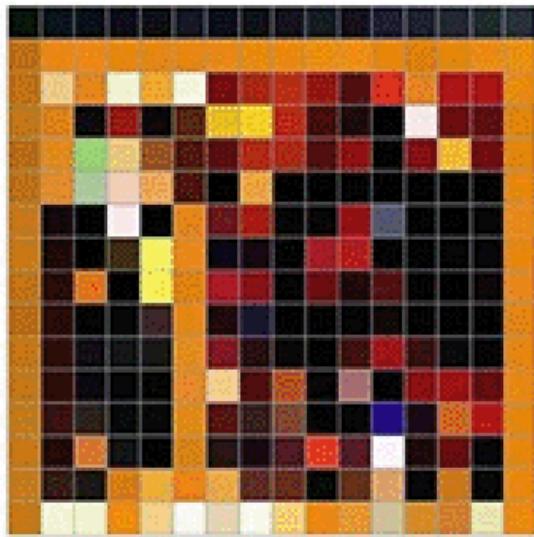
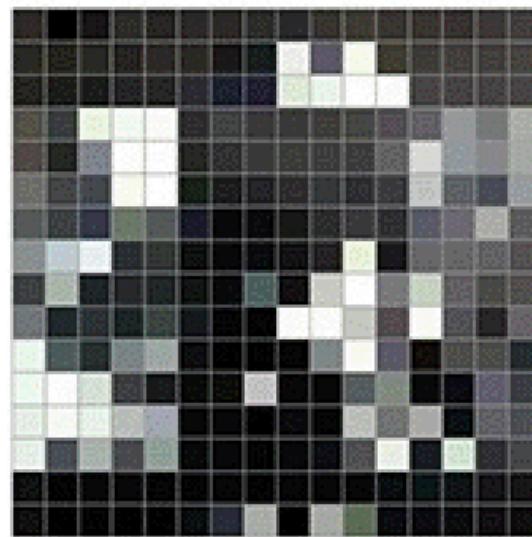
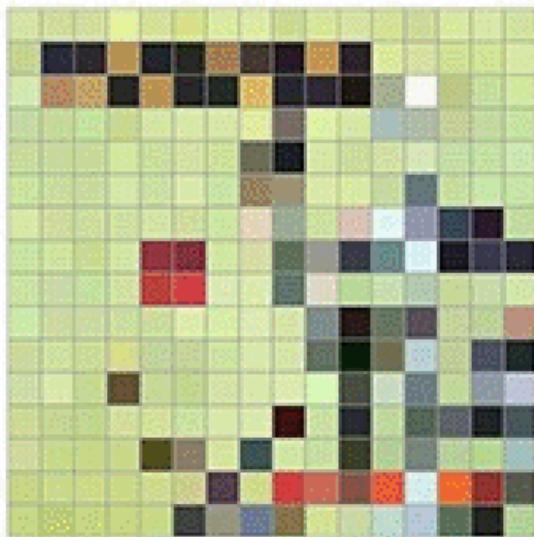


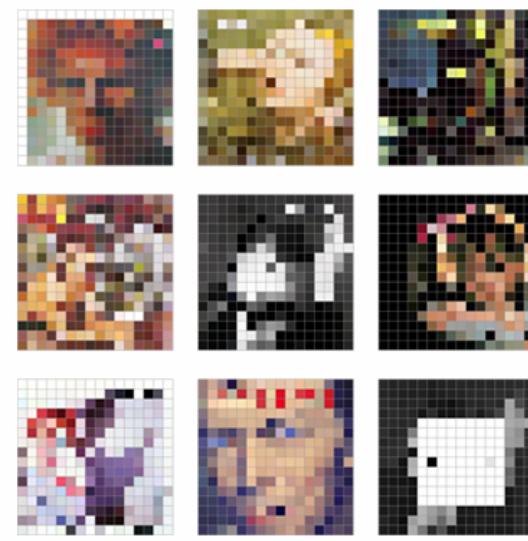
Antony Gormley
PROP II, 2012



PUSH V, 2012



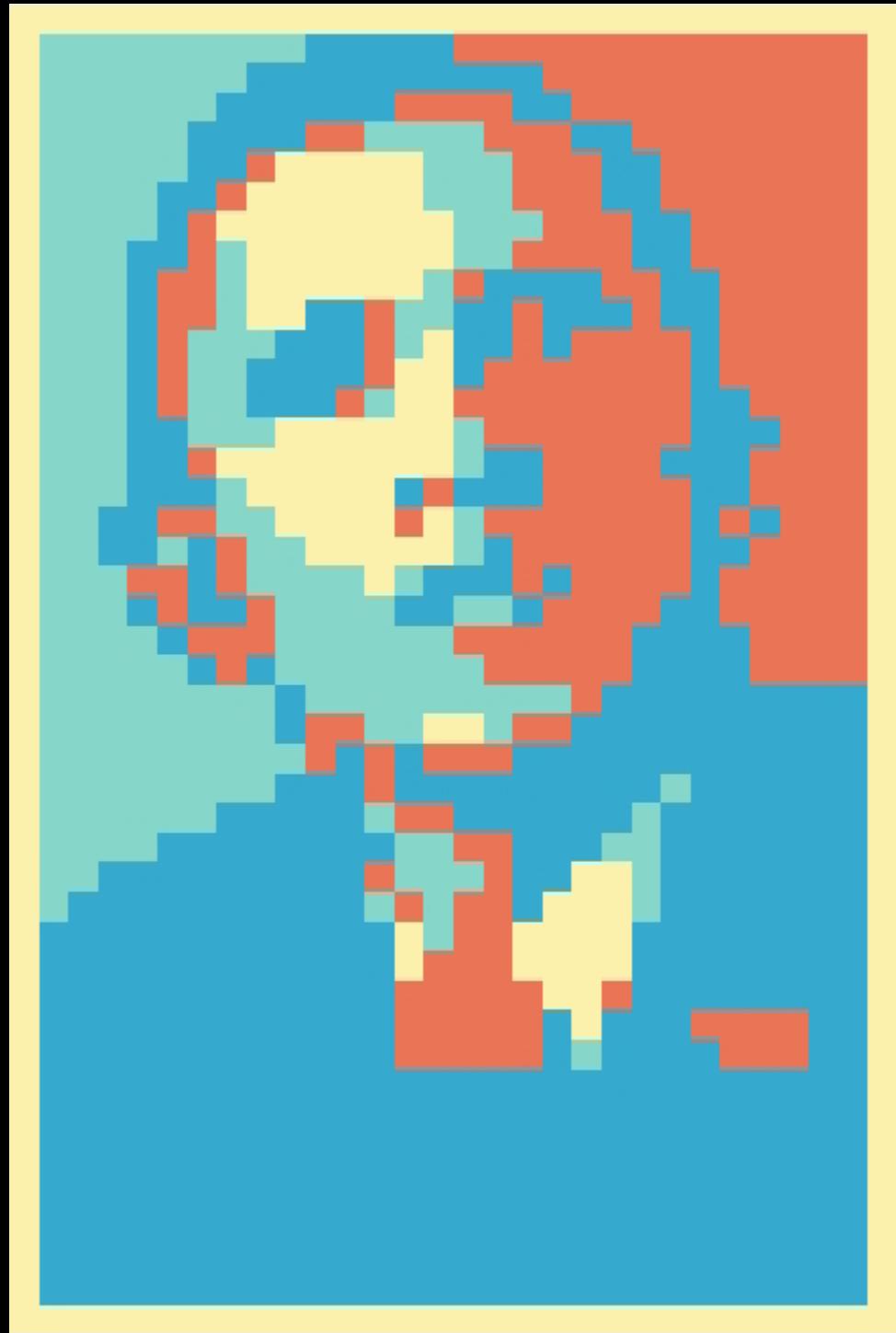


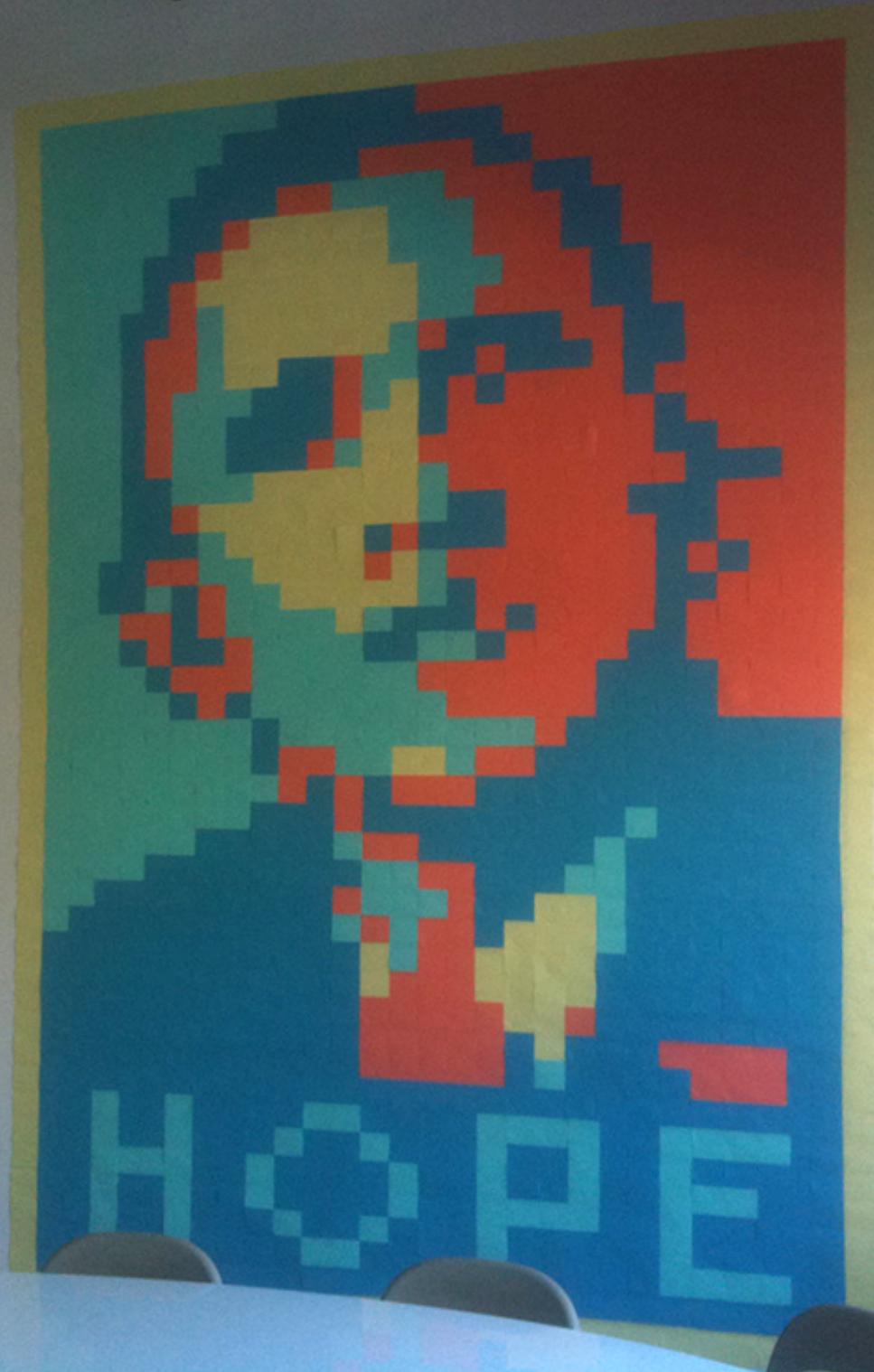




Shepard Fairey

www.obeygiant.com/headlines/obama







GQ

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MEGAN FOX

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SHE THINKS
& DOES WHAT
SHE WANTS

(AND WE'RE OKAY
WITH THAT)

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MEANEST
CHEF
IN THE
KITCHEN

>THE
HOTTEST
NEIGHBOR-
HOOD IN
AMERICA

+THE
COOLEST
JOB ON
EARTH

*OH, BEHAVE!

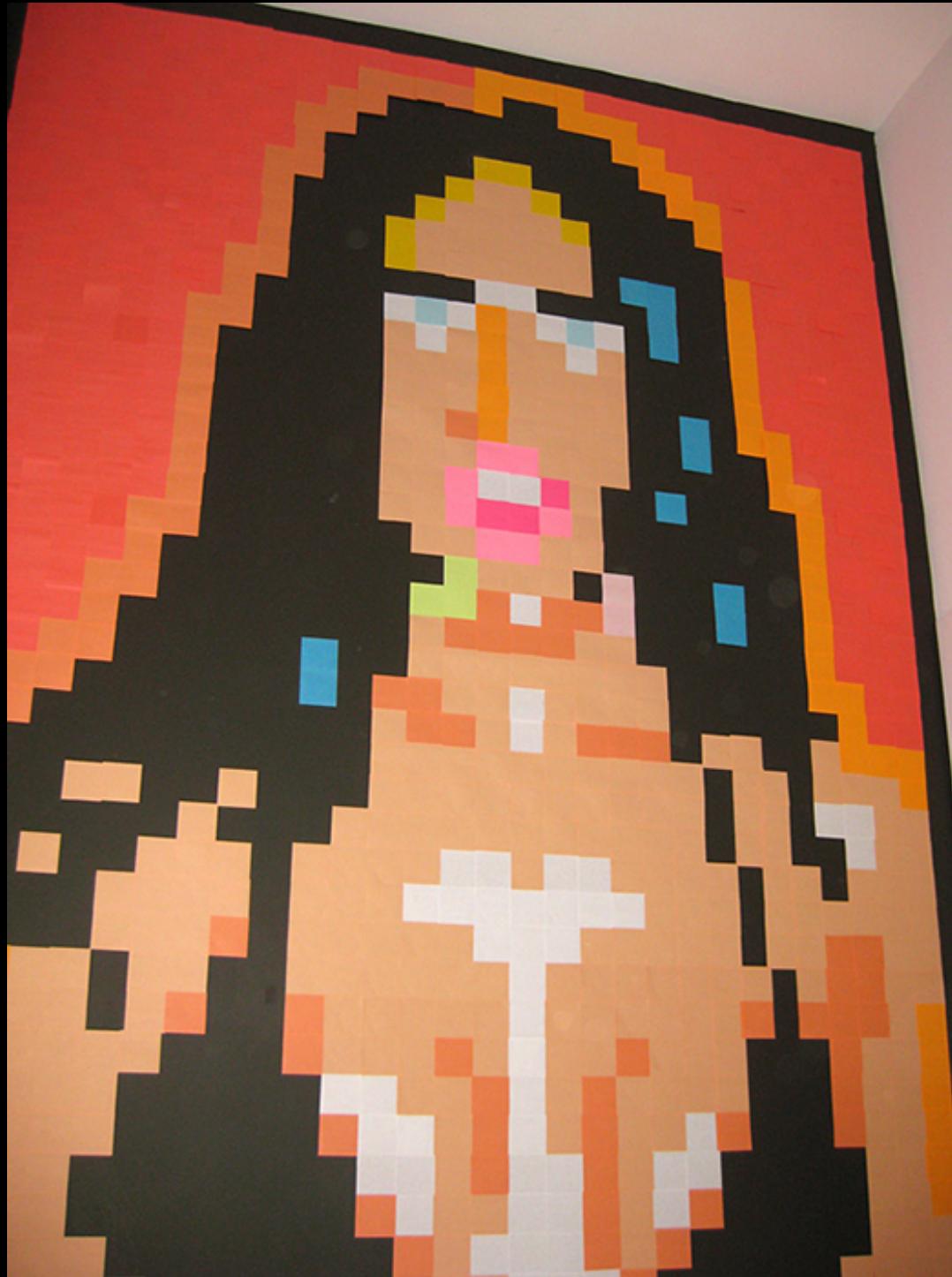
33 Pages on
How to Dress,
Date, Act (and
E-mail) Like a

21st

Century
Gentleman

+
JAMES
BOND
BIG BOI
AND
AMERICA'S
FAVORITE
VIRGIN







10
11
12

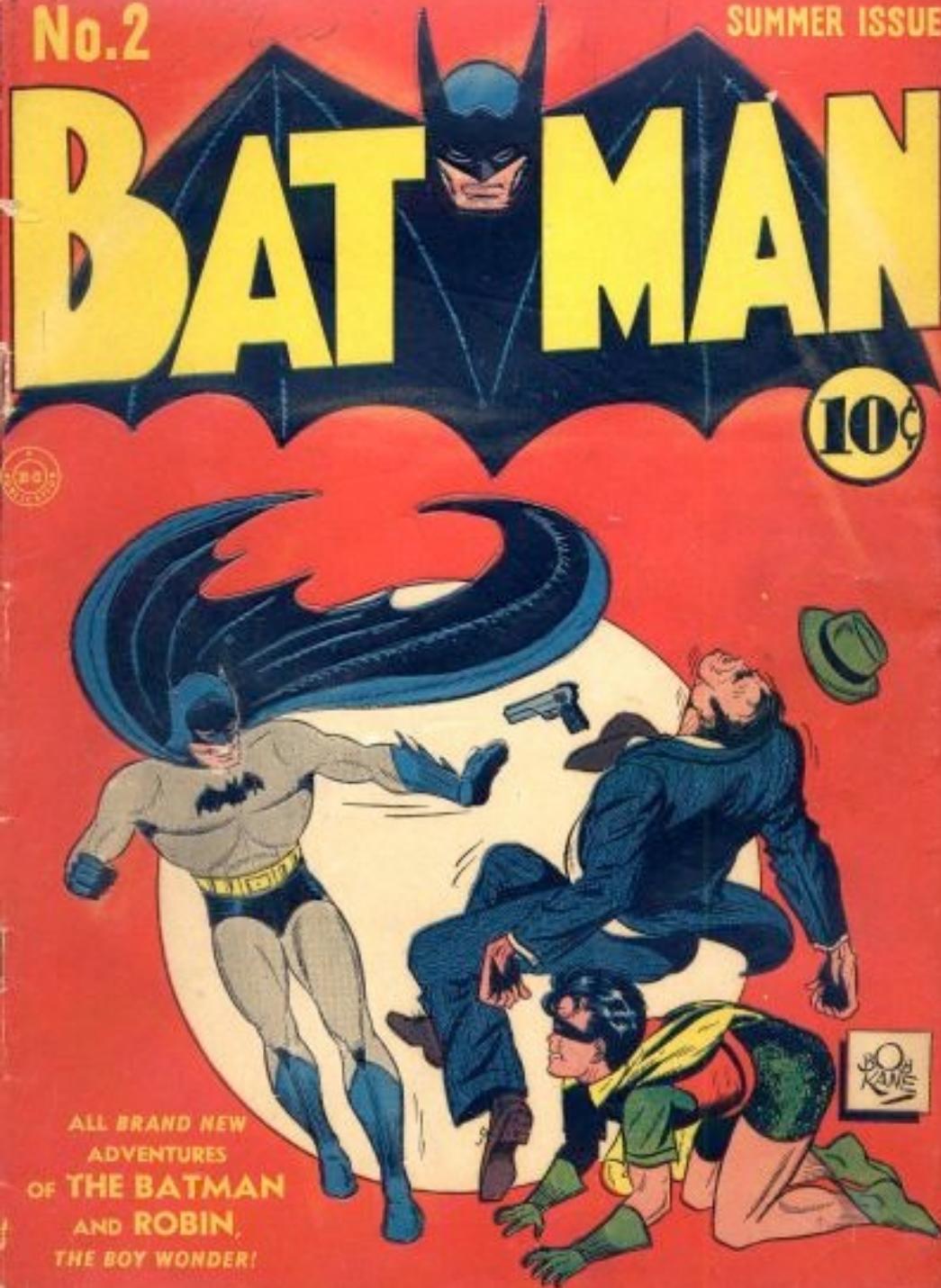






No.2

SUMMER ISSUE



No.2

SUMMER ISSUE

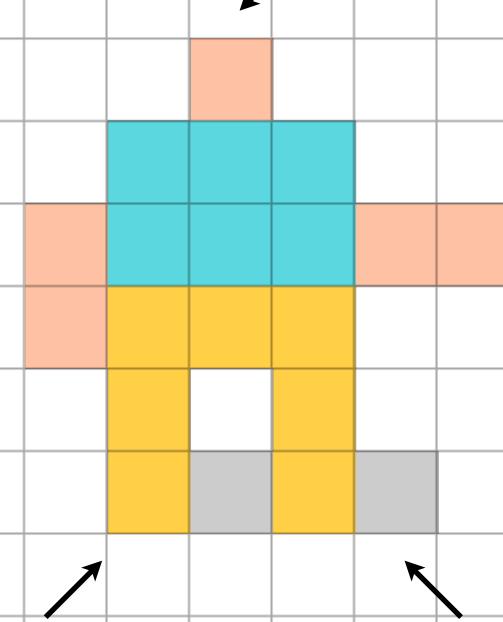






A JAVASCRIPT FRAMEWORK FOR RENDERING PIXEL ART, PIXEL FONTS AND PARTICLES IN A WEB BROWSER.

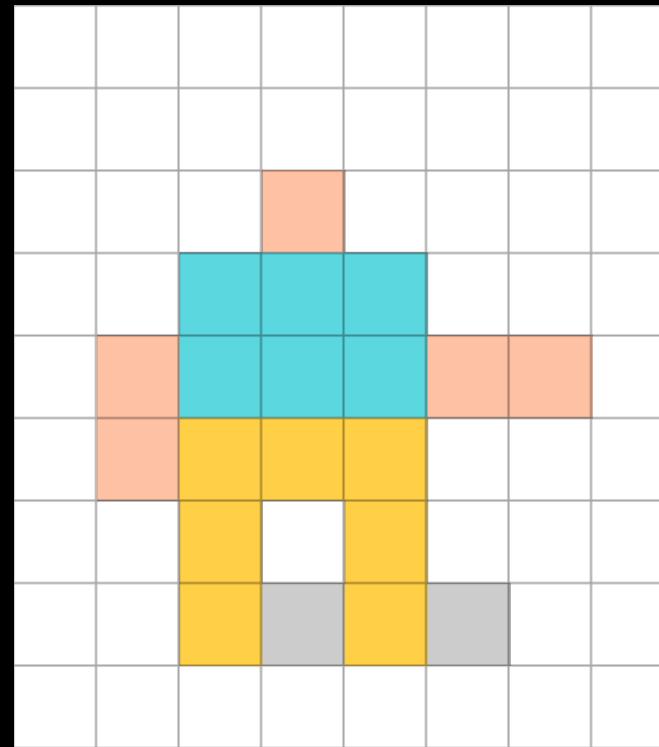
```
.block { position: absolute; }
.col-16 { left: 512px; }
.row-11 { top: 352px; }
.pink { background-color: rgb(254, 205, 178); }
```

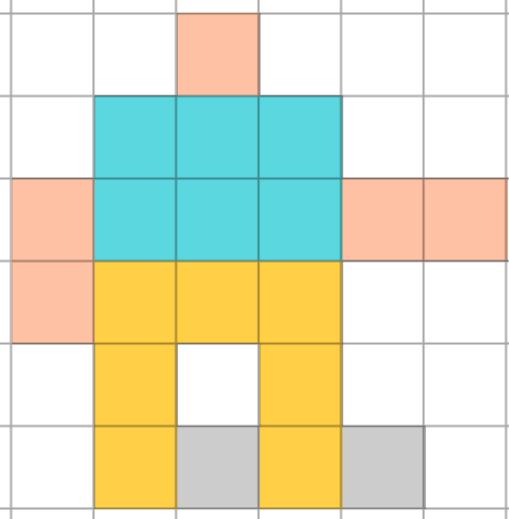


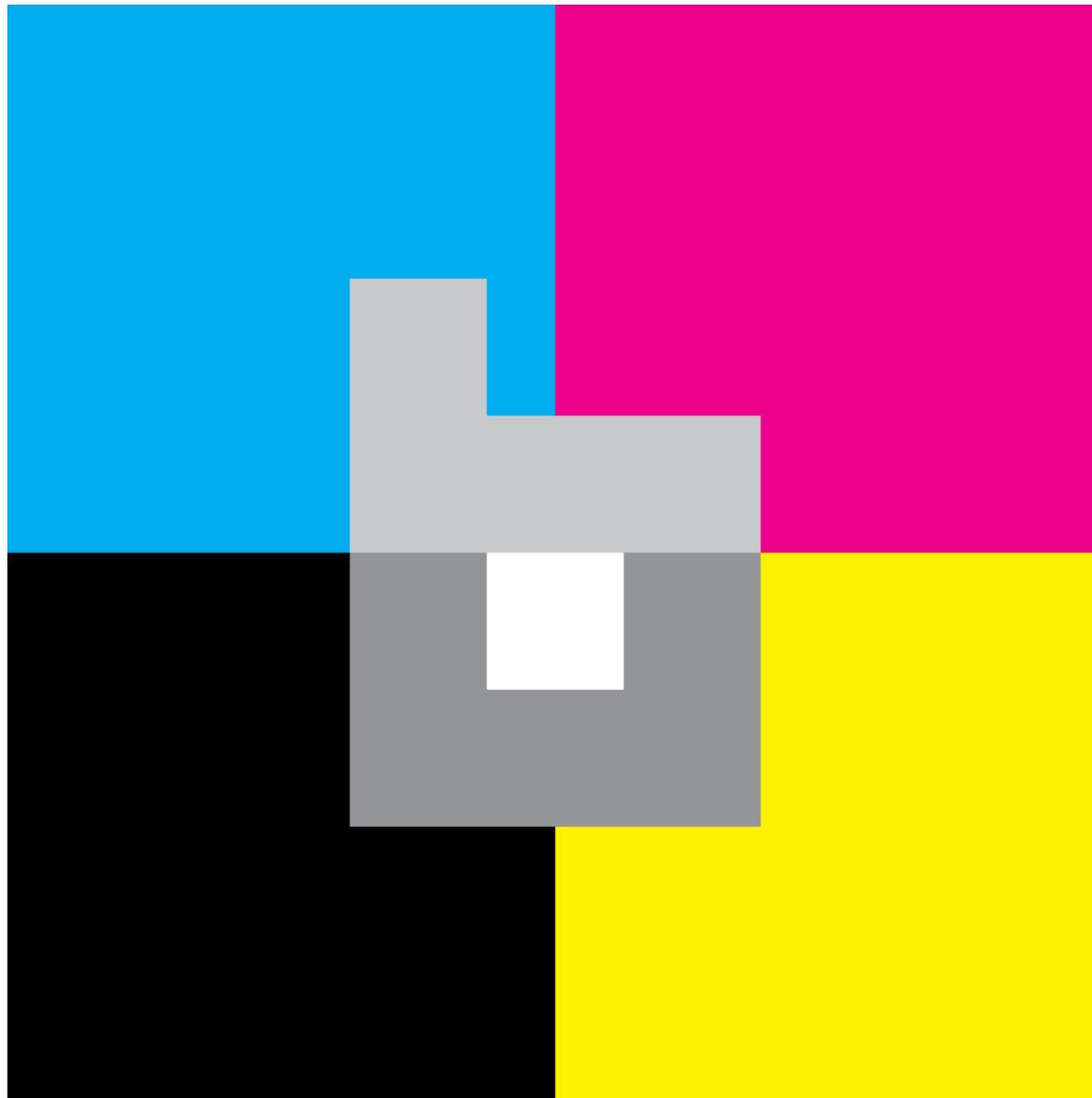
```
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.col-15 { left: 480px; }
.row-16 { top: 512px; }
.yellow { background-color: rgb(254, 214, 87); }
```

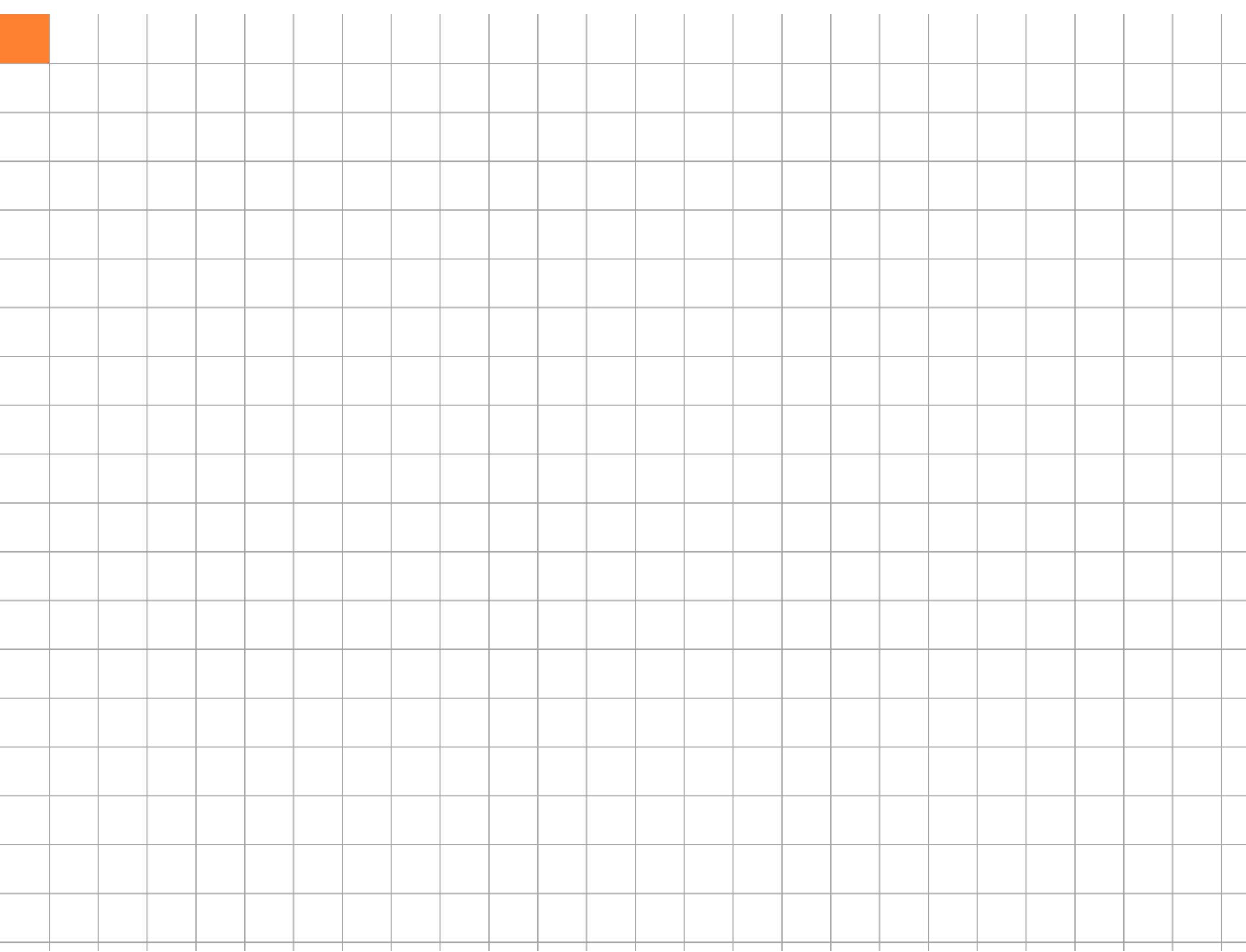
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.col-18 { left: 480px; }
.row-16 { top: 576px; }
.yellow { background-color: rgb(214, 214, 214); }
```

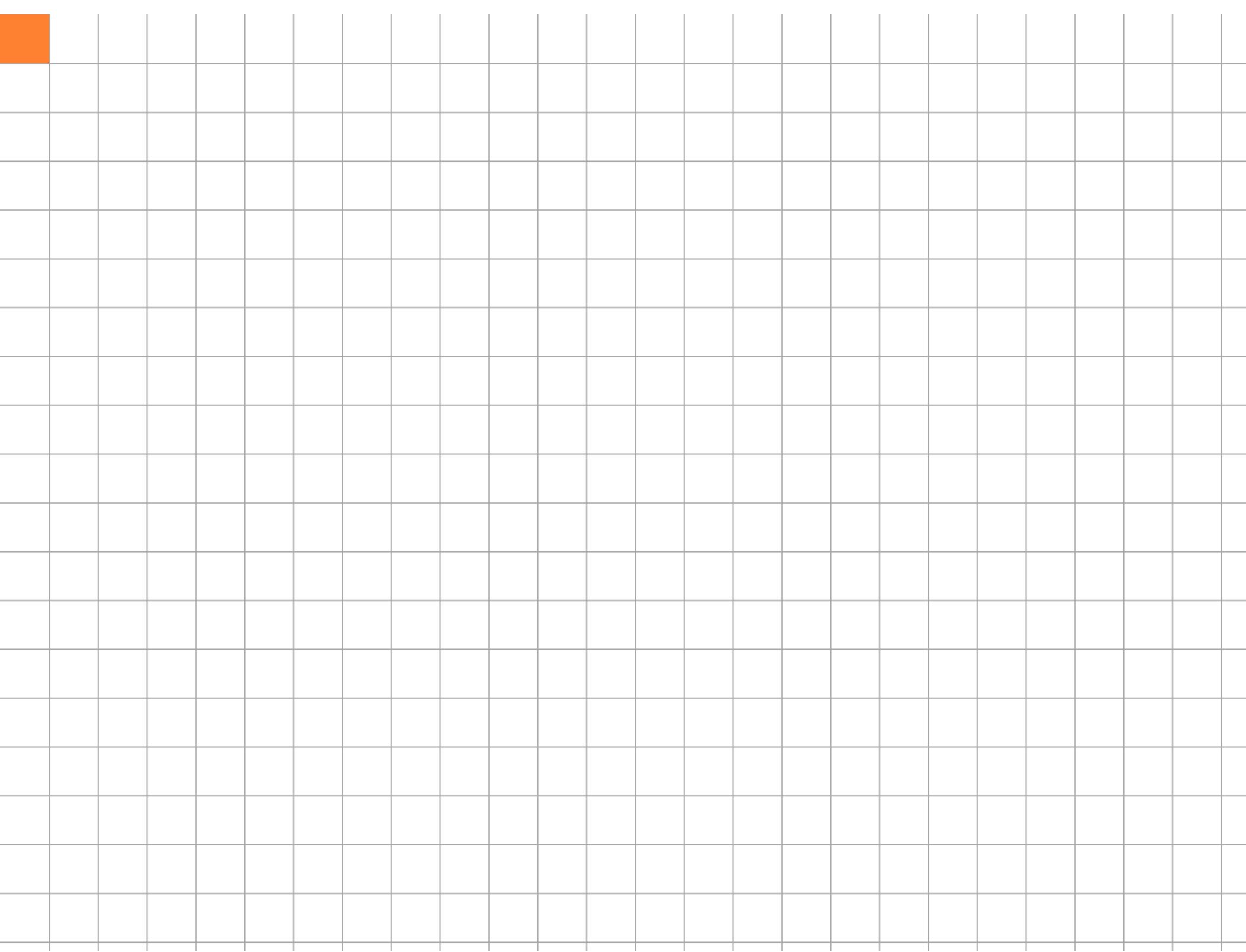
thisisnotflash goes here.











box-shadow: 104px 64px 0 4px rgba(150, 150, 150, 1)



One parent can have many box-shadows.

Box-shadows have a 2D location relative to the parent.

box-shadow: 104px 64px 0 4px rgba(150, 150, 150, 1)

They have a blur value.

Their spread property is essentially a scale property.

Display color via rgb or hsl.

They can also carry an opacity via an alpha property.

box-shadow: 104px 64px 0 4px rgba(150, 150, 150)



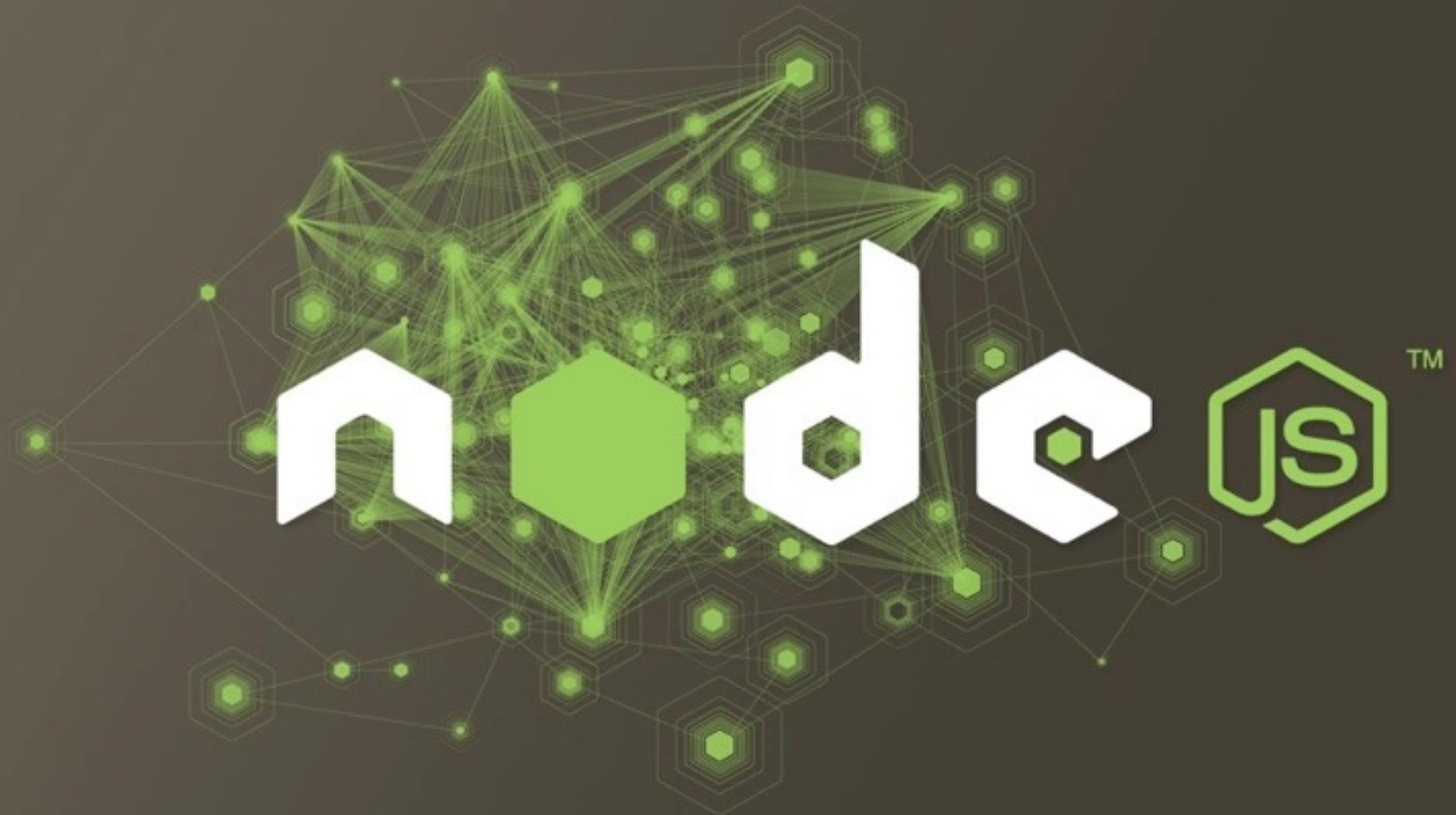
box-shadow: 104px 64px 0 4px rgba(254, 205, 178)

box-shadow: 96px 104px 0 4px rgb(254, 214, 87)

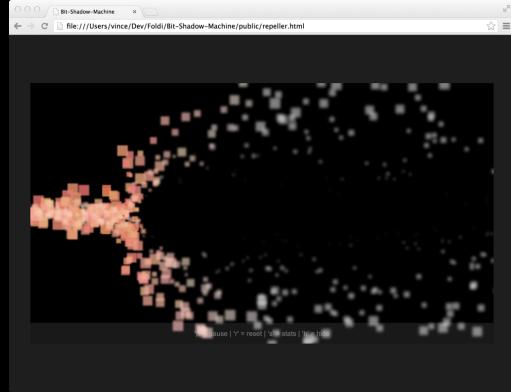
box-shadow: 120px 104px 0 4px rgb(214, 214, 214)

Bit-Shadow Machine goes here.

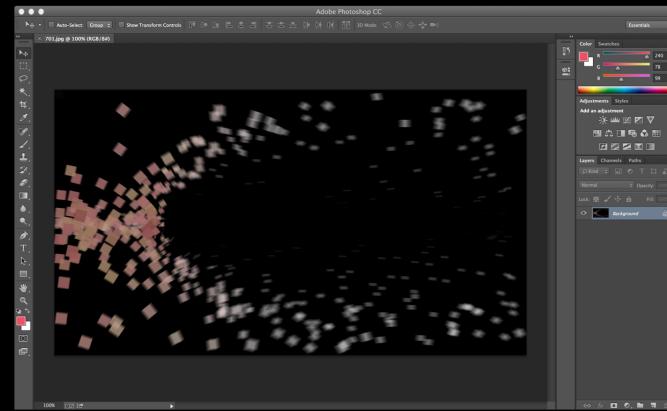
PS



Bit-Shadow Data



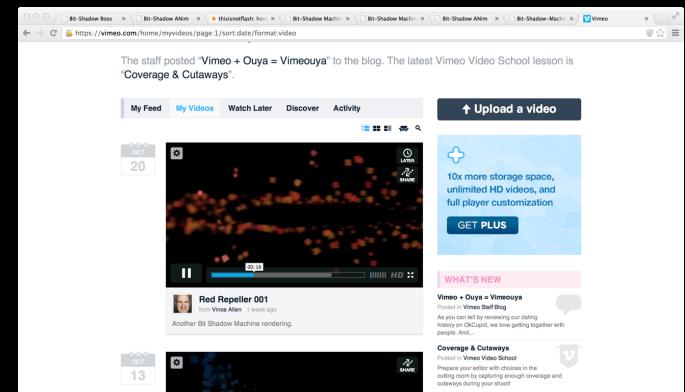
Adobe Photoshop



Adobe Generator

```
File: RedRepeller002.js
1 // This file is generated by RedRepeller002.js
2 // package.json - RedRepeller002.js - package.json - RedRepeller002.js - package.json - RedRepeller002.js - main.js - RedRepeller002.js
3
4 var isInside = "var isInside = function(obj, container) { \
5   if (obj.location.x < 0 && \
6     obj.location.x + obj.width > container.width && \
7     obj.location.y < 0 && \
8     obj.location.y + obj.height < container.height) { \
9       return true; \
10    } \
11    return false; \
12  }; \
13
14 var getInitialPrefs = "var startTypeUnits = app.preferences.typeUnits"; \
15 var setPrefs = "app.preferences.rulerUnits = Units.PIXELS"; \
16 var restorePrefs = "app.preferences.rulerUnits = startTypeUnits"; \
17 var setDialogMode = "app.displayDialogs = DialogModes.NO"; \
18
19 var frames = "var frame = " + data + ";"; \
20
21 var createObj = "var docWidth = frame.world.width * frame.world.resolution + " + retina + "; \
22 var docHeight = frame.world.height * frame.world.resolution + " + retina + "; \
23 app.activeDocument.addSelection(docWidth, 164, docRef + 1, NewDocumentMode.RGB);"; \
24
25 var fillBackground = "var solidColor = new SolidColor(); \
26 solidColor.rgb.red = 0; \
27 solidColor.rgb.green = 0; \
28 solidColor.rgb.blue = 0; \
29 app.activeDocument.selection.selectAll(); \
30 app.activeDocument.selection.fill(solidColor); \
31 app.activeDocument.selection deselect(); \
32 var layerSets = [ ]; \
33 var layerSetMax = Math.floor(frame.items.length / 4); \
34 var myLayerSets = app.activeDocument.layerSets.add(); \
35 myLayerSets.myLayerSets.length - 1].name = "set " + myLayerSets.length; \
36 myLayerSets.myLayerSets.length - 1].name = "set " + myLayerSets.length; \
37
38 var onEndMainLoop = "for(var i = 0; i < frame.items.length; i++) {";
```

HD Video







Bit-Shadow Generator goes here.





sculpture: Brendan Jamison
<http://kck.st/1bXpNjh>



Bit-Shadow Machine

github.com/vinceallenvince/Bit-Shadow-Machine

Bit-Shadow Press

github.com/vinceallenvince/Bit-Shadow-Press

Adobe Generator

github.com/adobe-photoshop/generator-core

Keith Peters: Playing with Chaos

bit-101.com

More Code

github.com/vinceallenvince

Twitter

@vinceallenvince

