Tutorial: The Grayscale Girl

This a little tutorial about how my -grayscale girl- was made. Just though that some of you might be interested.

Drawing grayscale ascii art is very time consuming but I could save a few hours work using Jave.

1.

I first made a gif-to-ascii convertion with Jave. The quality didn't really matter because I was about to change every single character later anyway.

The idea behind this was to set the overall shape of the drawing.

This is the raw convertion.

```
                          _aOs_.__.
                       _f~.yJ'`._an.
                   _a__t.`.._____/u/3D_.
                  ._J:_.._dMgmQ/7GZMmS,
                  J~(:`:%z_7A{`7`.(JQ;`
                 /u_P___.`:``0. /` .Ml
                 (JZ%._____.    .`  ._>_/Q;
                _JNm`.._./,      /%u_``Rq,
                _]\q,_^d: (      =`(!> Q4:
                 ((u!           _(|      kP
                .j_,..                .J2%
                   `(_.   _._Jzz_._..r.
                      _[,   .x{..J: _%~
  ..7x._ (%                 `qu. .7=>`_J=`
   ([:no((._.               `d `..._+r`
    (/vD6~;.+r             .r   `(:((()              .{ /~(`
    j/G=:(4DJ,        ``    _%     ```J`             /(__%:. 
     `~.`>:__?&..    ._/'`          ]7>__.         _:` ((:r>(~`
       ~.  ^_:`_:`                 _     `:=      .:{._>/J(=:
         :  .;  _:              `   . `   ``    _%`._%`=~...>(`
          .  ;  r           ..._`            _~J~((^`../^`
             (.)                  ._```      _(C``._^`
         _   ~   (/        ._,             . __|`{
         .       _,      (        .`      .: _J``()
             _      %    /`        .`      ._}  .]  (;
```

```
           .`                )             (
        _=/__  `  )          _
        .(c?!3/             {  ...__
              ``            (: (> `~w.
                              `:``(:
```
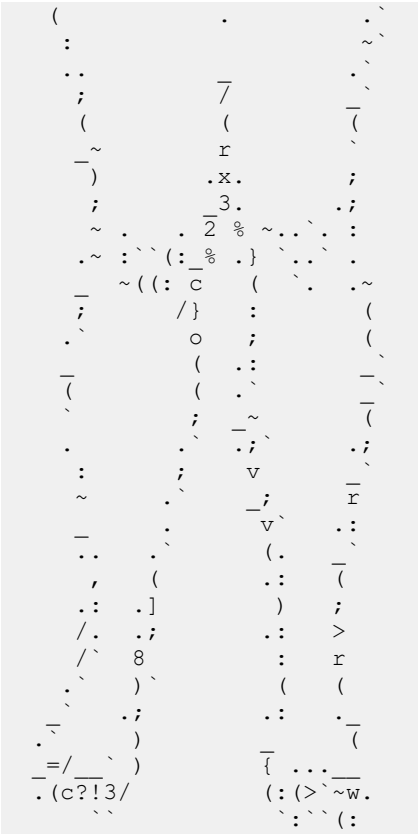
2.

I saved the document and opened it in a text editor for hand made diddling where I worked on the top-half of the girl, keeping the legs for later.

The diddling could have been made in Jave but I'm just used to my text editor.

```
.--                           .&dkl`,ivne._
|                             sRfkgvc+rsnmGBND.
|                            aHBNLbni+.irumLGNMms
|                            NRIr`'+dLKNMFb`'iNQr
|                            `ANWM7        `+1M0.   `'^Kl
|                            iNWL*_;=e.        Y._,_ ON
|                            aRNm    _.l,    j^ _ ` Bq,
|                            eNL:,l=N0`.    ls`N0> ibK
|                            XHZu!         _(c      kPBN
|                            'CD    .        `     tK7KX
|                             'f       _&zrc_. .Y
|                              v,    `ta.=" ,V
|    ,                         ^l      =    .r
|   7q. 6%                      `d+    .._a7                       t
|   f'noib. +                   h'  `*+iPb                 .f adI`
|   k+RD6 L.dr              .,dT    `'KJc                  _ir+4b .
|   dj+Ggr 4NJb         ., &;:rf"t&;     'yIKbr;.          dp`¯luhrZti
|    `cl^ ._ tk.                 " n,      7      *lkr,.  i7k._m.JKiV"
|     `~. ^_T `ysf'       `"-          ._``   "VK,4=   . Kdj`
|       J  .H dY                     -s&.          eJ+  .ys7^`
|       K   K B                                   (C' .4
|       T   1Lj                                    . +j  7
|       P   'y     .,                          ,t  Y`  Y
|      ,y   b,    l         .`               ti .l   k
|      4`   i     J`        g,              - "i`J    p
|      Y    G    p"   -                    '`W  9+y    b.
|      L     .~  74. `W`                    ;T;      gl
|      N       .Y 6s,      _.         ..  `^*:pfjVK+i   tb
|      A       y   *Yf+:'`             .J`X.f      ly
|      Y.   j"     K                    il .Vj    .j'
|       Tj V      T.                    J`   L.   y
|        +'       fi                   .Y      Yz,V
|                 'y       -          'A       +
|                 .7        .         Tj
|                 .V       ,i         ki
|               xY       fG          K.
|               tl                   Jb
|               K                    zH
|              ,I
```

```
|                    T                                        I
|                    K                                        N
|                    iU                                       P.
|                    V              `.      _7_`       _  ^   Rg
|                    .B                  `dJNMHb^            dl
|                    rG                   'YKB`              d'
|                    ls                    `T;               f
'--                  r                      ' `             il
                    ..                      J               ~
                     (                                     `
                      :                     _             `
                    _.                      _          `
                   _.                       .        `
                    (                       .      .`
                     :                            ~.`
                    ..                         .
                     ;            _/          .`
                     (            (          `(
                   _~             r         `
                   )           .x.          ;
                    ;           _3.        .;
                  ~  .      .  2 %  ~..`. :
                 .~  :``(:_% .}  `..   .
              _  ~((: c   (    `.   .~
               ;      /}    :          (
             .`       o     ;          (
                      (    .:          `
             _(       (    . `        _`
                      ;    _~        _(
              .       .   .;`       .;
               :      ;   v        _
               ~      .   _;       r
             _        .   v`      .:
             ..       .   (.      _
               ,     (      .:   (
             .:  .]          )    ;
             /.   .;         .:   >
             /`   8          :    r
             .`   )`         (    (
                  .;        .:    ._
             .~   )              _(
            _=/__` )         {  ...__
             .(c?!3/          (:(>`~w.
                  ``           :``(:
```

3.

I made a copy of the legs and pasted them in Jave

```
..                      J                  ~
 (                      _                 ` `
  :                     _               `
_.                      .             .` `
```

```
        (                    .                    . `
        :                                        ~ `
      . .                                     .  .
      ;                    _7             .      .
      (                    (              (
     _~                    r               `
      )                  . x .            ;
      ;                   _3 .          . ;
     ~    .        .    _2  %   ~ . . `  .  :
    . ~   : ` `  (: _%  . }     ` .     .
    _      ~ ( (:  c      (        ` .     . ~
    ;            / }      :             (
    .`           o        ;             (
    _                     (    . :          `
   (                      (    .  `        _ `
    `                     ;   _~            (
    .                    .   . ;          . ;
      :                   ;    v            _
      ~                 .     _;           r
     _                  .     v `        . :
    . .               .       ( .        _
       ,         (         . :       (
      . :      . ]          )        ;
      / .      . ;         . :       >
      / `      8            :        r
      . `      ) `          (        (
     _       . ;           . :       . _
     . ~      )                        (
    _=/___`  )          _
    . (c?!3/            {  . . . __
         ` `            (: (> `~w.
                          : ` ` (:
```

The idea was to use the gradient tool to fill the legs. To obtain a nice shading effect I had to fill them separately. So I erased one leg, closed the gaps and erased the shadows around the knees and toes.
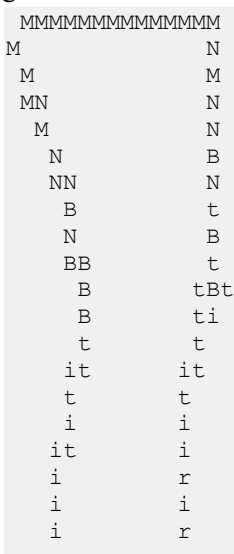
```
       . . : ' ' ' ' ' ' ' ' ' ' ' :
       (                          '
       :                          '
      _ .                       .
       (                        .
        :                       :
       . .                      :
       ;                        :
       (                        (
      _~                        r
       )                      . x .
       ;                       _3
       ~                      _2
      . ~                      _%
      _                        c
       ;                        }
```

```
    .`              o
                    (
  _                 (
  (                 ;
  `                  `
  .                .
    :             ;
    ~            .  `
  _             .
  ..        .  `
      ,    (
    .:    .]
    /.    .;
    /`    8
    .`    ) `
        .;
  _    )
  .`    )
  _
  .(c?!3/
        ``
```
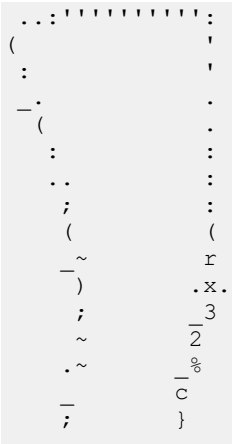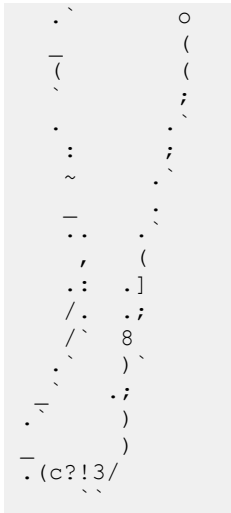
The next step was to make a custom gradient in the Fill Options panel:

```
MNBtir+iB
```

I entered the following settings in the Fill Options panel:

- Linear
- dither: enabeld
- Any character + diagonal

... and filled the edges of the legs

```
    MMMMMMMMMMMMMMMM
M                    N
  M                  M
  MN                 N
    M                N
      N              B
      NN             N
        B            t
        N            B
        BB           t
          B         tBt
          B         ti
          t          t
        it           it
        t            t
        i            i
        it           i
        i            r
        i            i
        i            r
```

```
  r         rr
   +          r
   r        r+
   +          +
   r+    ++
    +     +
   +i   +i
   i+   ii
   +i   i
  iB    Bi
 ii    Bi
iB       B
B        B
BBBBBBB
     BB
```

Then I changed the last setting to:

- Equal character

... and filled the inside of the leg.

```
MMMMMMMMMMMMMM
MMMMNNBBttiirrN
 MMNNBBtBitiirM
 MNNBBtBitrirrN
  MNNBBttiirr+N
   NBBttiirr++B
   NNtBttiirr+N
    BBitiirr++t
    Nttiirr+riB
    BBiirr++i+t
     Btiirr++tBt
     Biirr++iti
     tiri+r++t
    itrr+ri+it
    tiirr++it
    iirr++iii
   itrirr++ii
   iri+r++iir
   iirr++iiBi
   irr++iiBBr
   rirr++iirr
    +r++iiBr
    r++i+Br+
    ++iiBi+
    r++ii++
     +iiB+
    +i+i+i
    i+Biii
    +iiBi
   iBiBBBi
```

```
    ii+iiBi
   iB+iiBBB
   B+iiBBBB
   BBBBBBB
      BB
```

The left leg was made the same way.

4.

I opened the diddled drawing (step 2) in Jave and carefuly pasted the two legs in place. The setting I used in the Selection Options panel was:

- Foreground

5.

I saved and closed the document and opened it in my text editor where the legs shading and edges were hand diddled.

Tadaaaa...

```
                    .&dkl`,ivne._
                   sRfkgvc+rsnmGBND.
                 aHBNLbni+.irumLGNMms
                 NRIr`'+dLKNMFb`'iNQr
                `ANWM7       `+1M0.   `'^Kl
                iNWL*_;=e.       Y._,_ ON
                aRNm    _.l,     j^_`  Bq,
                eNL:,l=N0`.    ls`N0> ibK
                XHZu!        _(c       kPBN
                 'CD    .      `       tK7KX
                  'f        _&zrc_.   .Y
                      v,    `ta.="  ,V
   ,                  ^l       =    .r
  7q. 6%                `d+   .._a7                           t
  f'noib. +             h'  `*+iPb                          .f adI`
  k+RD6 L.dr              .,dT    `'KJc                     _ir+4b .
  dj+Ggr 4NJb         .,&;:rf"t&;    'yIKbr;.            dp` luhrZti
   `cl^ ._ tk.                " n,    7     *lkr,.    i7k._m.JKiV"
     `~.  ^_T `ysf'    `"-            ._`      "VK,4=   . Kdj`
       J   .H dY                    ._``     "VK,4=   . Kdj`
       K    K B          -s&.                 eJ+  .ys7^`
       T    lLj                               (C' .4
       P    'y      .,                     .    +j  7
      ,y    b,      l            .`       ,t   Y`  Y
      4`    i       J`          g,        ti  .l   k
      Y     G     p" -            -   "i`J    p
      L      .~  74. `W`          '`W  9+y    b.
```

```
         N        .Y 6s,   _.        ..        ;T;    gl
         A     y   *Yf+:'`         `^*:pfjVK+i    tb
        Y.   j"    K                .J`X.f     ly
         Tj V     T.               il .Vj    .j'
          +'      fi               J`   L.   y
                 'y        –        .Y    Yz,V
                 .7        .       'A       +
                 .V       ,i       Tj
                xY       fG        ki
              tl                   K.
              K                    Jb
             ,I                    zH
              T                    I
              K                    N
             iU             .`     P.
             V        `.  _7_` _^    Rg
            .B         `dJNMHb^      dl
            rG          'YKB`        d'
            ls           `T;         f
           'MWMNBKbri++    Y          il
            VMWNRKtirdJNMWNZ   _.++ttKRNNs
             VBKkrze+rdRBNMNkr++iittKKBNN
             `VRttii+++rrddNMNBKii++ddZZYe
             Yttii+;rrddZBNNNttiirrddZl
              Kttii;+rrddNMNKKii++ddZV'
              `Vii+;rrddZBNNNttiirrddf
              ltii+;rrddNWNKKii++ddZ
              'ii++;iddZBNNNttiirrd'
               tii+;;rddNMNKKii++dV
               'i++r;ddZBNNNttiirrj
                ii++irddNMNKKii++dl
                i+:irddBNKNNtti+rri
                ii+,:rddN NKKb+,;dd
               ,i+.;iddMV VMNBb.ird
               li,;xdRMB   XMBkrddZ.
              .ii+zBRMKX   HSMBbrrd,
              ili+inGBKJ   XKbm++ddZ
              rii++irdRZ  ,GKtiirrdd.
              ltii++rzkd  lKKii++ddZi
              tii++rrddZ  BHttiirrdf'
              ttii++rxd'  KRbii++dd7
              tri:+rrdf  'Nbtii+rdl
              'Yi;++rB'   KKii++dd
               Bt:+rrf   'Rbii+rd
               'ii++H`    Kbi++dl
                V+irf     "KiirP
               ,Zli7     `Yi+rd
                Z;bK      tk;rl
               tii+K      Xli+i
               si;+it     AkirY.
              etritkl    ;ffi+ds
             fltiielf     Kbzrire
             HKltfdN'     NBKlfBH
```

```
        b'ger    NMBblB7           VMNKblKl
                 dBMN9             VKBNM7
                                      ' `
```