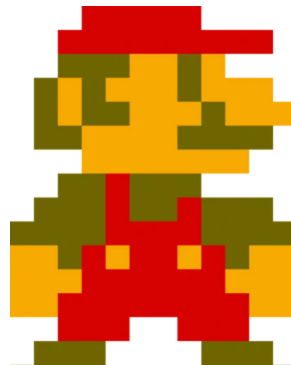


CREATE A PIXEL ART VIDEOGAME CHARACTER

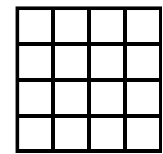
A **pixel** is the smallest point that can be represented on a screen. It is basically a dot. A screen is made up of lots of dots - or pixels - arranged in a grid!

Your favourite characters are a collection of pixels!
Today most consoles support 1920 x 1080 pixels.

Compare that to the Nintendo Entertainment System (NES) that came out in 1985, which only supported 256 x 240 pixels. Although creators had less pixels to work with, they still created fun and recognisable characters - think about classic Mario!



We describe the '**resolution**' of screens by the size of a grid of pixels. For example, this grid is 4 x 4 pixels so the resolution is 4 x 4.



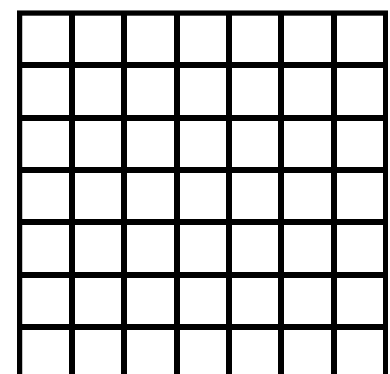
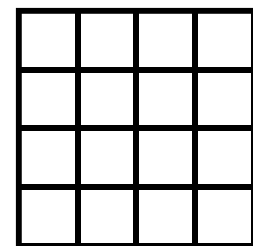
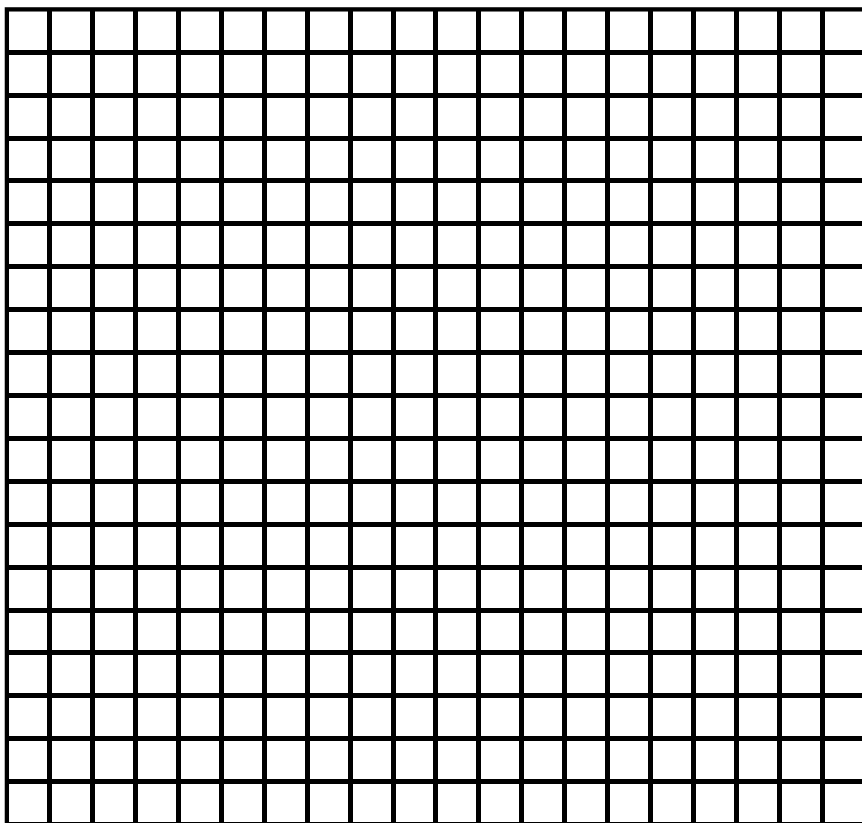
4 pixels

4 pixels



**CREATE
YOUR OWN!**

Have a go at creating your own videogame characters in the grids below, thinking of each square as a pixel. You will need colouring pencils and some imagination!



Show us at the National Videogame Museum, send us a message or tag us online!
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