

CREATING PIXEL ART USING 'PISKEL'

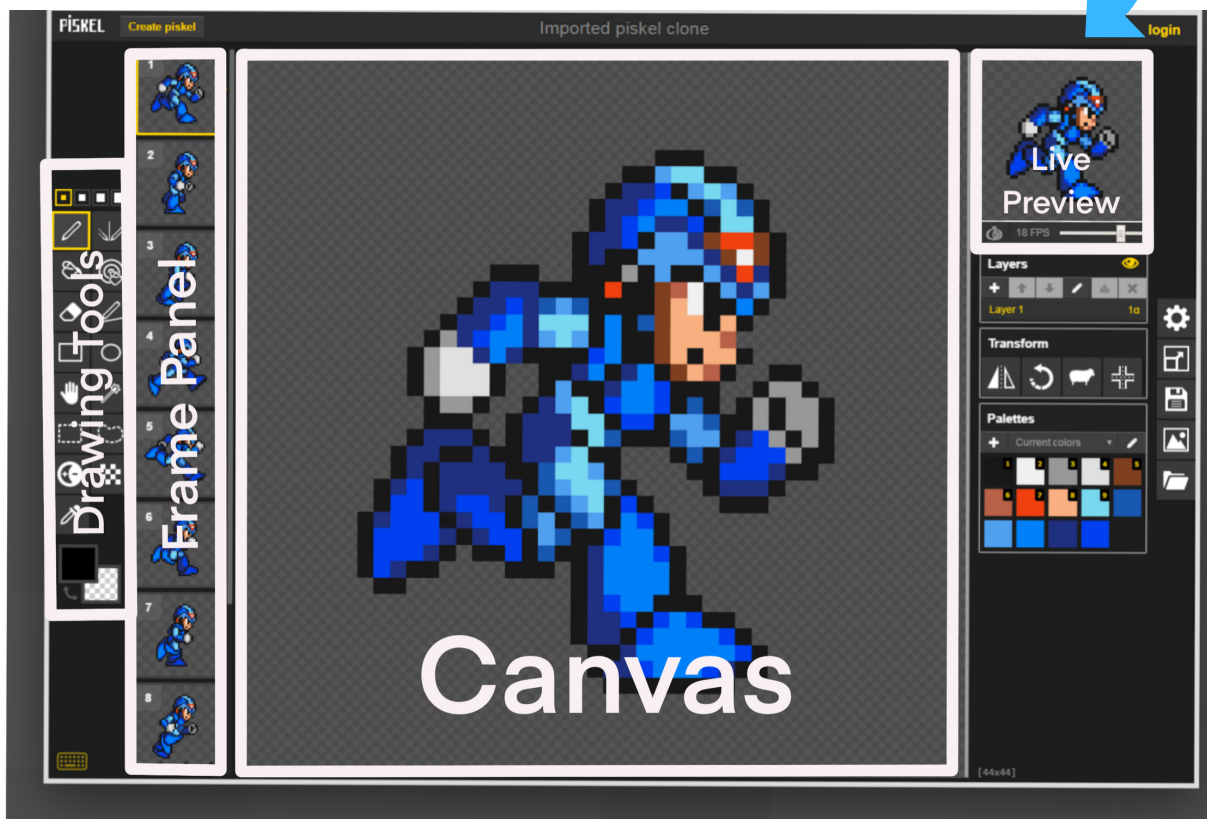
GETTING STARTED



Piskelapp.com provides all the tools you need to make some amazing pixel art. You could create new videogame characters or re-imagine old favourites!

We've created these simple instructions for you to get to grips with Piskel, but the best way to learn is to have a go yourself!

Piskel is completely free and awesome, so to get started head to www.piskelapp.com. Next, select **Create Sprite**, the sprite editor will then open in a new tab. It should look something like this...



The Piskel app webpage will show the example of Megaman above, but when you select sprite it will be blank for you to get started! Now it's time draw!

TOP TIP!



Before starting you can create an account to save your creations in one place, otherwise make sure to save before closing (we'll show you how this works too)! You can also download piskel for offline use!



Drawing Tools: This is where you'll find the drawing and colour tools that you will need.

Frame Panel: You can also animate your creations in Piskel! Here you can see all the frames of your animation, which we will explain later! You can add, duplicate and edit each frame.

Canvas: This is where you draw your design - point, click and drag the mouse around to start.

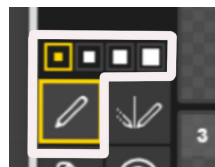
Live Preview Box: This will let you see how everything looks so far, including the animations that you add!

BASIC DRAWING TOOLS

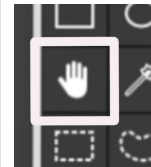


Pen Tool

Select Pen Size



Move Tool

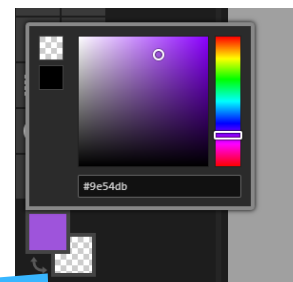


Erase Tool



Colour Selection Tool

Click on the square to reveal the colour selection tool and then choose the colour you'd like.



STEP 1: DRAWING



Using the tools above, start drawing and see what you can create!

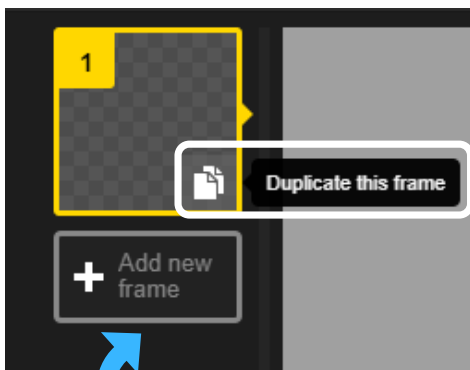
Once you have a design or character that you're happy with, it's time to start animating!

TOP TIP!

If you aren't sure what to create, test out your designs on paper first. We have additional pixel worksheets to try on our website - thenvm.org



STEP 2: ANIMATING

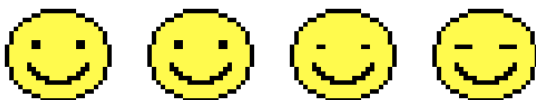


The animation in piskel works a like stop motion animation, playing through the frames that you make to create a moving image!

To start animating, you can copy your creation to edit by hovering over the frame you want to copy and selecting the 'duplicate this frame' button.



Or select the 'Add new frame' to add a blank frame!



By editing your creation on the next frame, you can make them start to move! Can you edit their eyes to make them blink, or move their legs to make them walk?

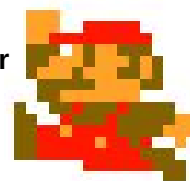
ANIMATING TIPS!

How might your character move?
If you are stuck think about how characters move in videogames you know...

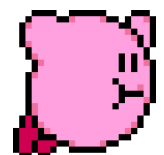
Do they jump or run? Or both?



Do their mouths or face move?



Do they float or fly?



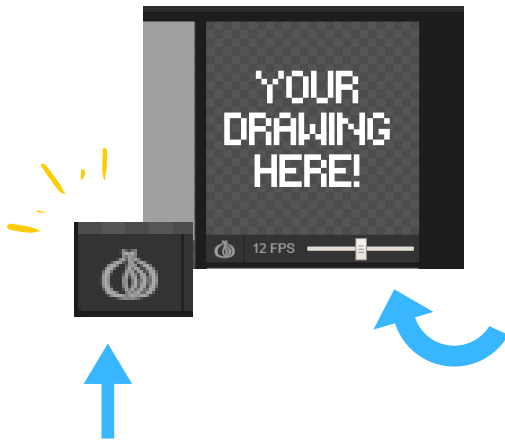
Do they swing a sword?



HOW DOES IT LOOK SO FAR?

You can see how your animation is working by checking the **Live Preview Box**. Here you can also change the 'FPS' or 'frames per second'.

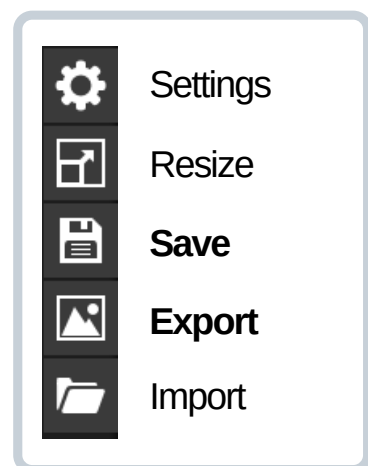
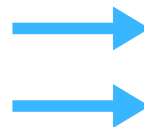
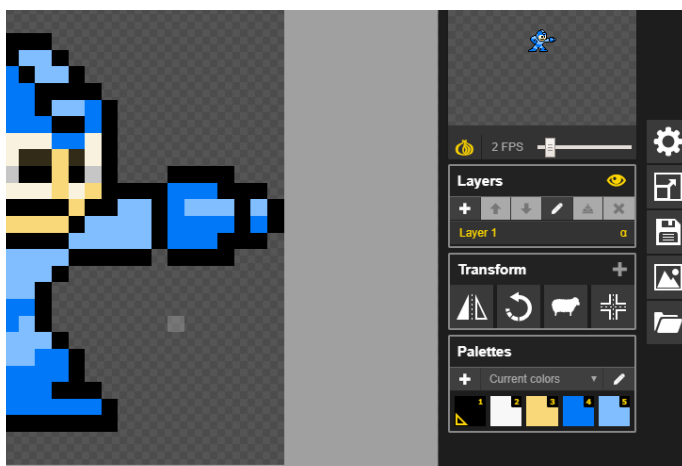
This changes the speed of the animation by changing how many frames it shows per second - the higher the 'FPS', the more frames it shows every second and the quicker the animation will be! Move the bar left and right to see how it changes.



By selecting the **Onion**, it will show you the previous frame as a faded image, so you can see what changes you are making in the new frame!

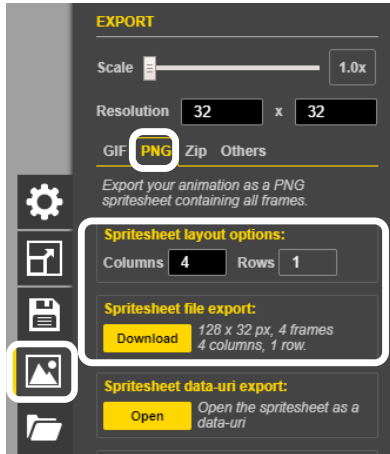
STEP 3 : SAVING & EXPORTING

Once you have finished it's time to save! The way you need to save will depend on how you would like to use your creation! If you have created an account you can select **Save** online, if you would like to use what you've made in GameMaker for example, or make a animated GIF you'll need to select **Export**.



Once you've selected **Export**, you should see a few different options. Follow the instructions below depending on how you would like to save!

SAVE AS A SPRITESHEET!



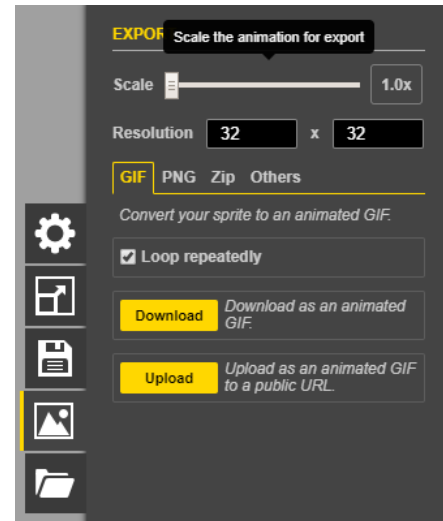
If you would like to use what you've made in game making software (like GameMaker for example) you will need to export this as a 'Spritesheet'.

Select **Export** and chose the **PNG** option. Increase the number of **Columns** until the **Row** changes to 1. This is will download your animation as a row of images! Lastly, download the spritesheet file!

SAVE AS A GIF!

If you would like to make a looping GIF you'll need to save it in a different way.

Select **Export** and chose the **GIF** option. Make sure the **Loop Repeatedly** box is ticked and then select **Download as an Animated GIF!** You can change the **scale** to make it bigger if you need to!



SO WHAT CAN YOU DO WITH YOUR CREATION?

Start making your own videogame!

The wonderful things you can make in Piskel can be used in software like Scratch or Gamemaker!



Share what you have made!

Show your friends and family what you've made and maybe encourage them to have a go too!



Show us at the National Videogame Museum, send us a message or tag us online!
Twitter @NVMUK Instagram @THENVMUK Facebook @THENVMUK