



HOW TO: PIXEL DRAWING

Courtesy of the Tempe History Museum



Check out our online Tempe Time Machine program all about video games inspired by our upcoming changing exhibit, *Video Invaders!*

tempe.gov/timemachine

Pixel Art is a form of art often using computers and small pixels. Pixels are represented by dots or squares and are the building blocks of a digital image. This is what you are seeing when you play 8-bit video games like Super Mario Bros.

WHAT YOU WILL NEED

Graph paper*

Pens

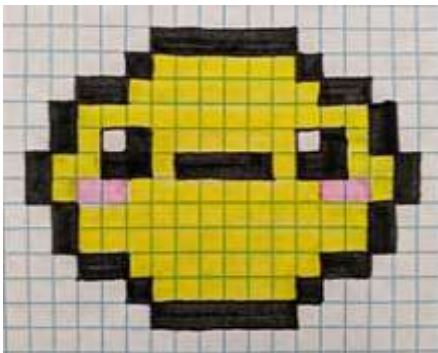
Pencil

Markers

*If you don't have graph paper, you can make your own with a ruler and pen.

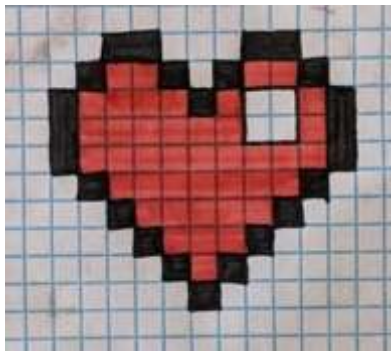
STEP 1. Choose your pixel image

Little Pixel Lemon



16x12

Heart



11x10

Stardew Valley Sprite



17x16

1-UP MUSHROOM



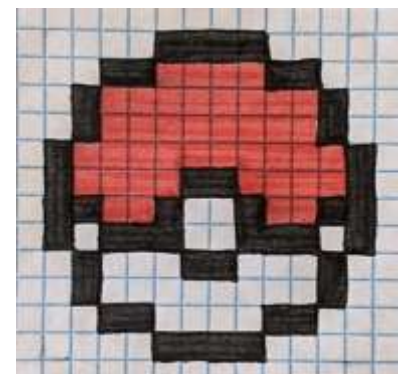
16x16

Pixel Cat



12x13

Poké Ball



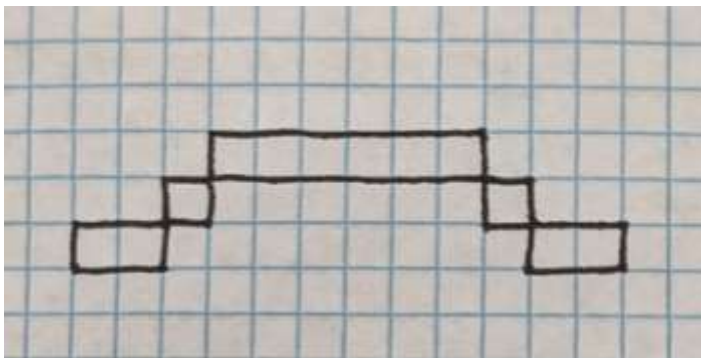
12x12

STEP 2. Determine the size of the grid you'll need and mark the corners on your graph paper with a pencil. The grid size you will need is listed under the images above and on the instruction page for each image.

STEP 3. Go to the page with the image you would like to draw and follow the instructions.

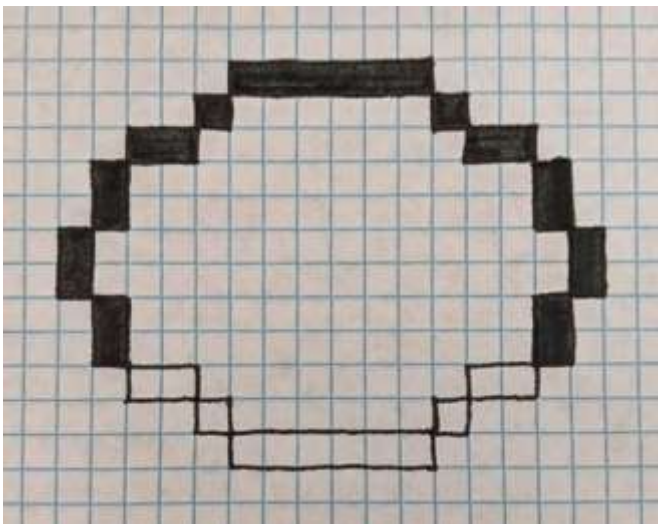
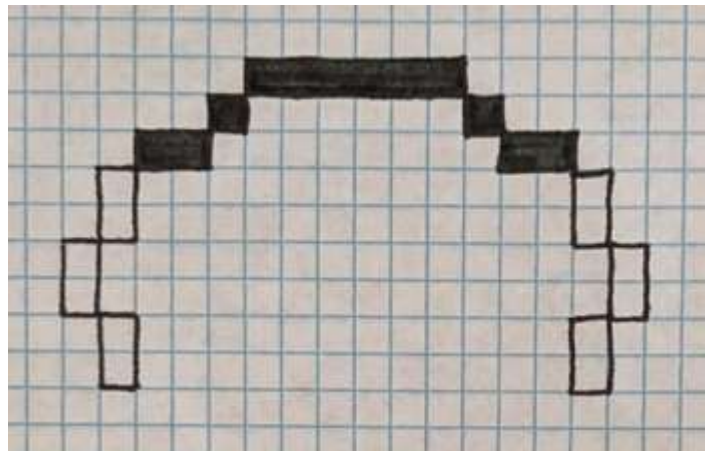
LITTLE PIXEL LEMON 16X12

Don't forget to mark the space you will need to be sure that you have enough room.



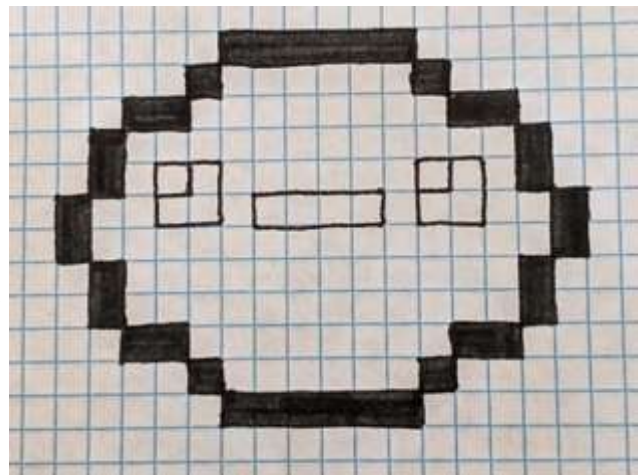
STEP 1.
Start by outlining the top section of the lemon as shown in this image.

STEP 2.
Color in the top section and outline the sides.

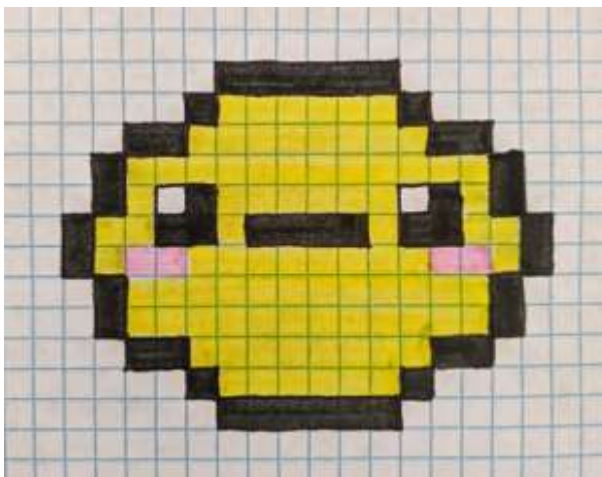


STEP 3.
Color the outlines you just created and outline the bottom.

STEP 4.
Color in the remaining outline of the lemon and outline the eyes and mouth.



STEP 5.
Color in the eyes, mouth, cheeks, and body!

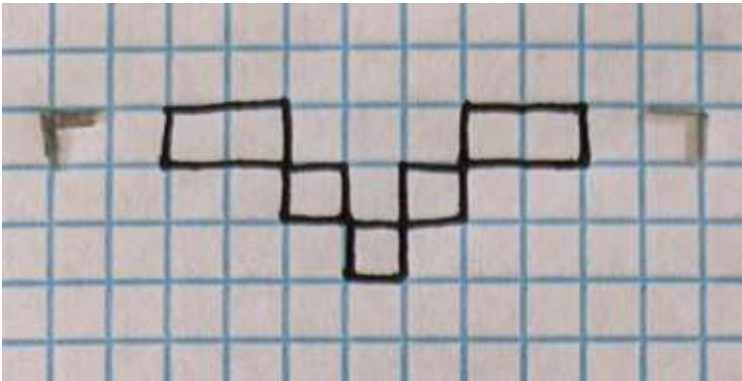


ENJOY YOU LITTLE PIXEL LEMON!



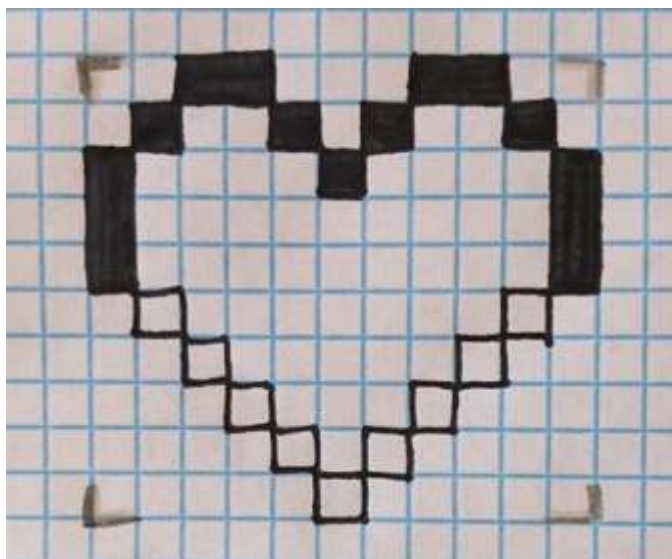
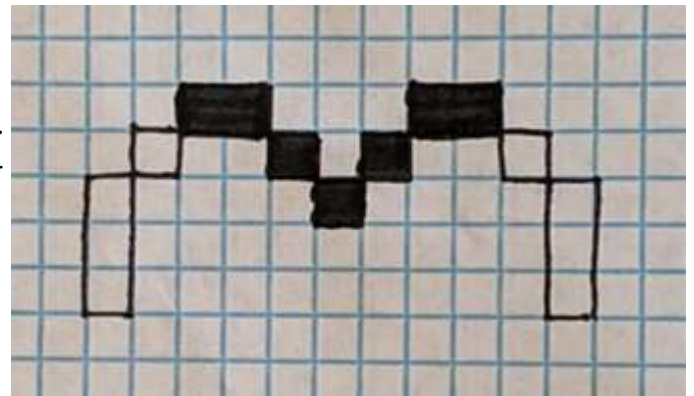
HEART 11X10

Don't forget to mark the space you will need to be sure that you have enough room.



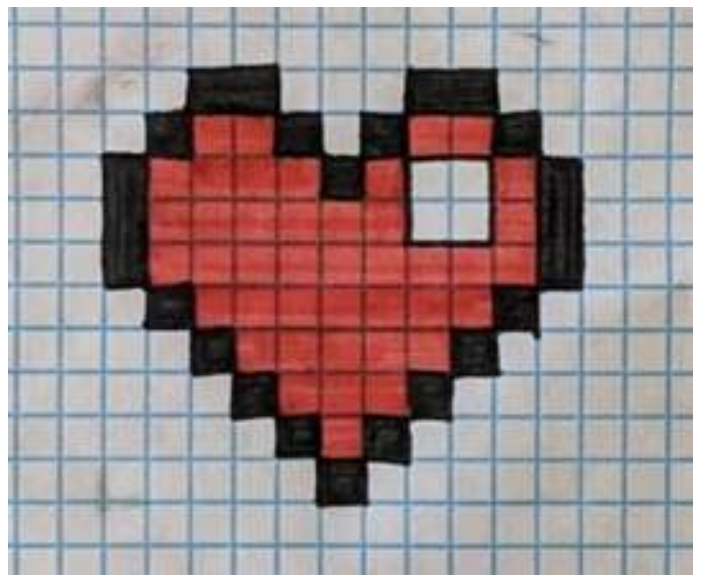
STEP 1.
Start by outlining the top section of the heart as shown in this image.

STEP 2.
Color in the top section and outline the sides.



STEP 3.
Color the outlines you just created and outline the bottom.

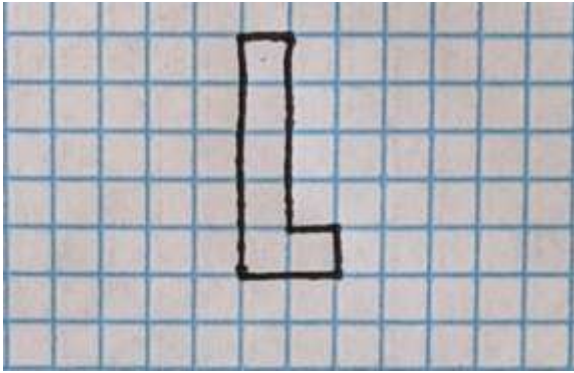
STEP 4.
Color in remaining outline and add details like color and reflection square.



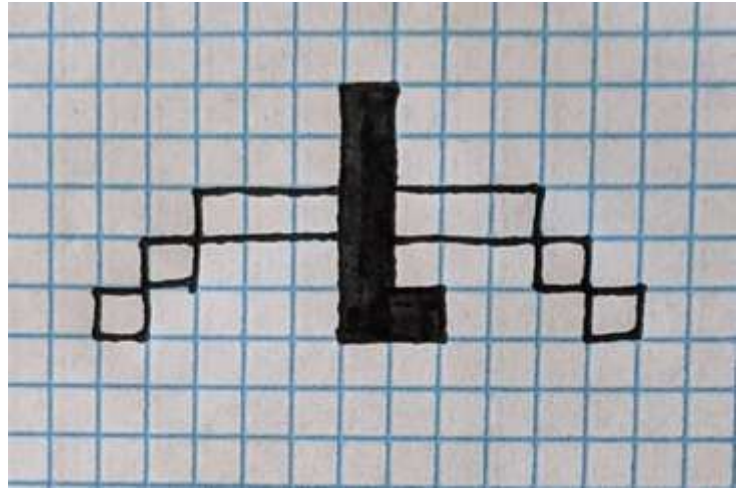
ENJOY YOUR PIXEL HEART!

STARDEW VALLEY SPRITE 17X16

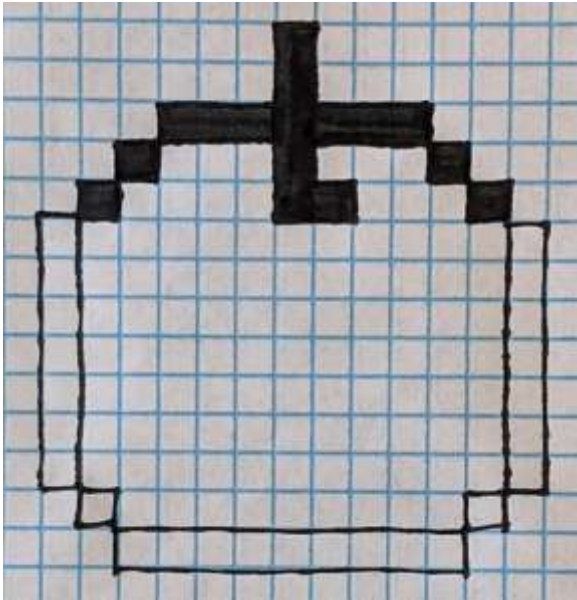
Don't forget to mark the space you will need to be sure that you have enough room.



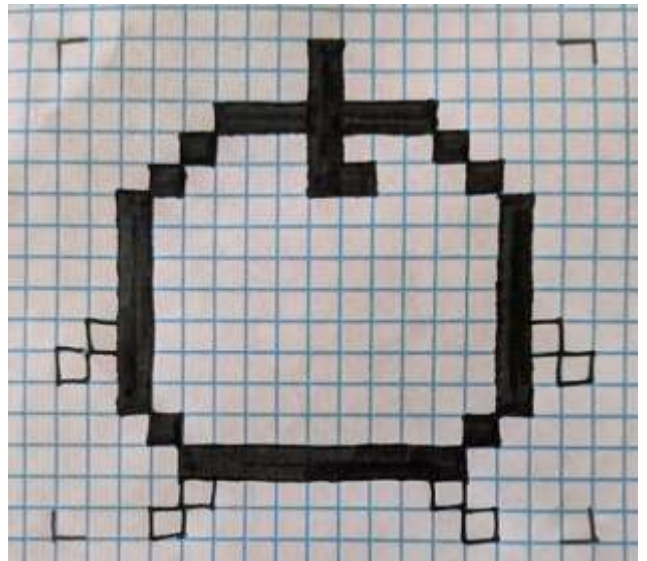
STEP 1.
Start by outlining the 'stem' of the sprite as shown in this image.



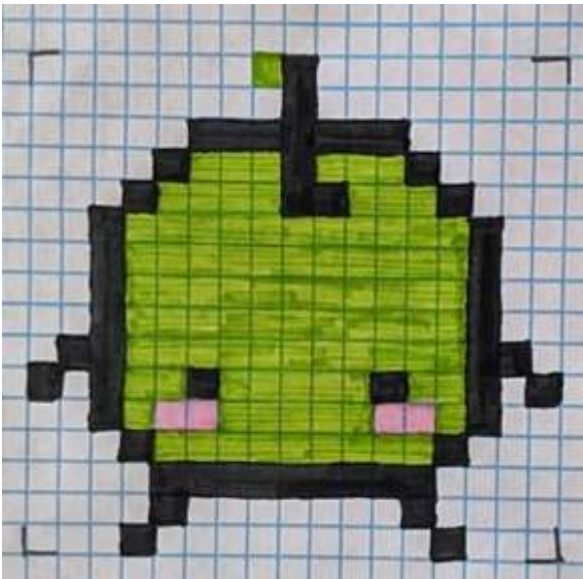
STEP 2.
Color in the 'stem' and outline the top.



STEP 3.
Color in the top and outline the sides and bottom.

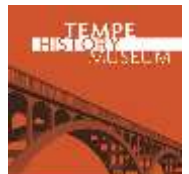


STEP 4.
Color in the outline of the body and outline the arms and legs.



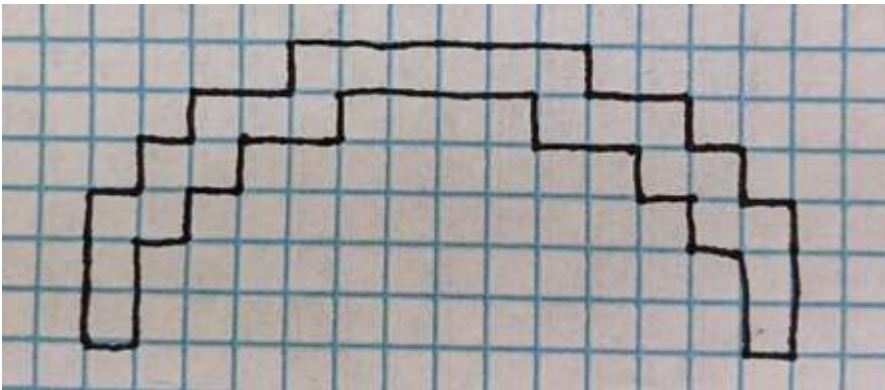
STEP 5.
Color in the remaining outlines. Add details like eyes and color.

ENJOY YOUR STARDEW VALLEY SPRITE!



1-UP MUSHROOM 16X16

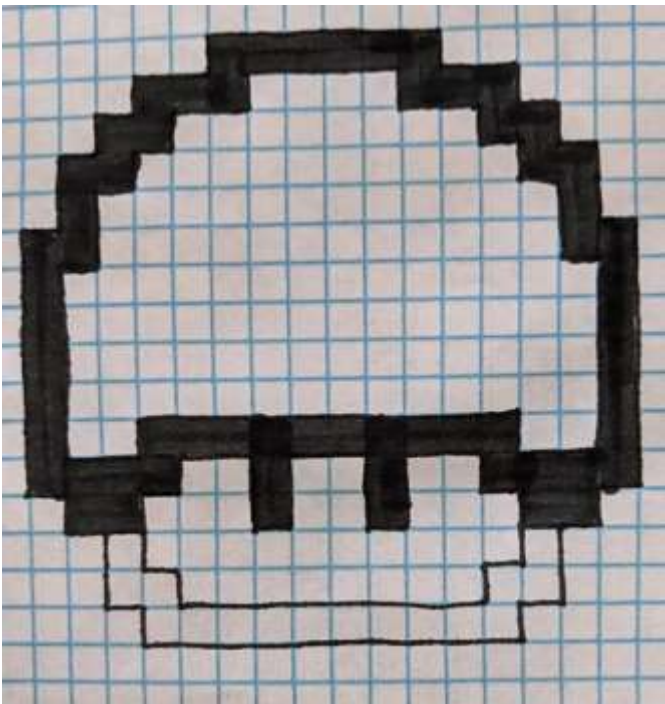
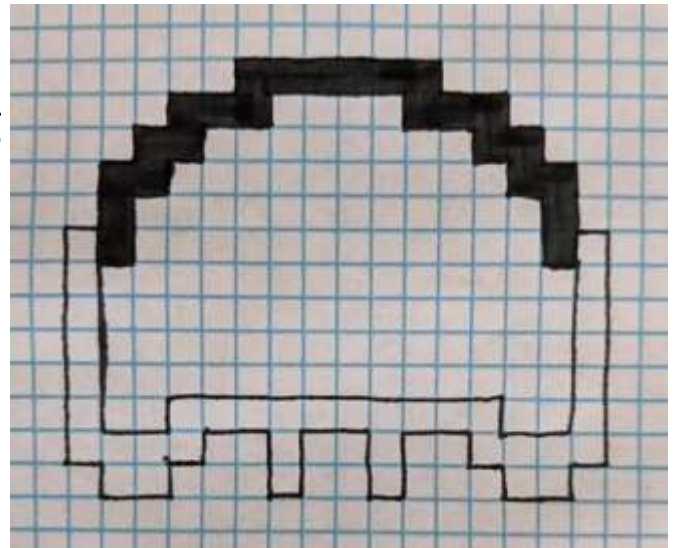
Don't forget to mark the space you will need to be sure that you have enough room.



STEP 1.

Start by outlining the top section of the mushroom as shown in this image.

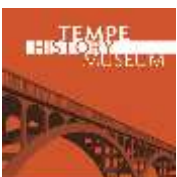
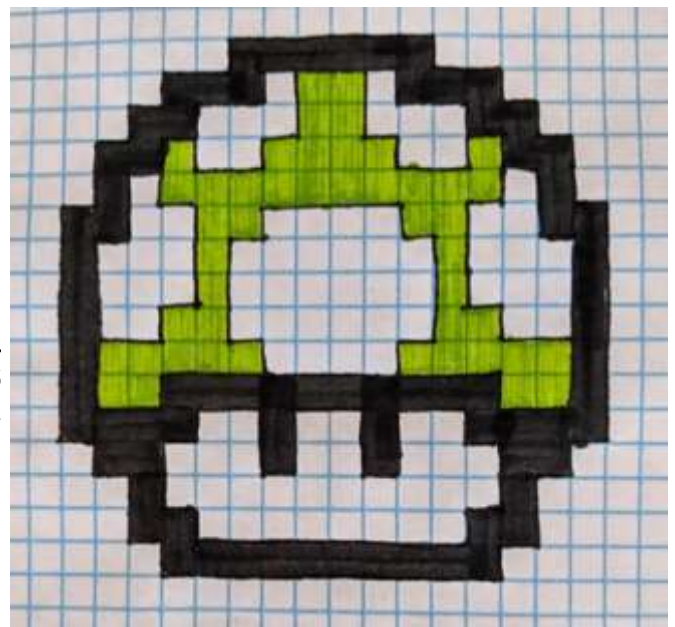
STEP 2.
Color in the outlines of the top and add the side and center sections as shown.



STEP 3.

Color in the outline you have just created and outline the bottom.

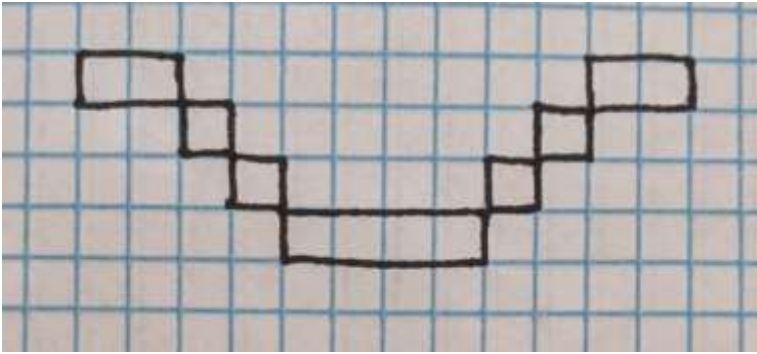
STEP 4.
Color in the remaining outline and add details like mushroom spots and color.



ENJOY YOUR 1-UP MUSHROOM!

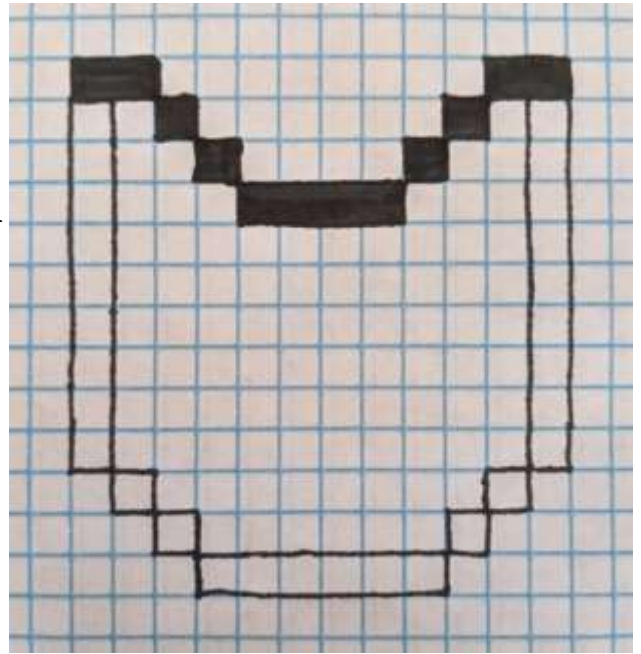
PIXEL CAT 12X13

Don't forget to mark the space you will need to be sure that you have enough room.

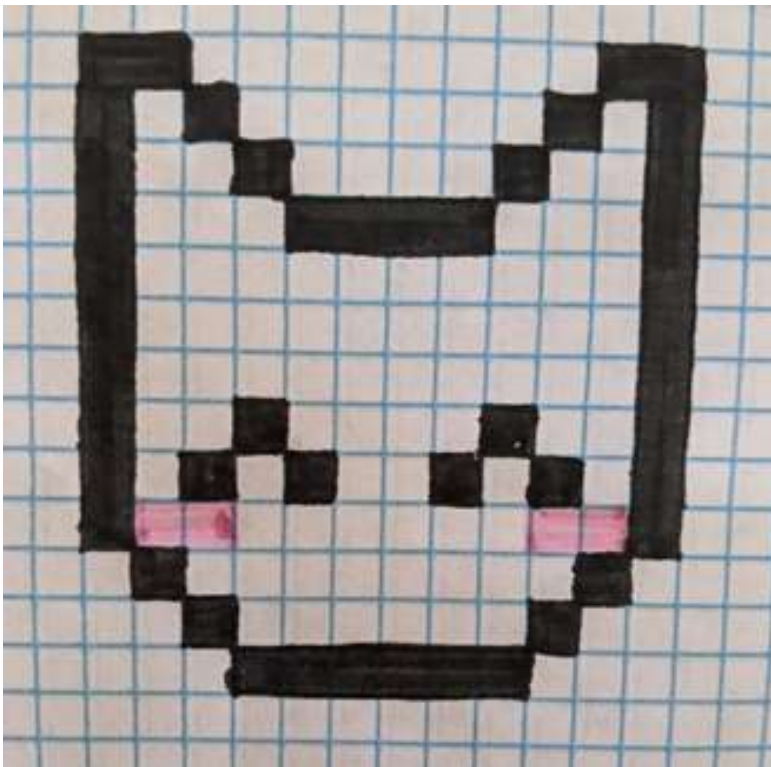


STEP 1.
Start by outlining the top section of the cat as shown in this image.

STEP 2.
Color in the outline on the top. Add outlines for the sides and bottom.



STEP 3.
Color in the remaining outlines and add eyes and cheeks.

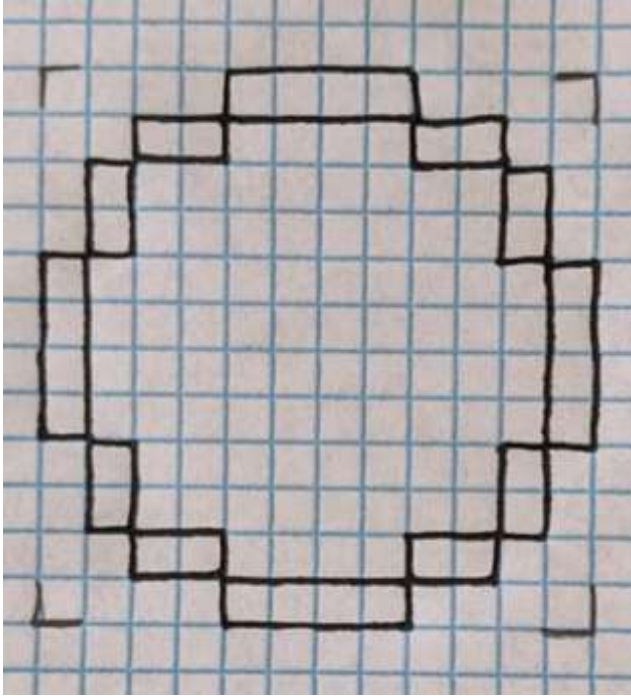


ENJOY YOUR PIXEL CAT!



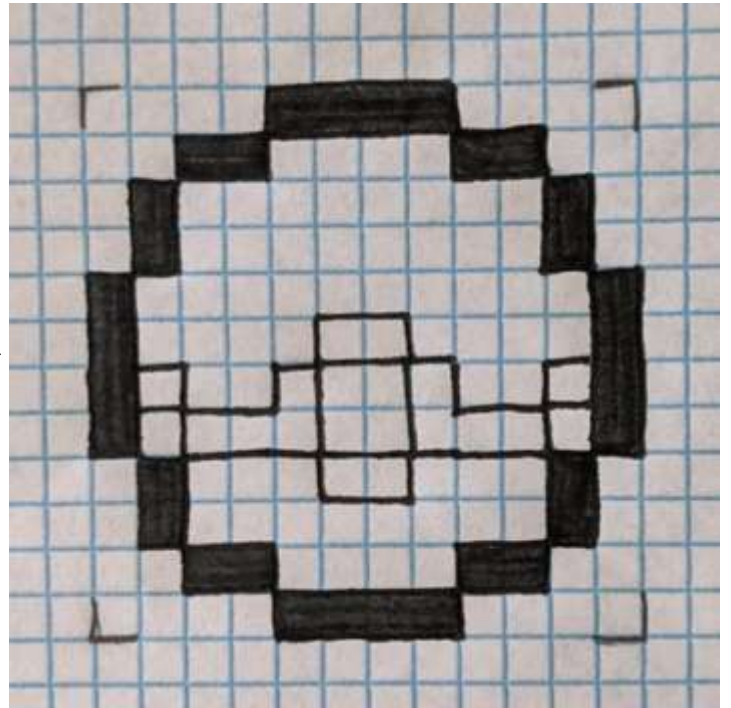
POKÉ BALL 12X12

Don't forget to mark the space you will need to be sure that you have enough room.



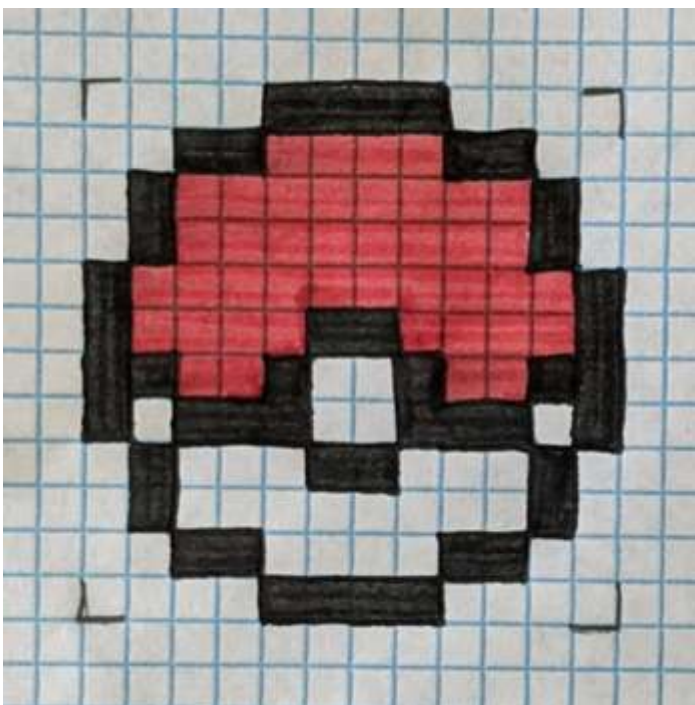
STEP 1.

Start by creating an outline for your Poké Ball.



STEP 2.

Color in the outline and draw the outline for the center band that divides the top and bottom halves of the ball.



STEP 3.

Finish your drawing by coloring in the center outline (be sure to leave the square in the center blank) and coloring the top red.

ENJOY YOUR POKÉ BALL!

