

Join the Discord!



DevLUp FSU



GBM #3



2D Art

Upcoming jams: Brackey's 2026.1 (Feb 15-22), Mini Jam 203 (Jan 29-Feb 1)
29 January, 2026

Our Meeting Schedule:

Date	GBM	GBM Title	Secondary Event	Presenter
9 Jan		(No Meeting)	(Involvement fair?)	
15 Jan	1	Intros, Icebreakers, and Retrospectives		Everyone
21 Jan	2	Unity 201 (what new things?)	In the Co-Lab	Jake
29 Jan	3	2D Art -- Pixel and ...not pixel?	In the Pitch Room ↓	Calvin & Ares
5 Feb	4	2D Animation -- Frames and Tweening	(May have to move)	Calvin & Ares
12 Feb	5	Making Music for Non-Musicians		Marsh
19 Feb	6	Blender 201 -- Tidbits		Hailie
26 Feb	7	Unity 202 -- Lighting		Jake & Marsh
5 Mar	8	Prototyping Levels		Marsh
12 Mar	9	1 HOUR LEVEL DESIGN JAM		David
19 Mar		Spring Break		
26 Mar	10	Sound Design and the Art of Foley	(May have to move)	Yusong
2 Apr	11	Unity 203 -- A*, Agents and Navmesh		Jake & Marsh
9 Apr	12	Online Portfolios (HTML Basics) -WICS collab		Hailie
16 Apr	13	Writing For Games	(May have to move)	Screenwriting Club
23 Apr	14	Year's Out Celebration!		Everyone

Lesson Plan

- Differences between pixel and line art
- For each type:
 - ◆ Principles of the form
 - ◆ How to use a program ([px], FireAlpaca)
 - ◆ Free time to make art :3

 showoff

Programs of the Day

Download Libresprite here: <https://libresprite.github.io/#!/downloads>

Download FireAlpaca here: <https://firealpaca.com/download/>

Alternatives include: Aseprite, Photoshop, GIMP, [Photopea.com](https://photopea.com), literally MS Paint

Pixel vs. Line Art

Higher contrast, constrained palette, sharper details, harder to animate (sometimes, if you're picky), lower storage

More variety, finicky lines, finer detail, easier to tween (animate w/ transformations), higher storage (takes longer for some but this depends!)

Our muse



Fundamentals of Line Art

For starters:

- Capture the shapes your eyes see
- Outline important features (e.g. limbs, folds)
- Shade by either light or lines

For advanced users:

- Get funky with it



Use References

If I asked you to draw “a house”,
It’d probably look like this →

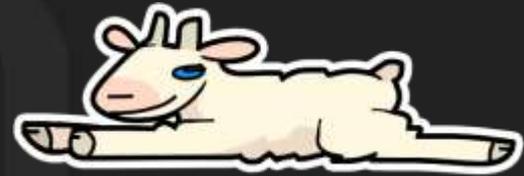


It works, but
It’s got no pizzazz

If I asked you to draw *this* house, →
you’d have more details to work with



There’s no shame in a reference,
especially with a detailed drawing

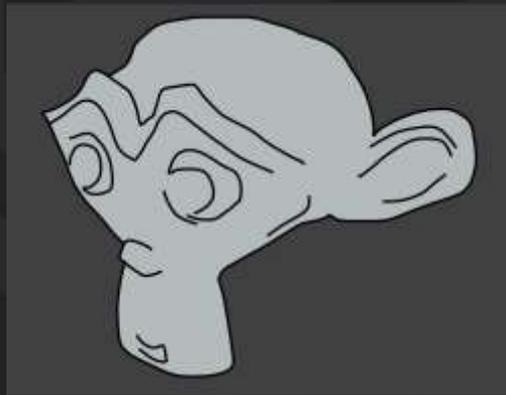


(plus sometimes you just don’t know what stuff looks like)

Outlining Features



*Base model—
Note how light
and shadow
shows the
contours of the
figure.*



*Make lines where
light meets dark
(the strongest
contours)--the
amount of lines is
up to you.*

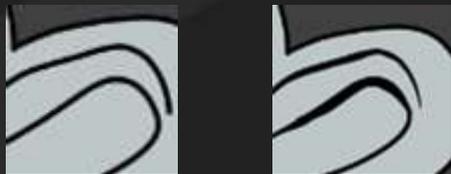


*Capture the
'feeling' of the
figure--this is a
monkey's face, so
we should clarify
the eyes and nose.*

Line Weight



Consistent line weight—a bit dull?



Thin lines at the ends and thicken them in the middle, with a bit of attention to shadows



Thicken the silhouette (the outermost line of the figure) for an extra bit of poppin'

Shading



Cel shading (sharp lines)--brighter, louder, more cartoonish

Blur shading (fuzzy lines)--softer, realistic, more fine detail

(note: for colored figures, try colored shading!)

Field Trip

Let's go to FireAlpaca and make some stuff

Fundamentals of Pixel Design

- Reasonable resolutions
- Simplifying key shapes
- Limited but comprehensible color palettes
- Graphical projection
- Texturing without noise

How do you pick a resolution?

Resolution is the amount of detail of a given image. For pixel art, it's usually measured by the number of pixels along the edges of a grid.

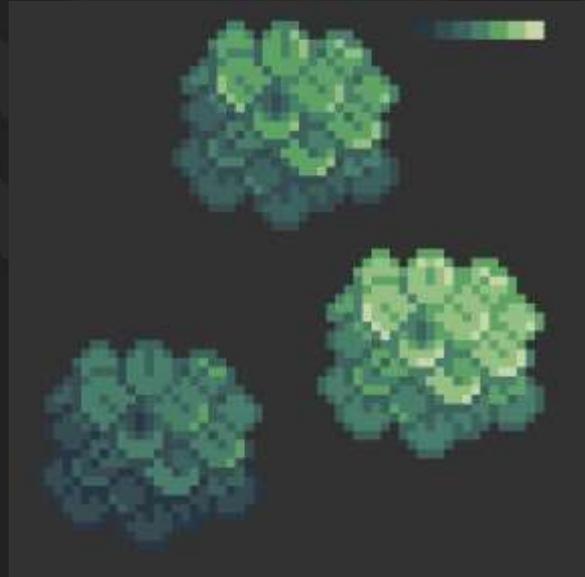
Pixel art resolution is usually scaled along the squares of 2: 2, 4, 8, 16, 32, 64, 128, 256... Higher resolutions allow for greater detail, coupled with a loss of simplicity and potentially even over complication.



Simplifying Details

Taking complicated designs and transforming them into simple clusters is one of the most complex but most important aspects of creating pixel art.

All the leaves of this tree are made up of the same repeated cluster of leaves. This single cluster receives light and shadow adjustments before being placed around appropriately for the intended shape.



Color Palettes - Fun Math!

Color palettes can be created by eyeballing colors or color picking directly from an image with a tool.

Alternatively, you can generate color palettes using math, by shifting the hue, saturation, and lightness of one color up and down to create lighter and darker variations of it. Adding the same number to all of these hues would change the overall color from red to, for example, green.

H	320	335	350	5	20	35	40
S	95	90	80	70	60	40	20
L	15	30	45	60	70	80	85
Swatch							
H Shift	-15	-15	-15	0	+15	+15	+15
S Shift	+5	+10	+10	0	-10	-20	-20
L Shift	-15	-15	-15	0	+10	+10	+5

Field Trip

Let's go to [the program] and make some stuff