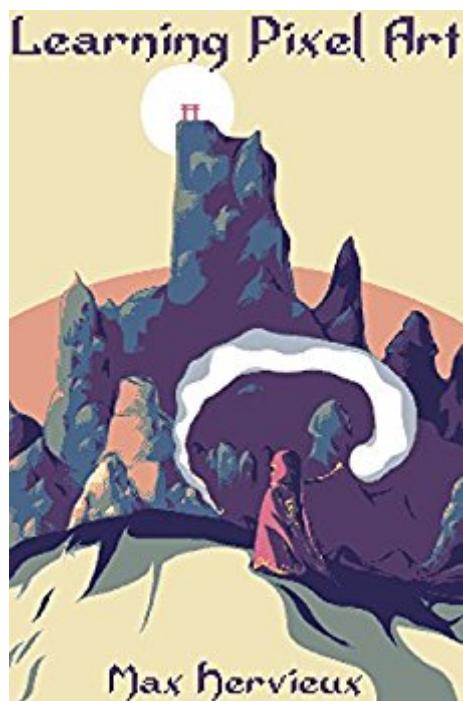


The book was found

# Learning Pixel Art



## **Synopsis**

Pixel art is an intricate and precise form of art famous for its legacy in video game art of years gone by. However, it continues to thrive today as an art form of its own, and in mobile game development. Many people try to enter the world of pixel art underestimating the depth of the medium. This book is meant to remedy that, taking you from knowing absolutely nothing to being well-versed in the medium and ready to make your own art. You won't find any step-by-step paint-by-numbers tutorials here. This book takes you through the techniques you'll need to make your own art. It explains why certain techniques are important or problematic in clear language, not jargon. It is furnished every step of the way with illustrations and diagrams to help both visual learners as well as those who prefer to read. With a wide array of exercises to help you practice your skills, Learning Pixel Art will help you reach your pixel art dreams! Learning Pixel Art can also help existing pixel artists! With in-depth discussion of techniques in the context of the modern cluster-based view of pixel art, even artists who've been making pixel art for years can learn something about how techniques are connected and significant. Learning Pixel Art also supplies a set of terminology with which to discuss pixel art with others. If you'd like to sample the book before you buy it, two previews are available: the entirety of the first two (of eight) chapters discussing What Is Pixel Art and Clusters, the basic unit of pixel art, as well as the whole appendix of Exercises to see what skills you might be missing! These samples are available at [www.logbook-project.com/p/learning-pixel-art.html](http://www.logbook-project.com/p/learning-pixel-art.html)

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## Customer Reviews

Heavy on the text but informative

I was expecting so much more about this, and is really really disappointing. Is really short and have a lack of content.

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