

Sprites Assignment

Assignment - In a new Project named SpriteAssignment, create the following sprites

1. 64x64 Pixel Art of a collectible object

1. Use **grid & snap**
2. Use **pencil, line, and fill tools**
3. Example items: heart, health potion, coin, treasure chest, ammo, etc.
4. If you need to **trim/resize** the image to something other than 64x64, that's fine, but start w/ 64x64.
5. Must be different from previous Pixel Art

2. 96x96 pixel freehand enemy character

1. don't use the grid/snap for this
2. use **any tools you want** (pencil, line, curve, ellipse, rectangle, etc.)
3. If you need to **trim/resize** the image to something other than 96x96, that's fine, but start w/ 96x96.
4. Must be different from previous sprites

3. 768 x 1366 Background - longer tall than wide(backwards from the typical room size)

1. Use **any tools** you want
2. Make it something the enemy and collectible would look good in
3. Must be different from previous background

You are not graded on your artistic skills, but in your use of the tools and following directions listed above.

You are responsible for creating your own images. You're welcome to seek inspiration from other game art, but please do not copy another piece of work.

You are not limited to the Gamemaker drawing platform. If you have experience with Adobe Illustrator, MS Paint, Inkscape, Krita (etc.) then feel free to create sprites in what you're comfortable in and then import them into Gamemaker. But, all images created outside of Gamemaker need to be imported as Sprites into Gamemaker.

Krita - Free, Open Source art software - Game Art Tutorial - Design 2D Video Game Creatures