

Miners Art Contest

Tonnal's process of creation

For the very first time, I decided to give the miner contest a try. You will find below the process of a complete beginner both in pixel art and creative contest. Nevertheless, I enjoyed it and I hope you'll find it useful, inspiring, or at least entertaining.

1 - Looking for inspiration

1.1 - Finding a theme

The first step was to find a theme to work with, and an idea. I am not a very creative person, so I chose to follow the upcoming event list given in the blog post. I opened my favourite google sheet on my right screen, the collection tab of RollerCoin on my left screen, and I started to list every miner I would find related to one of the four events upcoming.

	A	D	V	U	T	E	F	V	N	I	J
Winter Holidays											
Lunar New Year	- Dragon - Parade - Rouge et jaune - Chinese lantern - Animaux du zodiaque - Feux d'artifice - Poisson chinois (koyale ?)										
Brazil Carnival	- Plumes - Chars - Couleurs vives - Danse - Femmes peu vêtues										
St. Patrick's Day	- Chaudron plein d'or - Trèfle - Arc en ciel - Leprechaun - Roux et vert - Bière - St patrick - Celtic cross										

I immediately saw the large quantity of miners related to “Winter Holidays” and gave up the idea to work with it. Moreover, this is a theme loved by people in my opinion, so there is a chance a lot of participants will have many ideas with it. I won't be able to stand out.

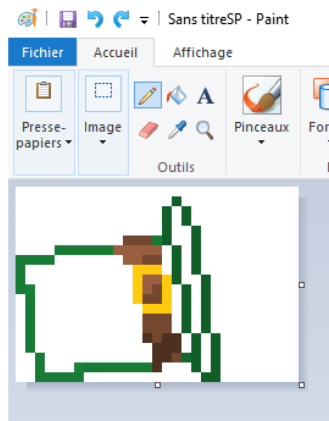
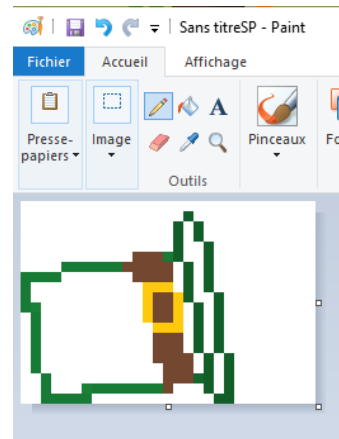
For the 3 remaining themes, I literally wrote everything coming to my mind and quickly found I was really liking the “St. Patrick's Day” theme. There are not a lot of miners related to it, I may be able to have my chances.

1.2 - Finding an idea

Search engines are my friends. Some of them might be intrusive, but they can give us so much inspiration with the good keywords. “St Patrick day symbols” was enough to give me all the symbols I would work with. After some time thinking about what I should draw, I decided to give it a try with the hat, the golds and the rainbow. But as it was my very first pixel art, I decided to find an example for the hat, searched for “Pixel hat” and found one I could use.

2.2 - First details

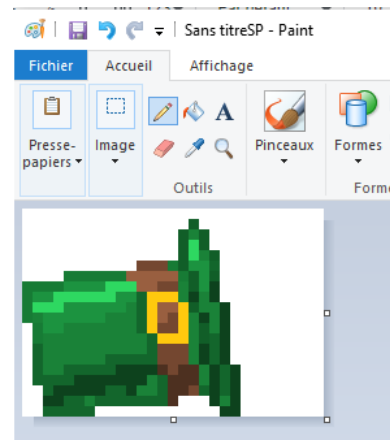
I took out the gold part and focused on the hat. I started with the little belt I really loved about the hat and decided to make it one space above the bottom.

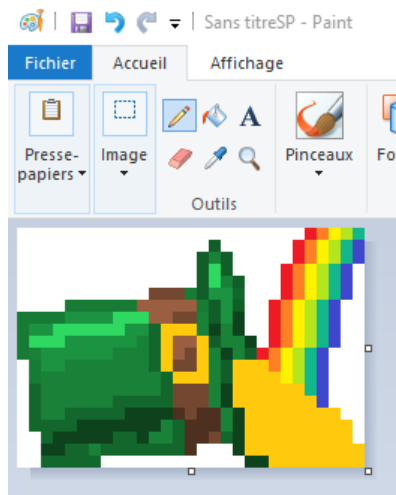


Looking at the "example" I found previously, I saw the shadow was made with a vertical light line on one side, going progressively to a darker line.

I thought about it and decided the darker shadow would be on the bottom as the miner is supposed to be put on something. I try a 3 coloured shadow on the belt before I fill the hat with green.

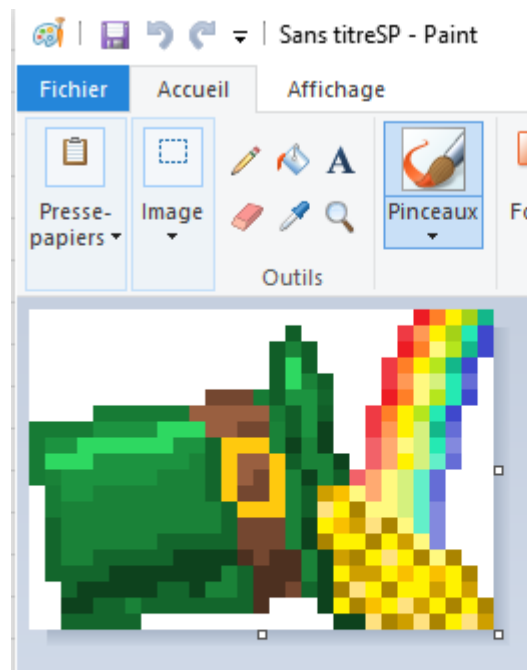
After trying a lot, I finally had something I was proud of and decided to continue with the gold and the rainbow I had in mind.





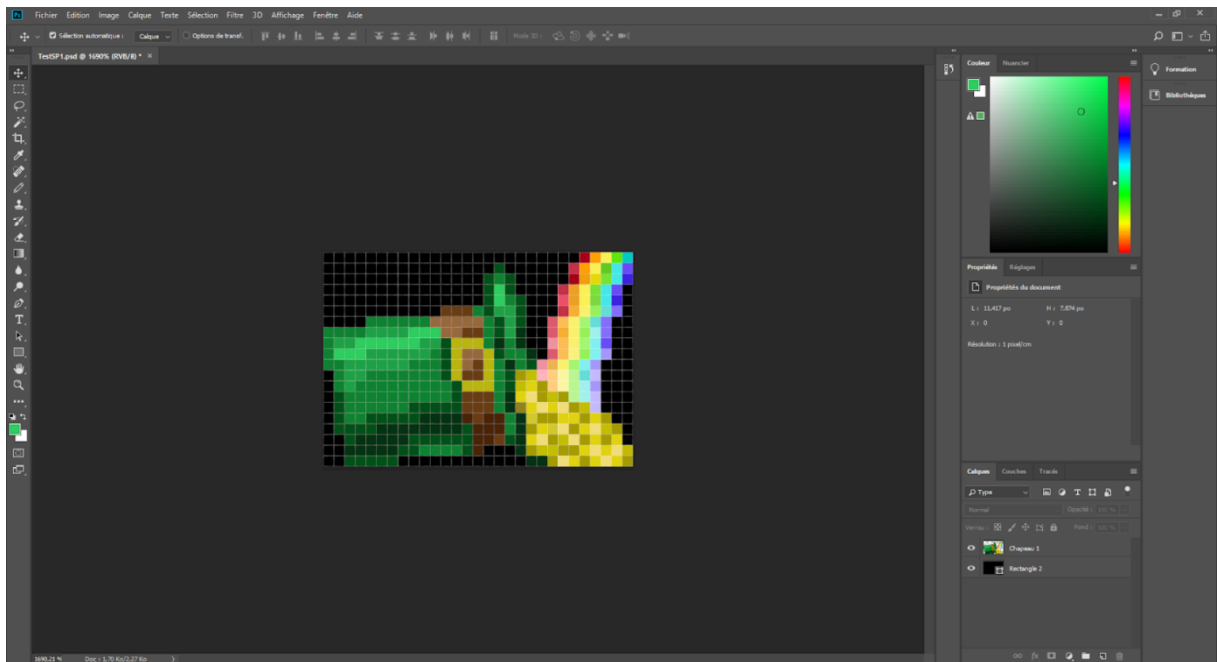
After a few tries, I decided to start with the rainbow and added the golds afterwards to find how it should be placed more easily. It worked pretty well and I had just enough space to fit everything how I wanted.

Finally, I decided to shut down this tool created by Satan (Paint) and stopped after I added the shadow/light I wanted on my rainbow and my golds.

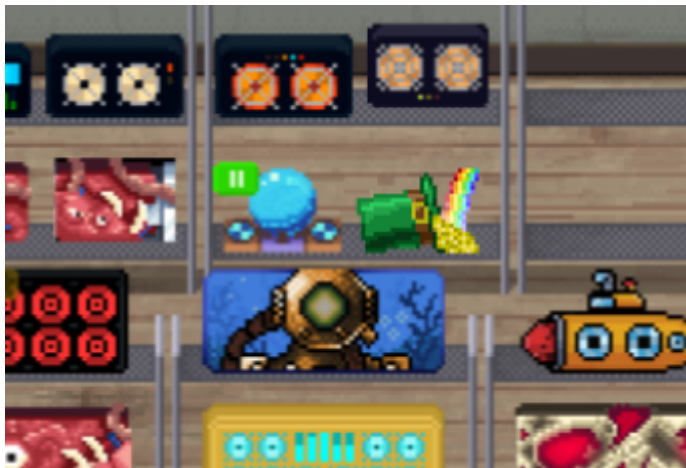


2.3 - Second details

I decided to open Photoshop and realised: I needed to repeat my draw pixel by pixel. Well, I did it for the hat as I was happy with it, but for the rainbow and golds, it was the same pixels, but colours were completely random.

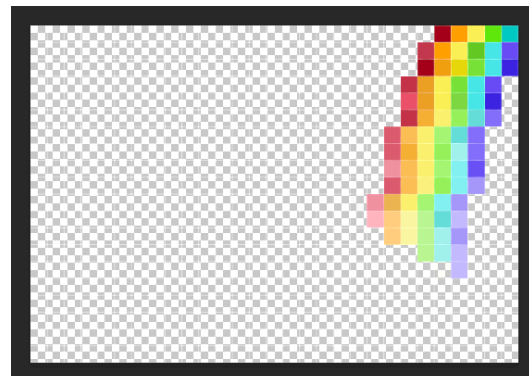
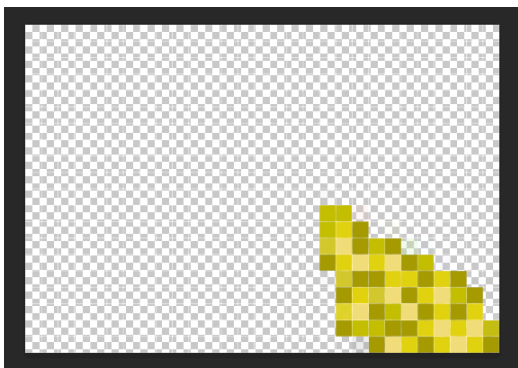
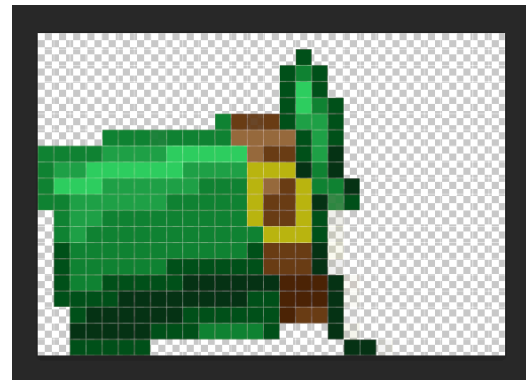
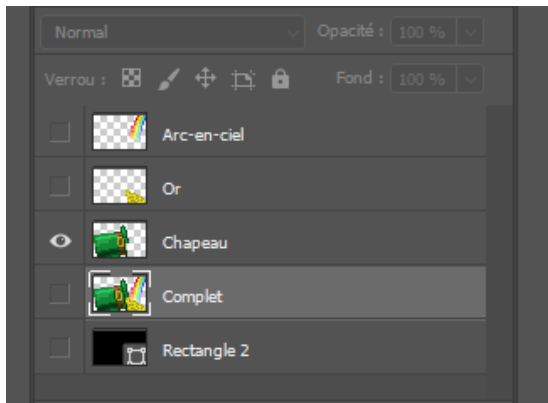


I took the opportunity of being in photoshop to take a screenshot of my room in a new file to look how the miner would look in my room.



After that I took a break and drank water. Stay hydrated, it's important.

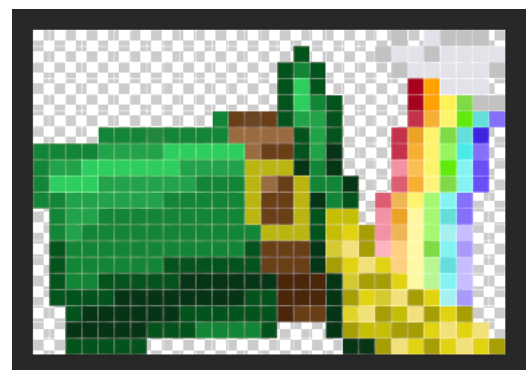
And now the fun part, create different layers in Photoshop for each part of the miner I want to work with independently: the hat, the golds and the rainbow.



With these layers, I was able to try different types of ideas I came up with to improve the miners. I was not really satisfied with the rainbow going straight for the top right corner when I exported it to put it in my room.



Make a complete rainbow



Add a small cloud

Nothing worked as I wanted. And with the complete rainbow, I found it too bad there was an empty space on the top left corner. So, I searched for another symbol off St. Patrick's Day to add in my miner, ideally, something that can be "rolled" as a part of the working miner.

A clover! And the trick I found to make it easier to animate as a beginner, is to use a 3-leaf clover as I just have to rotate it 4 times to make it "roll". I did it, and exported it in the resize format to look at it:



Almost! I was almost at the end of my adventure. The final modification I did to change the rainbow I was not found of was to invert the light to make it look like it was fading away. And as I was doing the final part, I changed the outline of the hat to make it smoother and reduced the amount of gold.

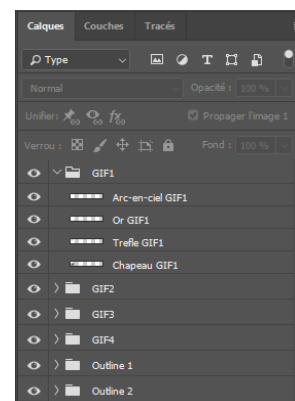


PERFECT!

3 – Animation and render

3.1 - Animation

For the animation, I created the render format on photoshop by making a canvas 6 miners wide. I created a layer group for the first miner, copied it 6 times and renamed them to be able to work easily on each one of them



I chose to make the animation of the clover first as it was the clearest in my mind. I took the layers and rotated each one 90° more than the previous one. As I made the clover on a fourth layer, it was easily and quickly done.



For the rest, I hesitated to make the belt buckle rotates around the hat but gave up as it was a little too complex for me. Therefore, I made the rainbow and the golds sparkle by changing the colours randomly and by adding some small white stars inside the golds.

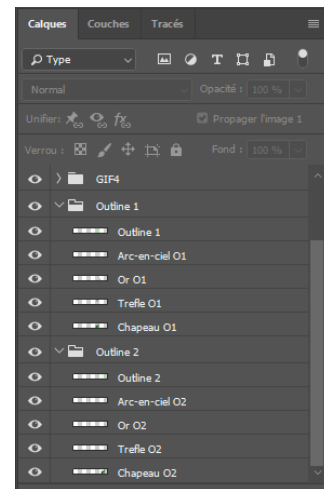


Too much animation will not be a good point for a miner, furthermore for a small. And, by the way, I was not able to make something more complex. I decided to give it a try. I opened a new photoshop file and a tutorial “how to make a GIF with photoshop”. Just before exporting it, I resized the picture, then resize the canvas and finally I could see how it looked.

Loved it! *(to be honest I imported the GIF here in the first place... Well, not my brightest idea)*

3.2 - Render

The first steps were to finish the 6 miners wide photoshop file by adding the outlines of the 2 last miners. As the difference between the two was the opacity of the outline, I created a new layer, made the outline, and copied it before changing the opacity of the second layer.

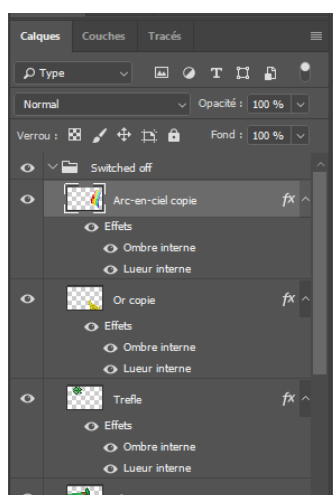


Resized it and VOILA. Exported in .PNG and ready to be sent.

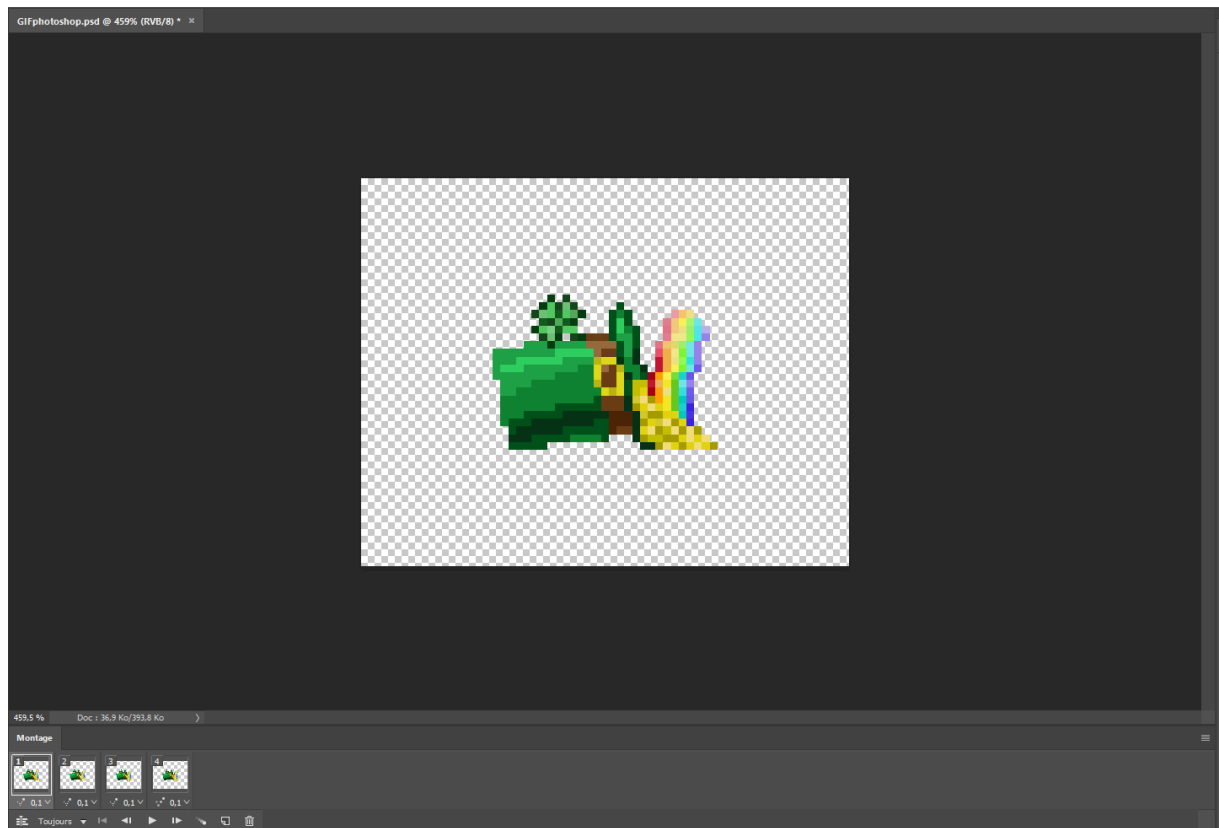


I already exported a GIF version of the miner but at this point, to be sure, I made a new file to export it once again. I created the file with a canvas of 29*20 pixels, and I chose to do the switched-off miner in the same file, before the resizing.

For the switched-off version, I chose to leave the miner as it was, but to make the moving and sparkling part less bright, almost grey. So, I took the layers of the clover, rainbow and golds and applied them on these shadows and internal glows.



I exported it and finally I imported the 4 groups of layers for the GIF to resize the canvas



And it's done. I finally had my three files (6 miners wide, switched-off and GIF) ready to send to RollerCoin. This new adventure was very fun, and I hope it was the same for you!

