

Year 6 – Pixel Art Sprites

PLEASE WRITE YOUR NAME

Introduction:

This lesson is designed to introduce you to game graphics and sprite creation. We will be using Piskel, which is a free online editor for animated sprites & pixel art

Start by watching the following video clip:

<https://www.youtube.com/watch?v=dzN2pgL0zeg>

You should now read the document included with this lesson:

'Year 6 - Introduction to Pixel Art and Sprites'

Task 1:

Watch the following tutorial:

<https://www.youtube.com/watch?v=gBn2WeY5yf8>

When you have watched the tutorial, load the Piskel interface using the following link:

<https://www.piskelapp.com/>

You will need to click on CREATE SPRITE.

This tutorial will introduce you to the Piskel interface. Please pay close attention so that you understand how to use the tools.

Task 2:

Try to create the following school logo in Piskel



Once you have completed the task, try to change the colour of the school logo to blue

Try and change the background to grey

Task 3:

Try to create the following house in Piskel

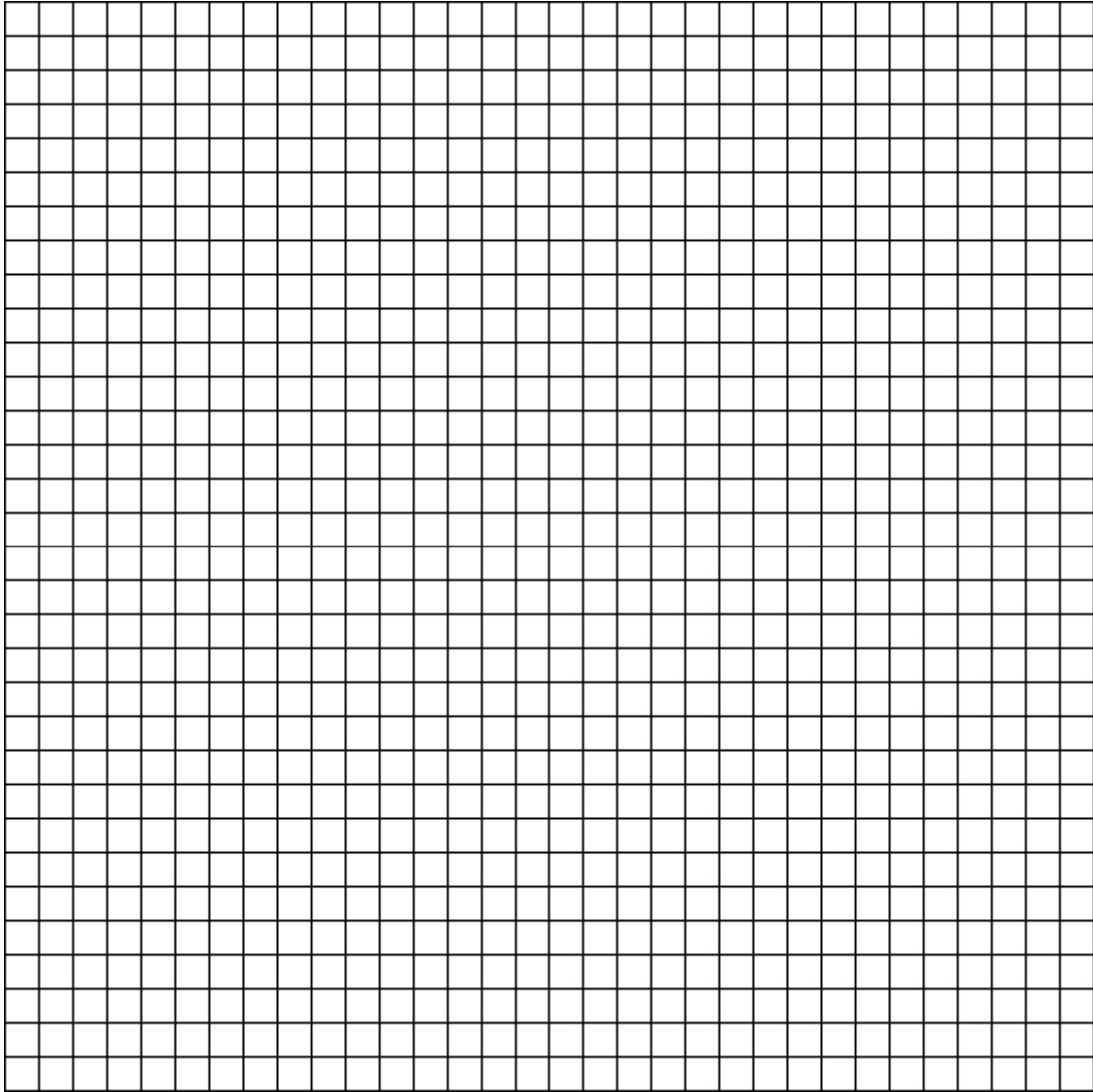


Once you have completed the task, try to make the roof smaller

Try adding a chimney

Task 4:

Draw your own pixel art image:



Task 5:

Try to create the image you created above in Piskel

If you have completed all 5 tasks, try creating different characters or pictures using the Piskel software.