

Pixel Art

One time i retreated like a coward from 3d modeling to create sprites and found it so soothing. I am back on my bullshit and here is where i'll share them

- 4-20-25
 - Fighting with less-is-more

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It's been a minute and i'm creating a 2d video game. Creating 3d models has been a major pain in my ass and is a profession/art i dont particularly enjoy. I've built houses, characters, islands, and i still feel out of my depth. It triggers my toxic sort of perfectionism that fucks with my executive function. I've learned a lot of fundamentals of game dev - enough to make a project. But making an entire project with original 3d assets requires a whole lot out of me that im not in a place to give with my desire to put things out. I'd consider seeking out my own mr miyagi of blender if i could.

In it's place i'm going the route of pixels. My methods are taking drawings or pictures and putting them behind as reference layers in aseprite software. sometimes i will pixelate them beforehand to see what it looks like, it helps me with color sampling too

No Generative AI

4-20-25

Fighting with less-is-more



Cloaked in hood, If he looks familiar no he doesn't

so far i am happy with him but his tail drives me nuts. i am trying to nail a particular fluffiness and shade/depth and this is the best i could do for now.