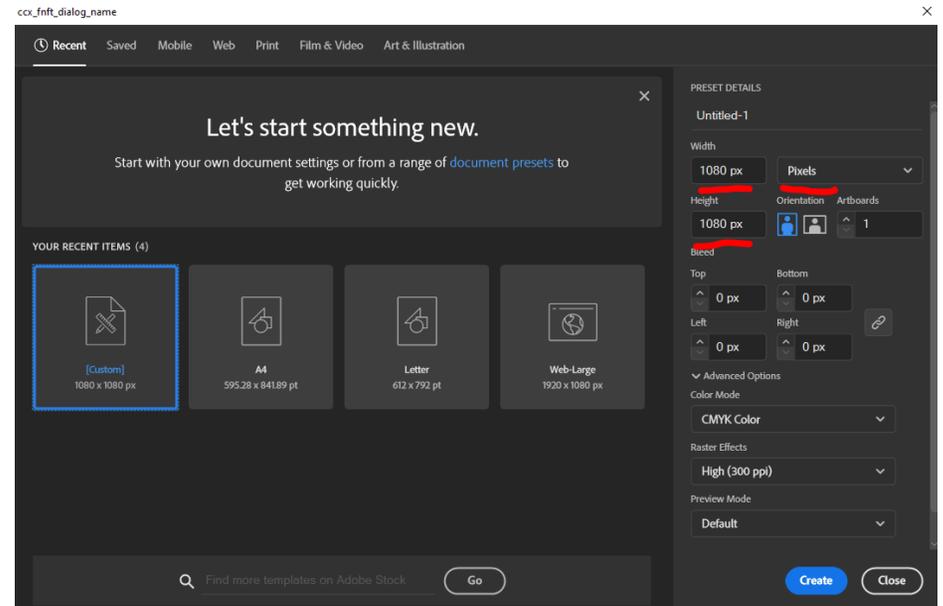
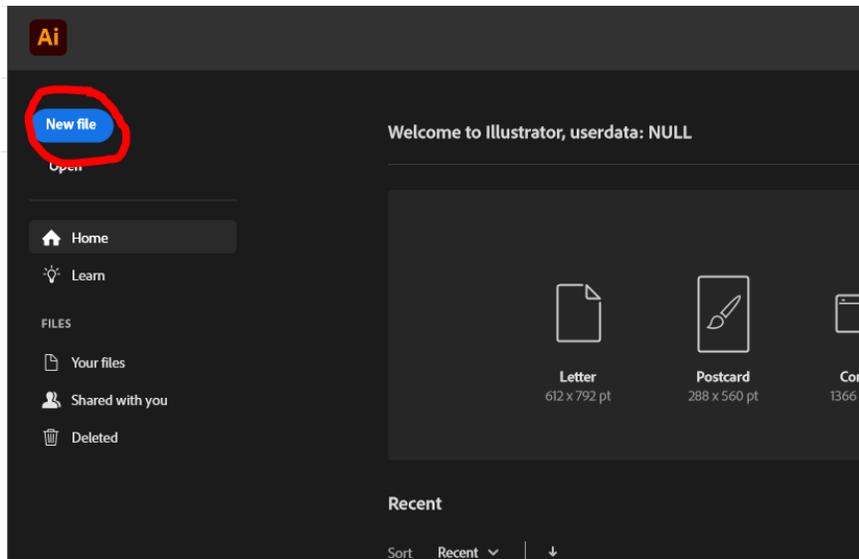
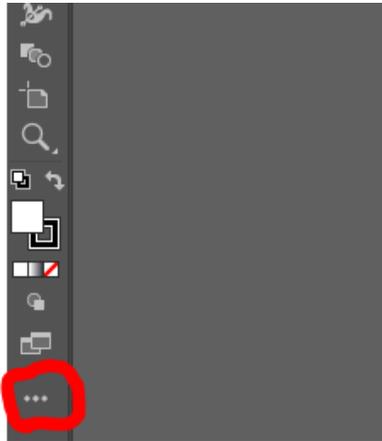


Creating Pixel Art in Adobe Illustrator

1. Create a document that is 1080 px x 1080 px

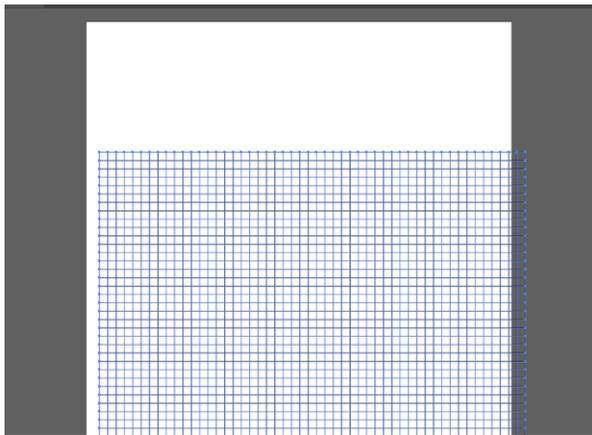
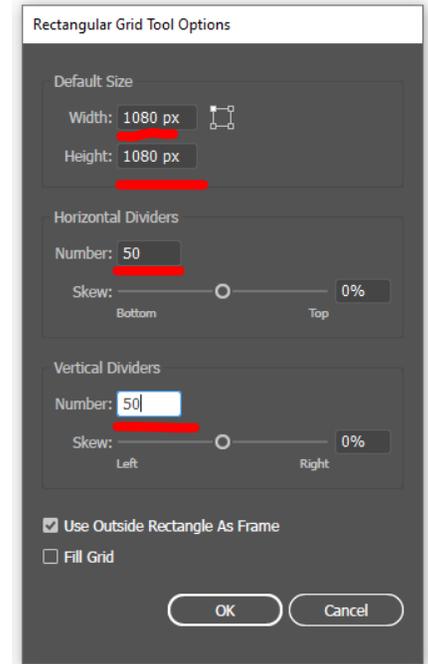
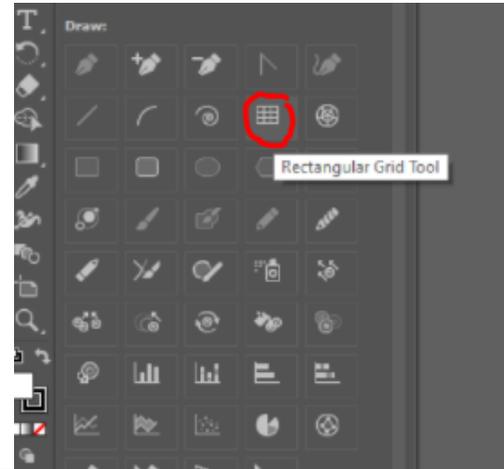


2. Click on the 3 dots on the bottom of the toolbar and select the “Rectangle Grid Tool”.

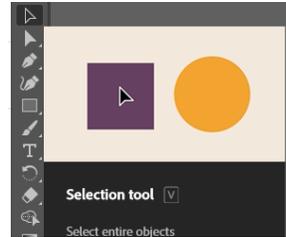


3. Click anywhere to open to grid settings and set the size of the grid to 1080 x 1080 and set the number of dividers to 50.

a. Once you have the settings correct, click “ok” and a grid will be placed in your document. Use

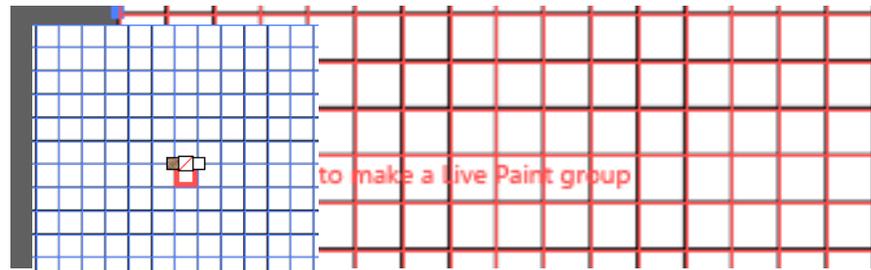
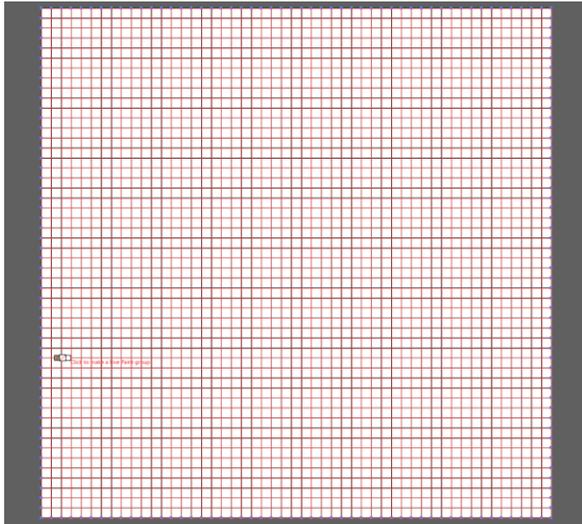


top left corner of the corner of the



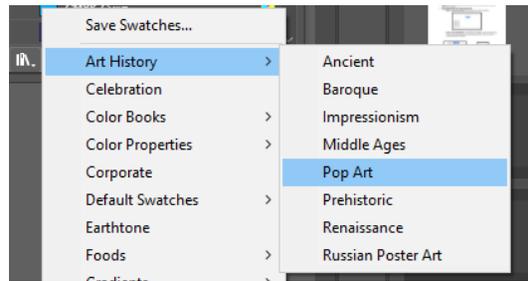
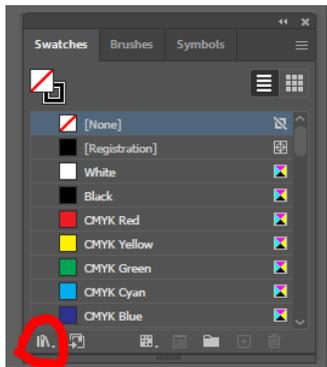
the selector tool to drag the grid so the grid is in the top left document .

4. With the selection tool, click on the grid and then push “K” on your keyboard. The grid will turn red and your cursor will prompt you to click on the grid again to “create a live paint group”.



5. If a red box appears around individual boxes of the grid when you hover over them, you have done this correctly. If not, ask Mrs. Boucher or Mr. Fisher for help.

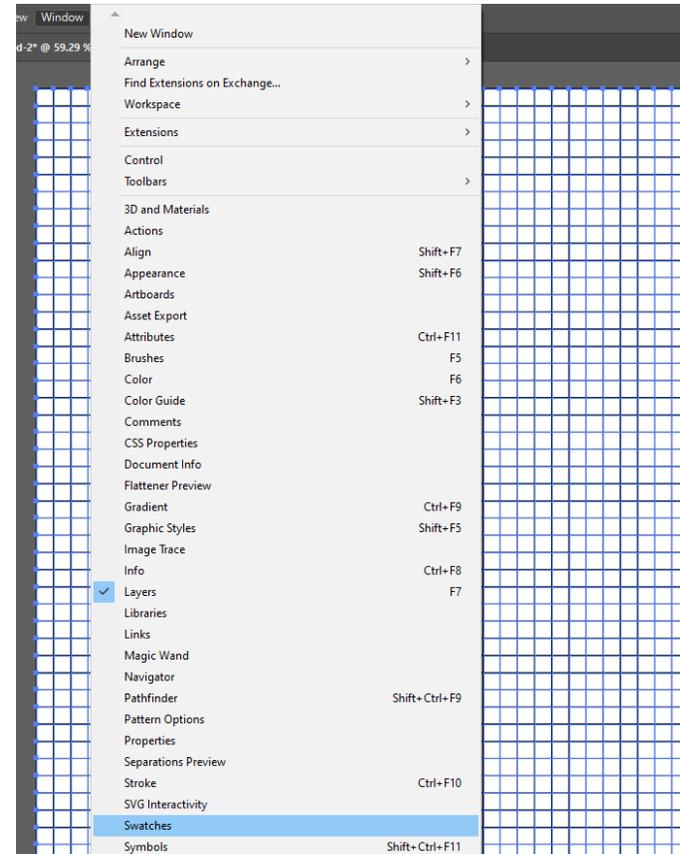
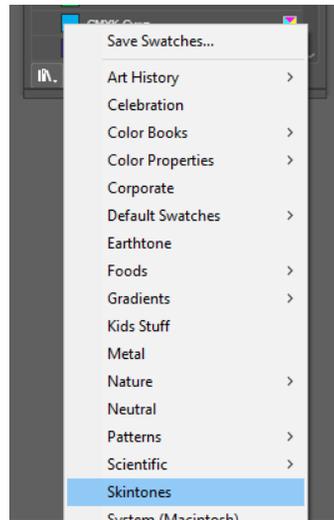
6. Click on “Window” and “Swatches” to open the Swatches panel.
 - a. Click on the “Swatch Library” icon and open up the “Pop Art” and “Skintones” libraries.



- b. These will now appear in tabs across the top of the swatches panel

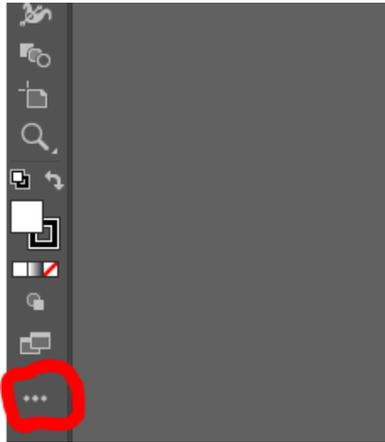
- c. Note: There are other libraries you can use but these are the most common for this style of art.

7. Click on the 3 dots at the bottom of the toolbar and select the “Live Paint Bucket” tool.

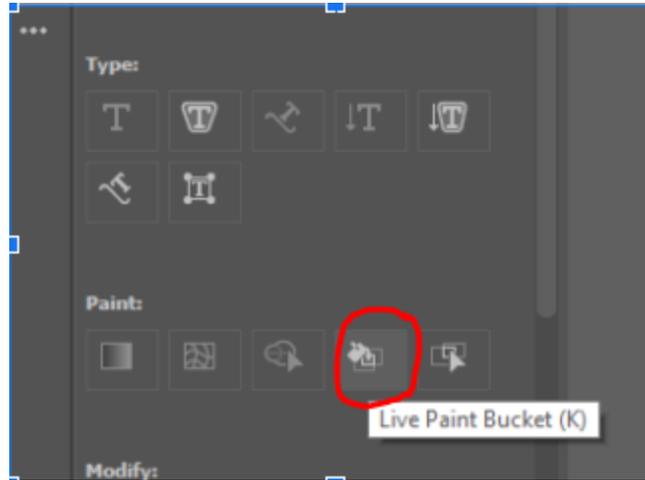


a. You can also use the keyboard shortcut "K" to get to this tool.

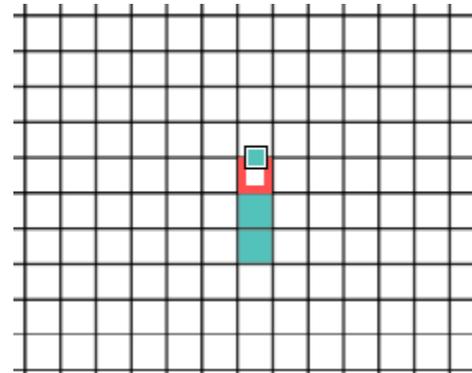
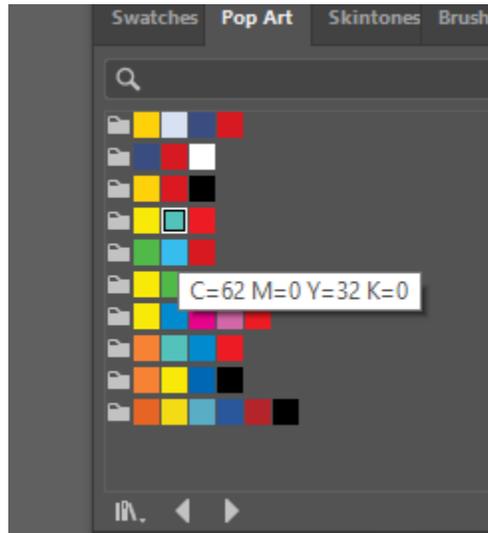
8. You
grid.



will now be
individual
selecting a
swatch
clicking on



able to fill in
boxes by
color from the
panel and
the boxes in the



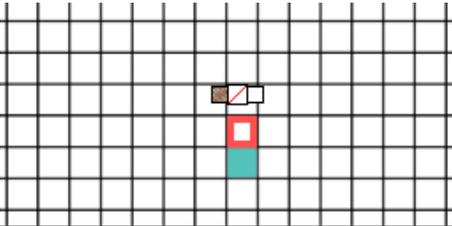
9. To unfill a box, select the “None” option from the swatches panel and click on the box you want to unfill.



on

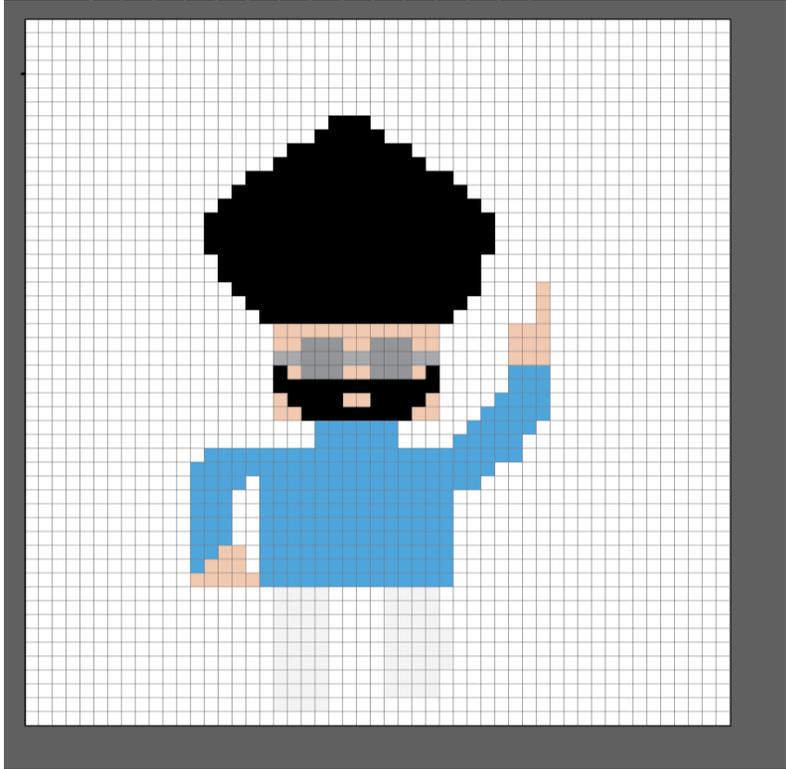
colors you wish to use.

10. Draw your boxes in the grid with the colors you wish to use.

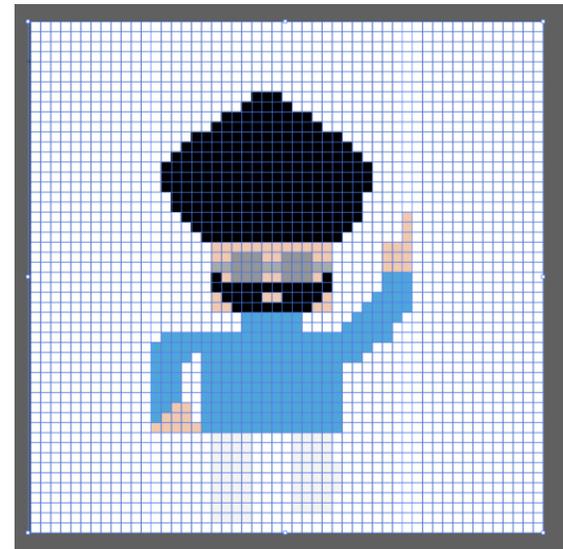
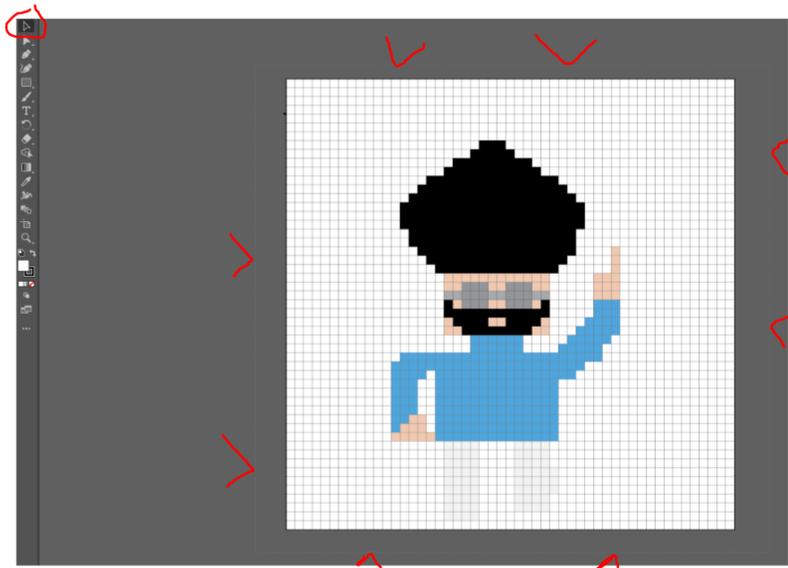


first pose by

- a. This will be a little bit of trial and error. Don't be afraid to use the “unfill” option to backtrack and start again. Hopefully your planning sketches will help you in this process, but don't be afraid to experiment and try something out.

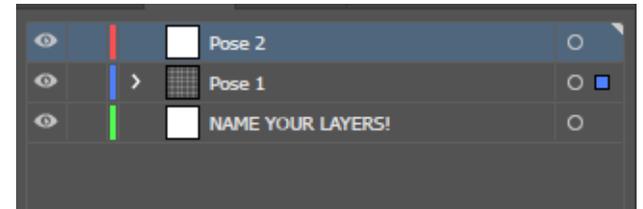
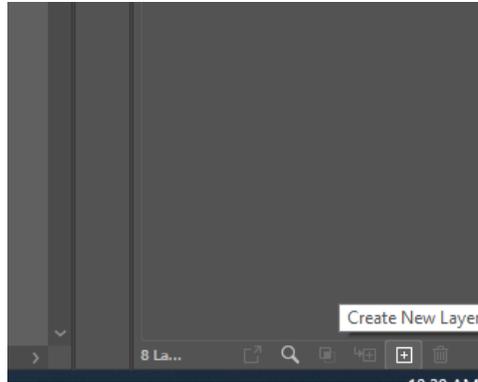


11. Once you finish the first pose you need to copy the grid and the character to a new layer to edit/create the second pose. With the selection tool click and drag over your entire artboard. Push “Ctrl” + “C” (at the same time) to copy everything. Create a new layer, and (making sure you are selected on that layer) hit “Ctrl” + “V” (at the same time) to paste onto your new layer.

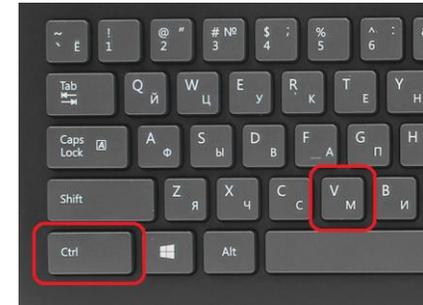


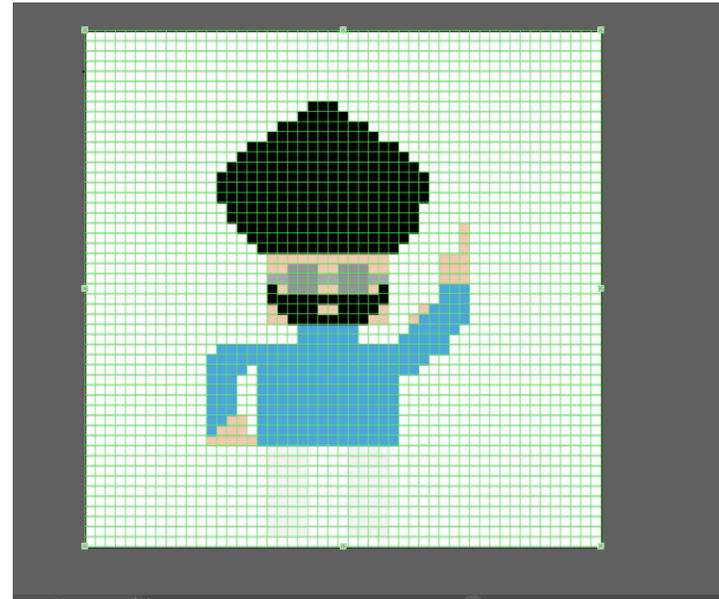
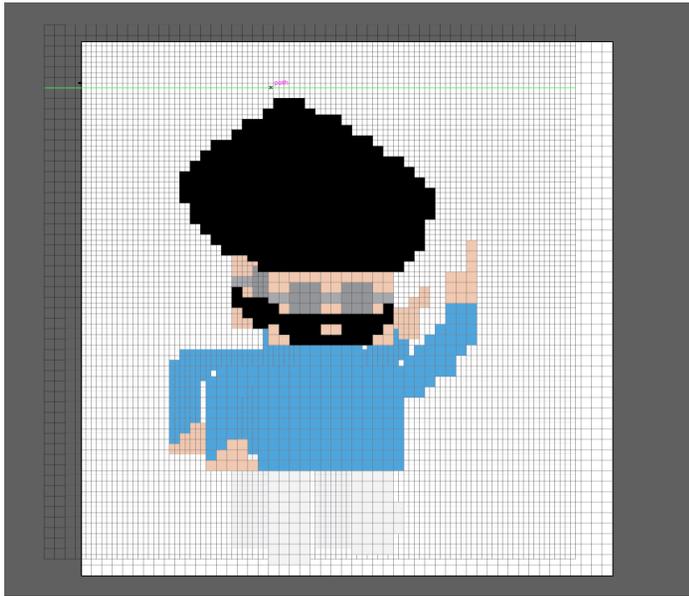
← This is what it looks like when everything is selected.

↓ Blue means that layer is selected. ↓



12. When you paste your work onto the new layer, it may offset from your original layer. To fix this, select the entire layer and use the arrow keys on your keyboard to nudge the pasted layer so it lines up directly over your original.

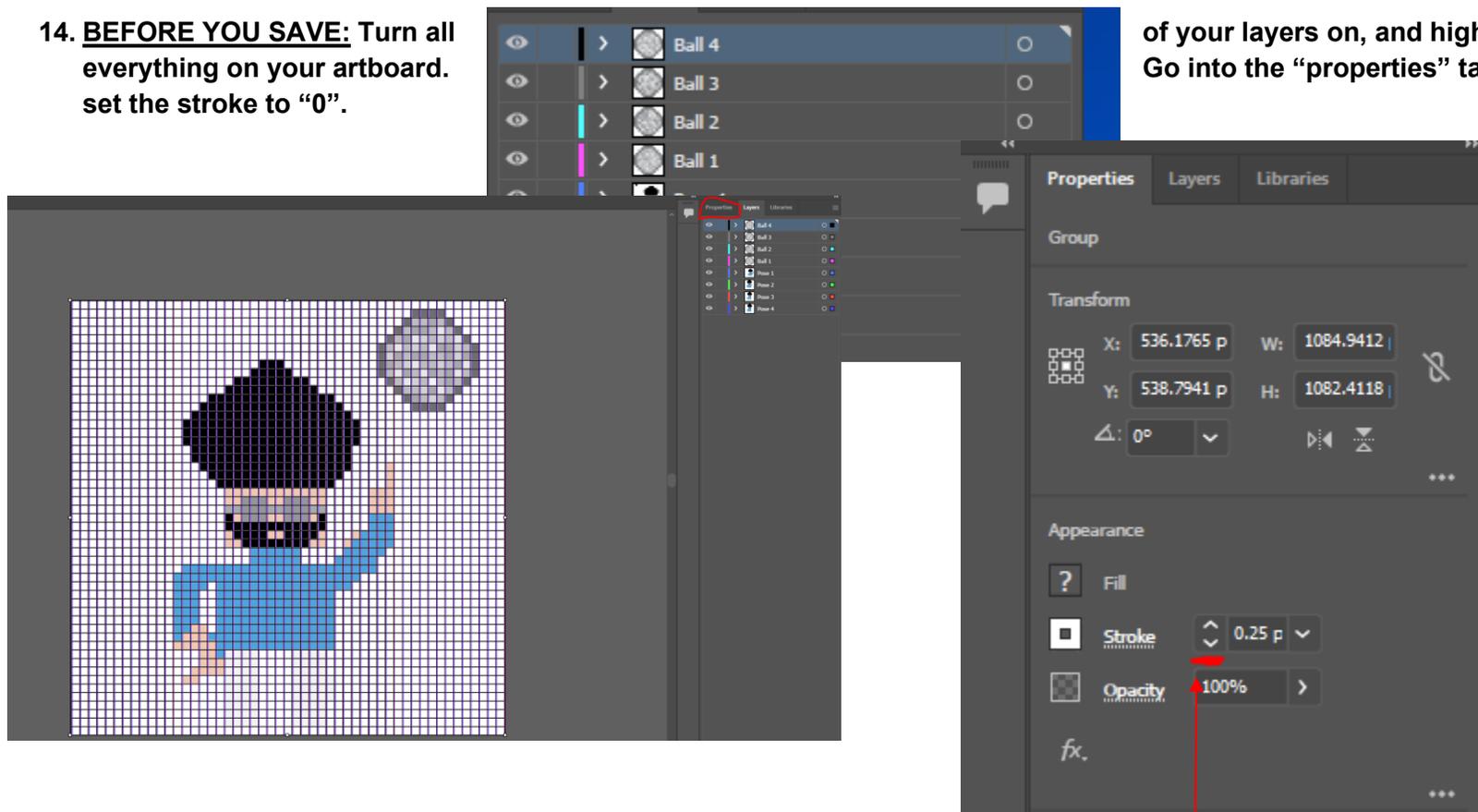




13. Use the “unfill” method described above to erase sections on the new layer and fill new areas to create your new pose.
- You should end up with layers for at least 4 poses and 1 object (you will have more layers for the object if yours is animated).

14. **BEFORE YOU SAVE:** Turn all everything on your artboard. set the stroke to “0”.

of your layers on, and highlight Go into the “properties” tab and



Click the down arrow until the number is 0