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Pixel art games

By Curt Lanning It takes special software to make video games, even if they are as simple as pixel-based games. The software requires a lot of training to learn and perfect before you can make a game. There are also several different options when it comes to software for making video games. If you are willing to learn how to use the software, you can make simple pixel games. Find software that you can use to make video games. Try Adobe Flash. This software is mainly used to make animations, but you can also produce video games with it. Even if you're doing a simple pixel game, there are still many complicated factors involved, such as creating motion, punctuation, etc. Adobe Flash makes use of a coding script called action script. Adobe Flash is expensive and a bit complicated, but includes good options for customizing games. Download and try Game Maker (see download link in Resources). This software is free and is made specifically for the creation of video games. Since it's free, it doesn't have as many encoding options as Adobe Flash, but it does support a lot of game customization. You'll also have to learn the software, but it's not as complicated as Adobe Flash. Take a spin on RPG Maker XP (see download link in Resources). You can make pixel games with this program, but it focuses mainly on making RPGs (role playing games). This software gives you a trial period, but eventually you will have to buy it to use it. Since it focuses on RPGs, you'll be limited in the type of games you can create. That said, it offers many unique RPG features to create games with. New phone launches these days are pretty consistent. In general, they're all about the hardware and why this latest model is light years better than what you saw last year: the snazzier design, the smaller frames, the sharper display, and so on. At the launch of pixel 3 this week, Google took a decidedly different approach. Of course, its presenters shone on some of these standard hardware highlights —physical niceties that differentiate the phone from its predecessor and give this latest model a reason to exist —but the real focus, and the sale to most people, was something much less tangible. Consolidating a strategy that the company started with its first Pixel two years ago and then refined with last year's second-generation model, Google basically told us: Hey, hardware is good and all, but they all have the same thing —and none of this is especially exciting. Where we will shine is in an area where no one else can compete: software. Not just software by itself, but software that significantly improves the phone usage experience in the world — and software that keeps evolving the minute you open the box, but it gets consistently better over time. At its core, it's a good strategy. I've been saying for years that smartphones themselves become mere ships in our mobile technological adventures: phones are simply frameworks for the software, ecosystem, and general user experiences that exist inside —and these latest pieces of the puzzle are the ones that most affect us in everyday life about the life of a modern mobile device. And Google, as a device manufacturer, has some unique assets that it can mobilize in these areas. No other Android manufacturer has the incentive and ability to match their commitment —or even come close to matching their commitment—to provide timely and ongoing updates to existing devices. And delivery speed aside, only Google phones come with a full three-year warranty for regular OS updates. For a device you're spending several hundred dollars to own, this effectively means that your investment will last 150% longer with a Pixel than with any other Android device, which at best will have a two-year window for software support (and usually with many asterisks connected). Google also offers owners of free, unlimited Full Resolution Pixel backups for Google Photos throughout the device's three-year life—a benefit that can't be overstated at a time when most of us take hundreds of photos and videos a month. And the company offers regular improvements in areas outside the operating system, too —such as the list of announced improvements to the Pixel 3 camera and the super intriguing robot call-screener feature released next to the phone, both of which will be on their way to the previous generation Pixel models soon. Google vs. all the othersSo why can Google do all these things that other phone manufacturers can not? Well, it's twice: first and foremost, Google is the only company within Android that completely controls hardware and software —including, crucially, its front and backstage services. This alone opens the door to some levels of integration, support and consistency across the ecosystem that are simply not possible in less holistic arrangements. But beyond that, Google is the only phone manufacturer for whom hardware sales are only a small and relatively inconsequential part of the company's bottom line. For Google, giving you a device that gets continuously better over a few years makes perfect business sense: You have a great phone with an excellent user experience, and it encourages you to use it more often. The more you use it, the more you use Google services —which, of course, are as frontal as they can be on a Pixel phone, even more so than on most Android devices—and the more you use the services Google, more data Google can collect to meet more effective targeted ads (both in Google apps and on the internet in general , which you will also use more often thanks to your device always improving). And where Google makes the lion of your income? Yes, you guessed it: from your ad business.Compare that to any other phone manufacturer, and the difference is striking: everyone makes money mostly selling hardware. This means that the less you upgrade your device, the less money the company pulls. Google aside, then, virtually every phone manufacturer has an inherent motivation to encourage you to buy new devices as often as possible – and guess what? Giving you an experience that gets meaningfully and consistently better over time actively works against that goal. However, the conflict always present in this scenario, the software increasingly plays the most important role in our daily experiences of using devices. Software is the part of a phone with which we interact most closely and often. It is the area that has the potential to keep these small computers that inhabit our pockets feeling fresh and attractive year after year if the manufacturer is so inspired. And let's not forget, as I've mentioned before: The most common complaints about Android —the messy UIs, overlapping services, confusing inconsistencies, performance hiccups, slow, unreliable upgrades, and the resulting dated devices—all revolve solely around software. The Pixel is essentially the only high-end phone where none of these problems apply. Game theory For all the positives of the Pixel plan, three big questions remain —and they should be quite familiar to Google's frequent watchers right now: First, will Google find a way to convince traditional consumers of the value its proposal provides? I'd say it's a very big if, given the company's shaky past in the marketing department - but hey, who knows? Maybe one of those years, you'll find out. Secondly, Google can actually make the product available widely enough that normal people will see it, remember it, and then actually buy it? Considering that Verizon is the only U.S. carrier to sell the Pixel 3 and the fact that the U.S. mobile market, as crazy as it sounds, still revolves primarily around the carrier's phone sales, it certainly doesn't seem like this will be the year we'll see that happen. And finally, Will Google maintain this strategy and remain fully committed long enough to give it the opportunity to thrive? That's perhaps the most urgent question of all. I genuinely think that having your own self-controlled hardware has become very important for Google's future to give up and that the company deliberately planned this to be a long-term and slow-to-play strategy. But we all know that compromise has never been Google's greatest strength. For now, what we can say is this: Google is clearly playing its own game with its Pixel phones — and if you play your own game and still end up losing, well, you have no one but yourself to blame. Sign up for my weekly newsletter for more practical tips, personal recommendations and and perspective on the news that matters. [Android Intelligence videos on Computerworld] Copyright © 2018 IDG Communications, Inc. Pixel art is a type of digital art that dates back to the early days of computer graphics, where there were only a limited number of pixels on the screen, and so all the visuals you created seemed pretty raw and locked. What was once negative, however, has now become positive, as a nostalgic generation for the graphics of the games of the 1980s and 1990s brings the style back to life in new and interesting ways. Here, we've gathered some of the best pixel art around. They range from direct tributes to beloved video games to taking advantage of the pixel art approach to creating something original and new. As with Lego art, it seems there is no end to ways that creatives can reinvent a discipline and bring their own unique vision to it. Black Friday Deals: See all the best deals now! Want to make your own pixel art? So you don't have to spend money on expensive tools. Just check out our selection of the best free graphic design software. And if you want to make a career out of it, check out our How to Get into Pixel Art.01 guide. Knights of Sidonia by Johan AronsonA cult Japanese Comic and Animation inspired this cool slice of pixel art (Image credit: Johan Aronson)Art director of the mojang game studio, Johan Aronson is known for his world-class 2D pixel art. This eye-catching artwork pays homage to the Knights of Sidonia, an innovative space opera manga series by Tsutomu Nihei, which spawned an anime series that attracted a cult following within the gaming developer community.02. Landscape by JubileeThis stunning landscape was inspired by Studio Ghibli (Image Credit: Jubilee)Jubilee is one of our favorite pixel artists at the moment, for being able to combine his art with a painterly approach and create works that feel instantly familiar and newly original. Inspired by the animation of Studio Ghibli, this landscape is full of magical promises. Like many pixel creators, video games were a major influence on Schmidbauer (Image credit: Richard Schmidbauer)A freelance game artist from Germany, Richard Schmidbauer developed a clean style of pixel art that leans towards the constraints of the medium to produce beautiful and impressionist pieces. With its clear influences on the computer game, this evocative jungle temple scene is a great example of its approach.04. Pixel China Mountains by Matej JanJan says that in its pixel art, the art comes first, pixels second (Image credit: Matej Jan)Matej Jan began digitally drawing on his ZX Spectrum computer in the 1990s, and now edits a blog dedicated to pixel art called Retronator. Your own work will images filled with witty pop culture references to detailed landscapes that push the middle to the limit, like these delicious Pixel China Mountains.05. The Witness by JeffThe Witness is based on the Netflix series Love, Death and Robots Pixel Jeff is a Taiwanese pro pixel artist whose portfolio is varied and vibrant, from cityscapes to Disney princesses. The Witness is a pixel art tribute to the Netflix series Love, Death and Robots, and has the feel of an action-packed video game that we can't wait to play!06. Kenze Wee Hon MingPixel's art corporations in their most atmospheric and intricate Singapore freelance illustrator, Kenze Wee Hon Ming has an impressive portfolio of work on his Behance page. Inspired by the art of Romain Trystram, his art focuses on different places around the world.07. Gustavo Viselner's Pixel Art TVStranger Things reimagined in the form of pixel art Gustavo Viselner is an Israeli pixel artist, and his Pixel Art TV series captures crucial scenes in classic TV shows, accompanied by quotes from the dialogue. The charming series spans a range of genres, from modern series such as Game of Thrones, Breaking Bad and Stranger Things to old favorites like Friends and The Fresh Prince of Bel-Air.08. Emotive pixels from Prateek's Designs Vatash Vatash take pixel art into a new dimension This lovely geometric design is part of an ongoing project by Indian graphic designer Prateek Vatash. Here, Vatash takes pixel art to a new dimension, moving away from flat pixels and in single-color cubes, maintaining a retro feel.09. Pixel Britain by Holiday CottagesEight quintessentially British scenes get a retro makeover in this 16-bit pixel art collection to promote holidaycottages.co.uk. The ensemble depicts locations across the UK, from the White Cliffs of Dover to the Glenfinnian Viaduct, as if they had been chewed and spat on by an Atari.10. PixelomicsDuŝan Čežek is a Czech pixel artist with some super popular 8-bit pixel designs under his belt. The GIF above is taking from its collection of Pixelomics superheroes, and it's quite surprising how few pixels it needs to make your characters instantly recognizable. The standoff of the Star Wars villain that we'd all like to see, in pixel art form, english animator Roman Gonzo has built a reputation for excellent pixel art, which he creates using photoshop on his Wacom. This image captures stylized versions of Star Wars villains Darth Maul, Jango Fett, and Darth Vader. Street Fashion Fighter from JoojaebumStreet Fashion Fighter mixes haute couture celeb with arcade-era-sounding South Korean designer Joojaebum caught our attention for the first time with a splendid vision of the classic arcade game Street Fighter 2. In his following projects Street Fashion Fighter, the artist kited the main characters of the game into the hip threads of current celebrities, including Drake, Kanye West and Pharrell Williams. 13. Introduction to Pixel Art by glitchy, psychedelic twist in pixel art Also known as Mishko, Nevan Doyle is a cameraman, graphic graphic designer Oregon photographer who specializes in eye-catching abstract designs with the occasional touch of cool glitchy. His introduction to Pixel Art blends pixel techniques with flaws, grunge, and visual feedback for stunning effect.14. Science Kombat by Diego SanchesDiego Sanches is a Brazilian illustrator in São Paulo with a large sideline in pixel art. We particularly love these animations, which he created for Science Kombat, a beat-em-up browser-based game for Superinteresting magazine. It has eight playable scientists, including Albert Einstein, Charles Darwin, Marie Curie and Sir Isaac Newton, each with its own basic and special attacks.15. Moana by Pixel JeffWe love Pixel Jeff's work so, we couldn't just limit ourselves to an entry in this list. So here's your colorful take on Disney's Moana, beautifully reimagined as a video game that we'd love to be able to really play. Scroll your blog post and you'll see more fun in hit movies.16. Ian DixonEver's Bopping Pixels wondered what his favorite characters would look like if they were reduced to pixels, and jumped up and down? No longer surprising, as Pixel Illustrator and GIF creator Ivan Dixon turned their attention to everyone from Prince Geoffrey to Tin Tin in his strangely mesmerizing project, Bopping Pixels.17. Gustavo ViselnerStar Wars' Star Wars Episode IV: A New Hope gets a pixel art reworking Another great piece by Gustavo Viselner, this is one of his many tributes to a galaxy far, far away. Opinions may be divided into some of the prequelles and sequels, but all Star Wars fans can get behind this scene from the original 1977 film, while Obi-Wan trains Luke and Chewie and C-3PO play holographic chess.18. Ben PorterOne's Pixel Dailies 365 pixel art creations were created as part of this year project Game Developer Ben Porter loves pixel art so much that he launched Pixel Dailies, an online club for pixel art. Every day, he tweeted a theme, and others got involved creating works of art on this topic. He kept this up for a whole year, and the results can still be seen on the dedicated Twitter account. 19. Bugroid by NascHalf-bug, half android, all beautiful web developer Nasc specializes in Flash and Android development, and creates pixel art in his spare time. We love this Bugroid project, which turns popular cartoon characters into cute pixel art creations that are kind of bug, half Android: everyone from the Simpsons to care bears.20. Night by WaneellaBackground artist Waneella produces pixel-based visual landscapes with fantasy-inspired possibilities. Titled Night, the subtly animated scene shown above is typical of his work, and shows his ability to match colors, and seemingly basic movements to create original and dynamic results.21. Kello Goeller's Pixel Pour The goeller piece takes pixel art to the real world For her the Project Pour, the visual artist Kello Goeller, based in Portland, took the concept of the pixel and worked intelligently around it for the real world. Its water flow pixels were installed around the city, offering citizens a playful visual and imaginary comfort to unite the two worlds.22. Fine Pixel Art, by artist John O'HearnVisual John O'Hearn, works with small elements to create stunning, life-size works, exploring the potential for color, elements and illusion. His Fine Pixel Art video, shown above, offers a great example of his creative genius.23. Metin SevenSeven's Steve Jobs combines pixel art with 3D elements Metin Seven's work combines design and pixel art with dynamic and detailed results. This representation of Steve Jobs' reinterpretation is a wonderfully compelling example of what he is capable of.24. Cristian ZuzunagaCristian Zuzunaga's carpet plays with pixels in innovative ways Cristian Zuzunaga provides an original insight into pixels, combining them with fashion, textile design and furniture. Its beautiful use of color and pattern with squares in this elegant rug leads to pixel art in a refreshing new direction.25. Mural talk to Me at MoMAMoMA bridged the gap between design and communication using pixel art In 2011, MoMA used simple square combinations to create a vivid and interesting pattern mural based on objects from its exhibition, Talk To Me. With icons created by Yooln Cho and Samuel Sherman, there's a dynamic feel in this design that really got visitors excited to see the main event.26. Ben Fino-RadinBen Fino-Radin's mouse icon shows how pixels can inspire and propel various design areas This hand-embroidered design piece by New York artist Ben Fino-Radin is part of a collection that explores size and shape ideas through life-size mouse icons.27. Quetzalcóoatl by Mario SifuentesMario Sifuentes uses pixel art to create his own interpretation of a pre-Hispanic god Mexican designer Mario Sifuentes created this interesting and beautiful interpretation of Quetzalcóoatl, a pre-Hispanic God. Inspired by the visual style of 1990s video games, this piece takes simplistic elements and creates something quite complex and magical.28. EboyA's typical Eboy Berlin poster piece, the godfathers of pixel art The intricate illustrations of Australian artist Paul Robertson include everything from children's and family pieces to some that are actually NSFW. Be sweet colored, like the piece above, to the bizarre, dark and disturbing, everything it touches looks like pixel art gold.29. Pixel Art Land by Gary LuckenGary Lucken's pixel art is inspired by video games and British video game enthusiast Gary J Lucken is influenced by Japanese toys, old 2D video games and pop culture. Your Army of Trolls blog is full of your and magic pixel art art CGA Faces by Sven RuthnerSven Ruthner enhances its focus with a limited color palette based in Germany, the standalone pixel artist Sven Ruthner has received international appreciation for his pixel art. He is known for using limited color palettes, similar to the offerings of old home computers such as the ZX Spectrum. This particular piece was created using only 16 colors.31. Robinson Nerdo, by Tim WesolyTim Wesoly, pixel art characters are very distinct Tim Wesoly is the main developer of the 3D pixel modeler Qubicle. When not working on his software, he spends time using it to create pixel art, like this cool Robinson Nerdo character. The illustration is deceptively complex; you will find yourself noticing new things every time you look at it. Parts of this article originally appeared in ImagineFX magazine; sign up here. Related articles: articles: