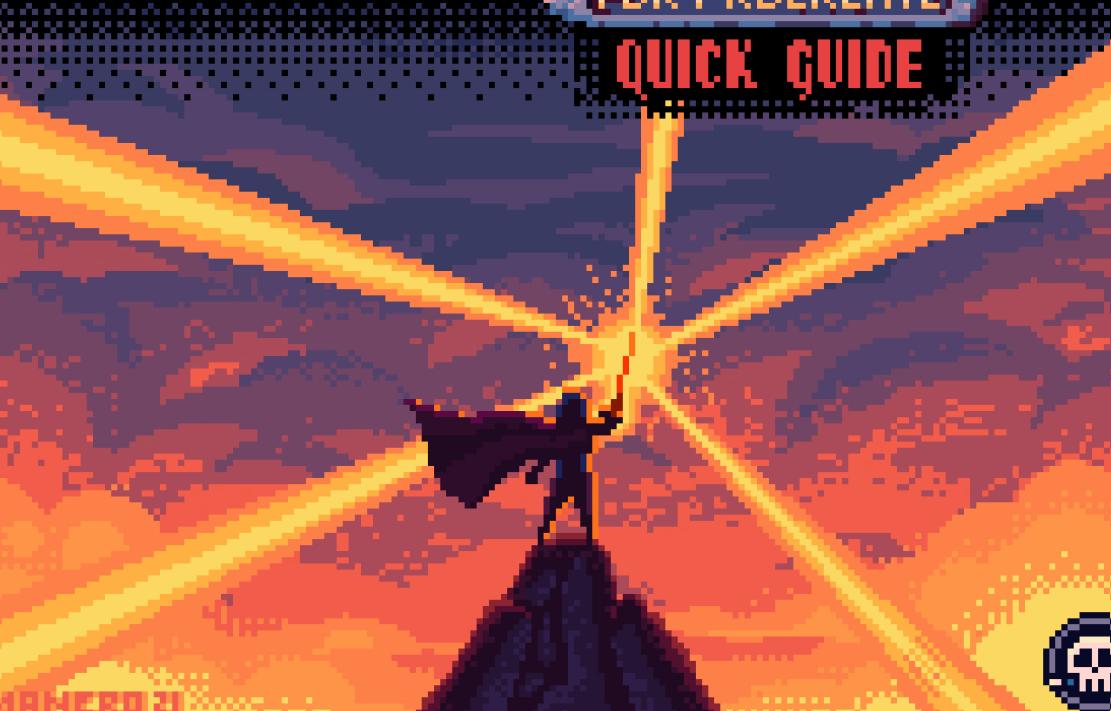
### THEPIXELARTEXPERIENCE FOR PROCREATE







#### CANVAS SIZE

# Custom Canvas Dimensions Color profile Time-lapse settings Canvas properties

	Untitled Canvas	Cancel	Create
Width		150 px	
Height		150 px	
DPI		600	
Maximum Layers		250	

Millimeters 7 8 9 Backspace

Centimeters 4 5 6 Next

Inches 1 2 3

Pixels 0 ,

When doing pixel art, you need to work on small canvases, where each pixel in your art is literally one pixel size in the canvas.

Good canvas sizes for a pixel art illustration could be 150x150, 200x150 and so on. The more pixels you have, the smaller your pixels will look in the final art, so have that in mind.



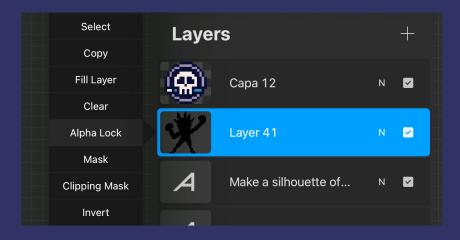
Make a silhouette of your subject with the "1 Pixel Size - Almost Pixel-Perfect" brush.



You can now work on the details without worrying about painting outside the silhouette.



Double tap on the layer in the layer menu, and select Alpha-lock.



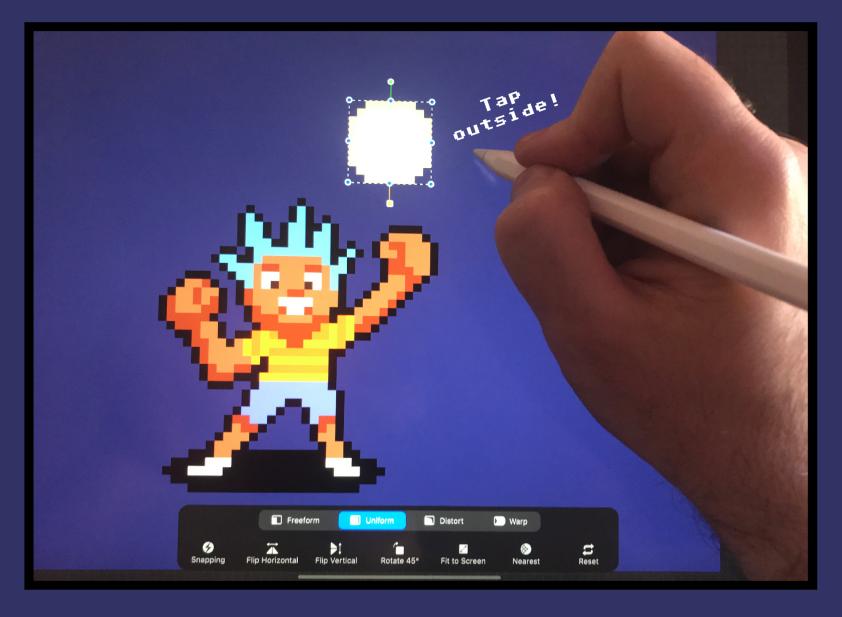
You can use this trick to build up characters, objects or full sceneries.



Turning on the grid at 1 pixel size (Actions menu)Canvas)
Drawing Guide) can be very helpful to visualize where the
pixels will be located before painting them. Make sure
Drawing Assist is not turned on in your layer, so that
you can see the grid but still be able to draw freely.



With the transform tool selected, if you tap once outside of the content of your layer with the apple pencil, you can move it by one pixel in that direction, which is super useful when doing pixel art!

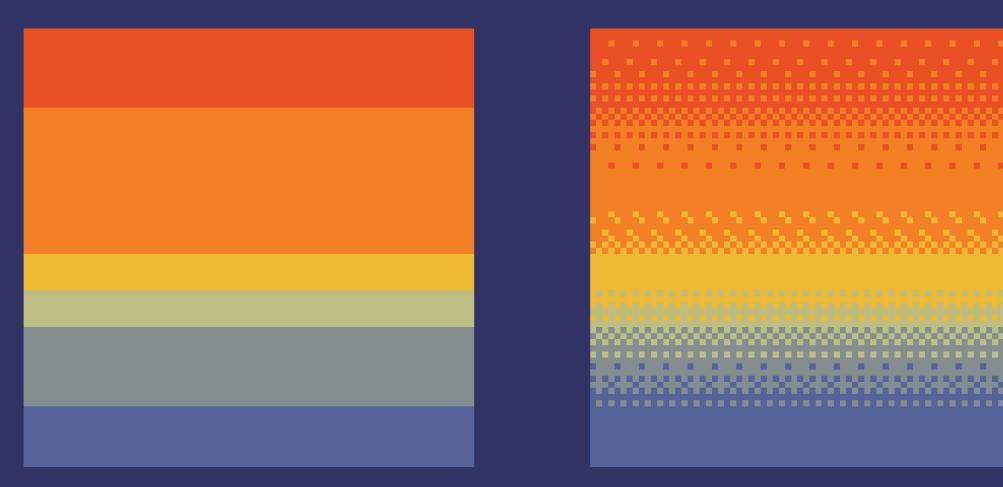




Using dithering in pixel art is the proper way to blend colors or make gradients. There are 11 dithering brushes in this set with different pixel densities that you can combine to achieve this classic effect.

Step 1: Flat colors.

Step 2: Apply the dithering brushes to blend between colors.





There are a lot of pixel patterns and other kind of pixel brushes included in this set that will make your life easier! Including pixel bricks, leaves, chains and many textures that you can apply to your pixel art in seconds. Why don't you experiment with them to see what you can come up with?



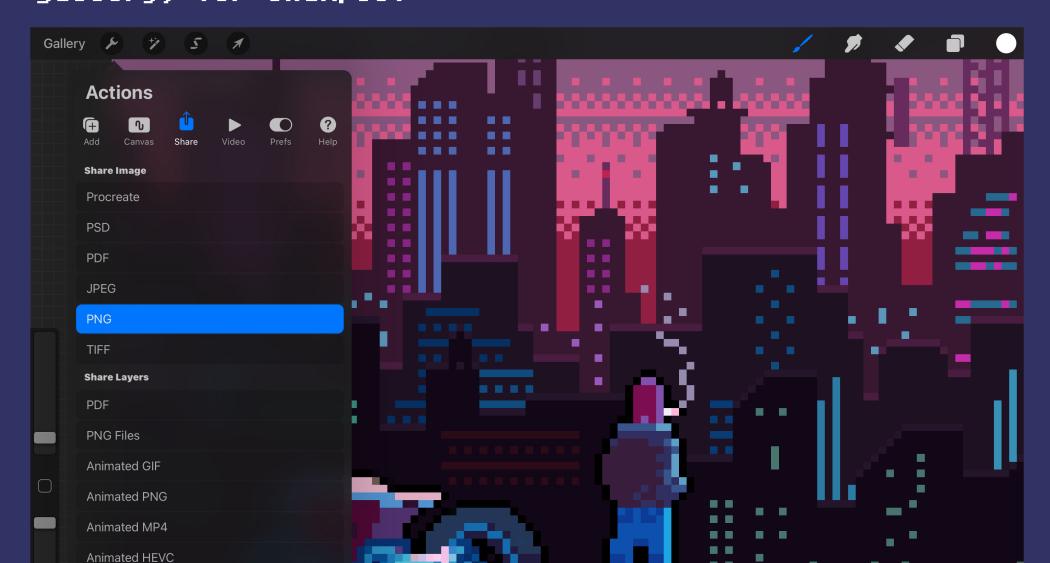




Once you have finished your pixel art, you will want to export it to share it with the world. But your image as it is right now will be too small to publish on social media and it will even look blurry in your iPad's photo gallery after exporting it.

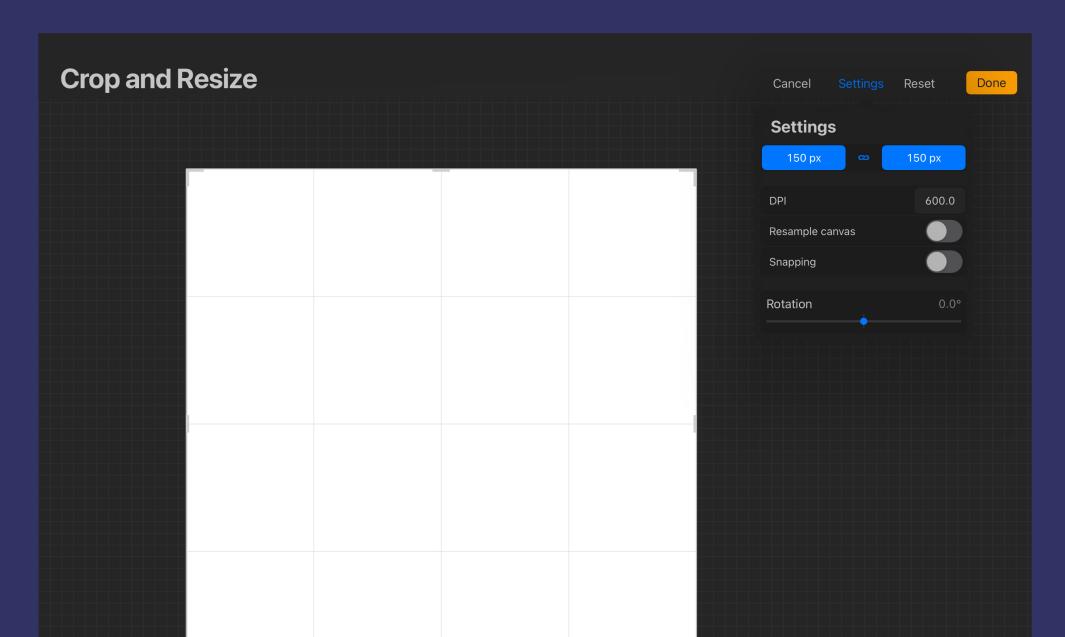
Here's what you need to do.

Step 1: Export your image as PNG. Save it in the photogallery. for example.



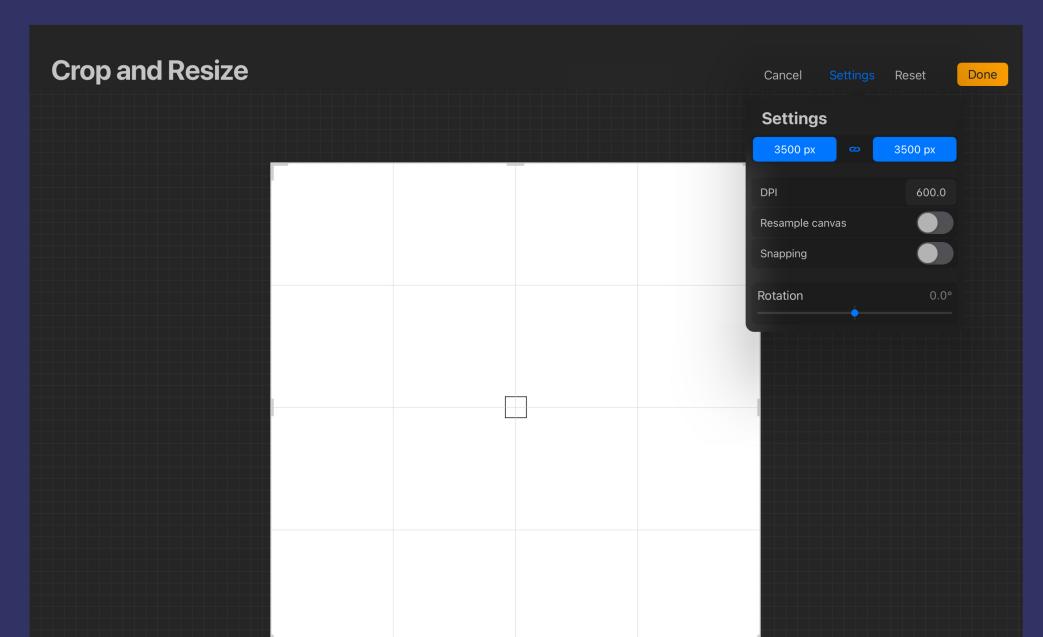


Step 2: Create a new canvas the exact same size as the artwork you just exported and go to Crop and Resize in the Actions menu. Activate the proportional resizing by tapping on the little "link" icon between the two numeric fields (these will turn blue like in the picture below).



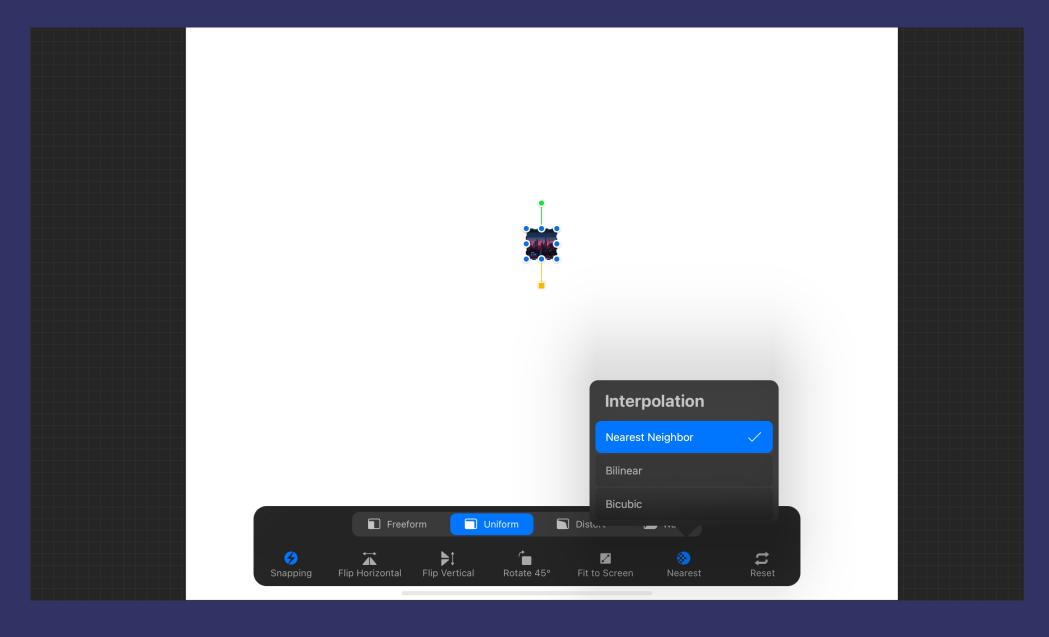


Step 3: Change the size in one of the numeric fields (because its proportional, it will change the other one automatically). Think of the final size you would like your final image to be. I like to set mine to 3500x3500 pixels when I'm working in a square format.





Step 4: After resizing the canvas, import the artwork you exported previously as PNG. You will see that it is really small in the new canvas. Now, you need to make sure that the interpolation of the transformation tool is set to nearest neighbor before the next step.





Step 5: Tap on "Fit to screen" and the small artwork will resize to fill the whole canvas. You will notice that it will look super blurry, but don't worry!





Step 6: Exit the transform tool and your artwork will become super crisp! Now it's ready to post on social media or to share it or use it in any way you want :)



If you have any questions, send me an email or DM me on Instagram and I'll be more than happy to help! Also, rating this product on Gumroad would help me immensely...thank you so much!

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