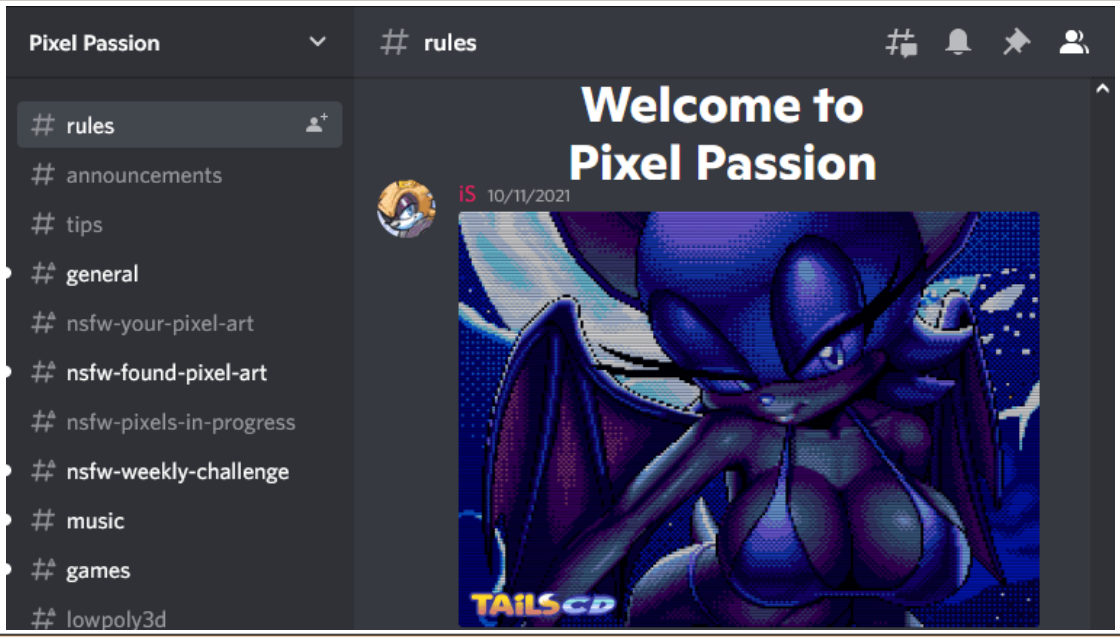
The Idea

I finally have a 1-week vacation! Maybe I can finally get some projects done. I don't want to spend the whole time just playing games.

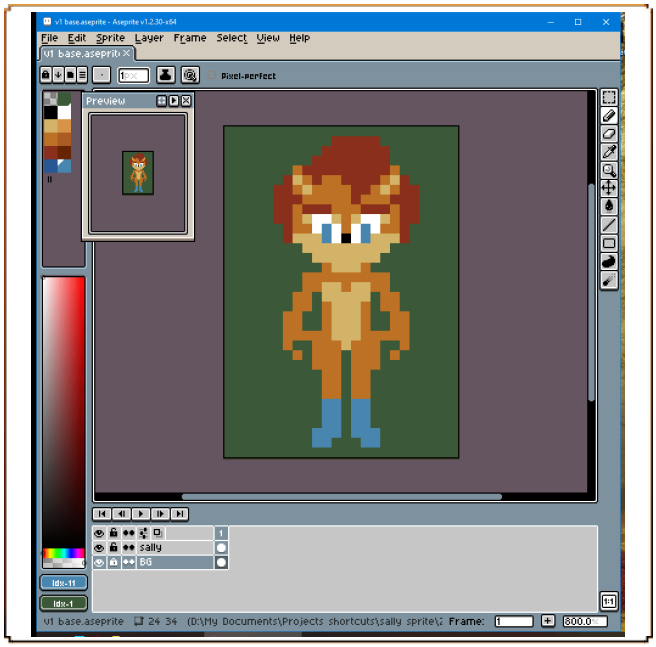
HotRed's pixel hentai discord hasn't had enough artists actually making art. Maybe I can change that. I showed them my old sprite tutorials awhile back, but now that I have some time I should actually contribute something.



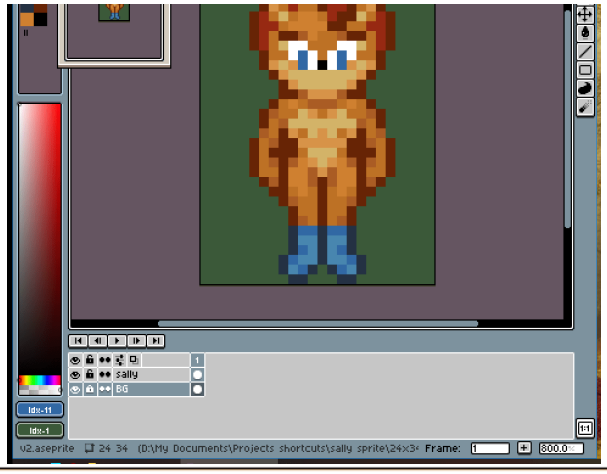
How about a Sally Acorn RPG sprite? I kind of want to go all-out on the walk cycle. We're talking Chrono Trigger quality. Maybe 4 or 6 animation frames. But still SNES sized so it will work with all my other sprites.

The Process

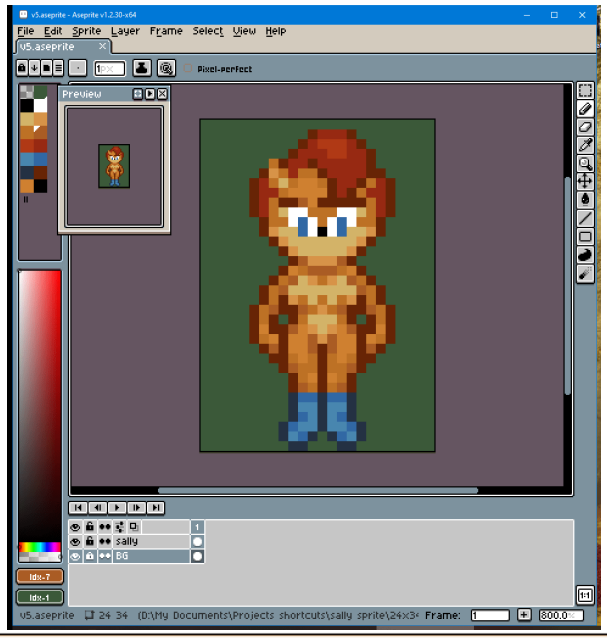
Let's figure out her proportions. I'm a big fan of Chrono Trigger. Sally should look sleek, tall, and womanly. Let's go for a slightly smaller head to show off more of her body and legs. Especially the legs. I'll even make the entire sprite taller just so her legs can be longer.



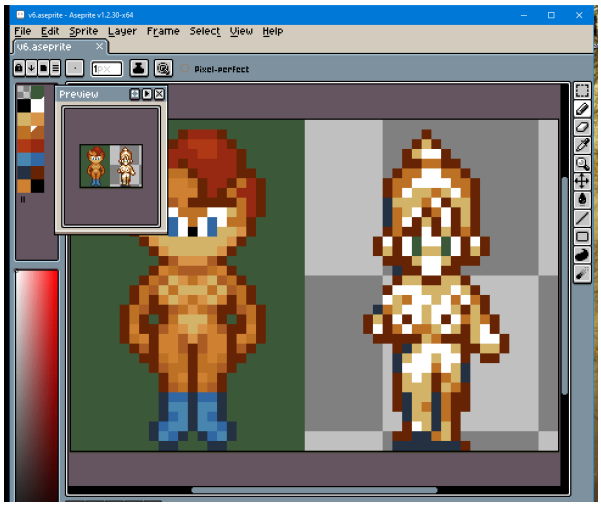
Now that I know where everything is, let's try going all-out on details just to see how good this sprite can look at this size. How far can I push things?

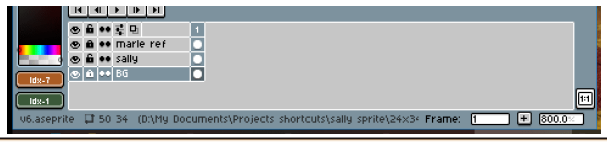


Those shoulders are bugging me. Let's slope them more to look more feminine. Her hair also needs to be bigger. It's her defining feature after all.

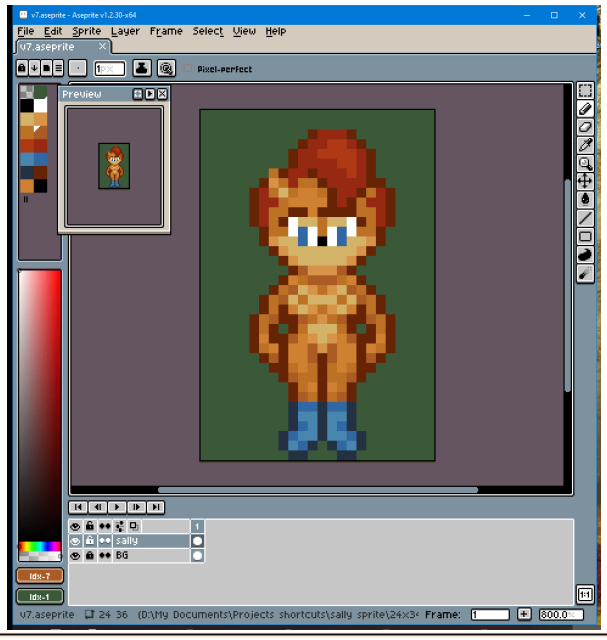


Hmm... the boobs aren't quite right. They need to be perkier. Something more like... this.



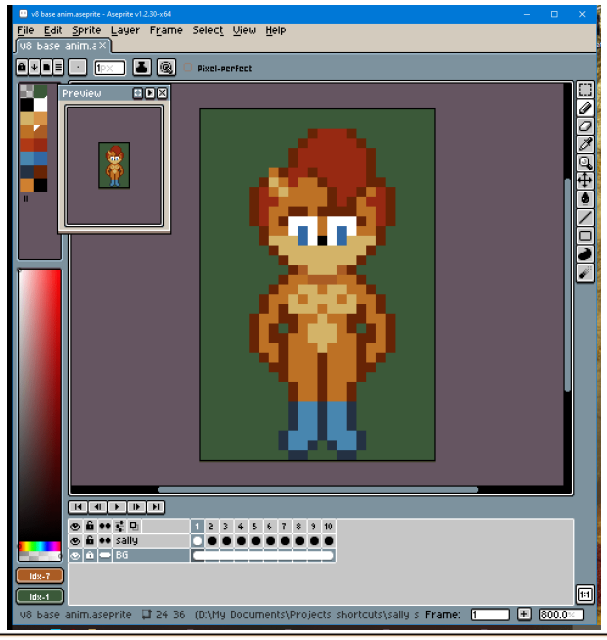


The hair still doesn't look big enough. I know, let's make the whole sprite taller to make more room for it!



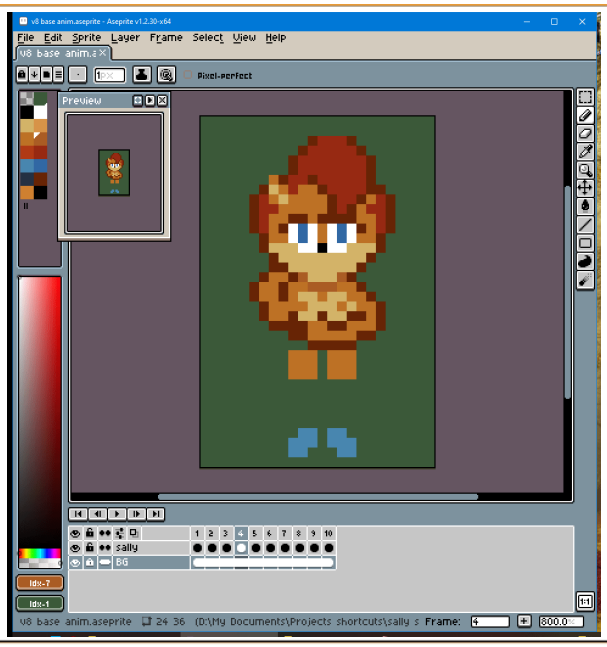
Animating The Legs

Now let's simplify the colors while I figure out the pose and walk animation.

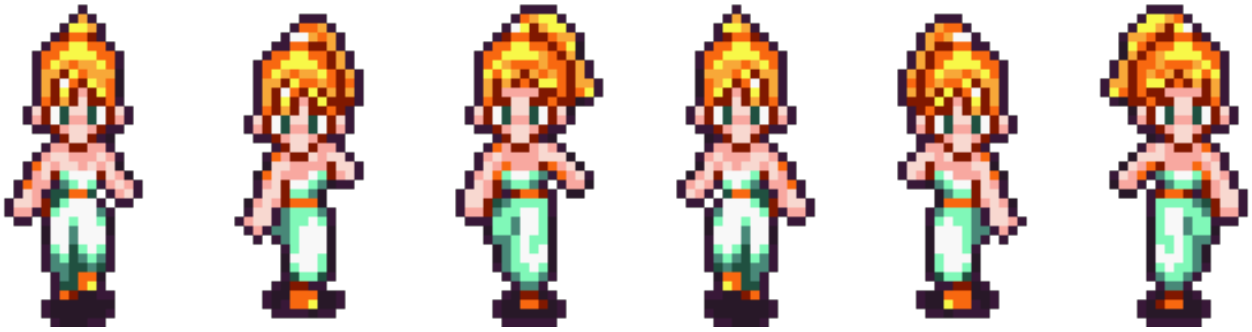


Let's have her hug her boobs in a sexy way while she walks, and to show her personality I'll make her look lost in thought.

When planning out an animation, I find it easier to use large dots to figure out where the hands and feet are during the movements.



I'm just gonna copy marle's feet positions for this. The way her feet and legs overlap already has a feminine look to it. Also front walk-cycles are tricky so why reinvent the wheel?



Now that I've got the feet more-or-less placed, let's move those hips. Mmm... it's like some kind of sexy Atari sprite.

Of course, turning the hips like that would make the body twist too. I REALLY like what this is doing to her chest.

I'll add a little shading to figure out the shape of her feet better and show her "step" motion.

Let's figure out where her knees go.

And outline the feet to see how they overlap and define their shape more.

Time to figure out the legs.

Yup... those legs sure are overlapping. Really really... overlapping. Maybe too much? She walks like a Looney Toon. It's too exaggerated and cartoony.

Let's dial it back a bit. Make the front foot overlap slightly less. Much better.

Refined Jiggle Physics

What if I give the boobs some lingering velocity? Ooh! ... VERY NICE!!

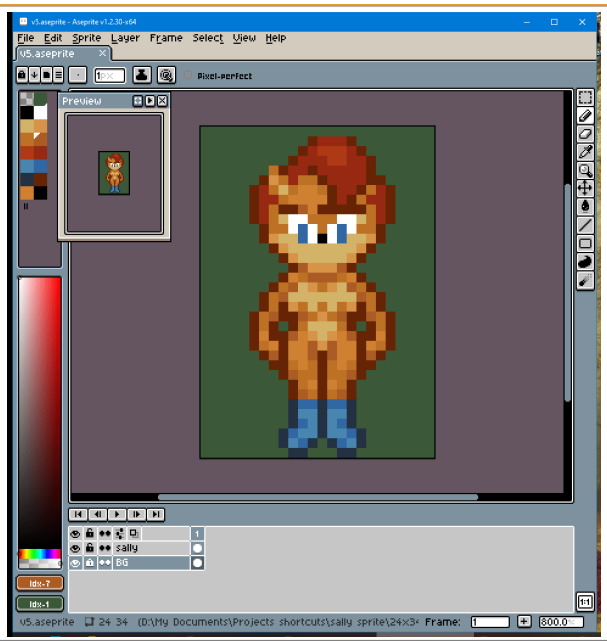
But... it almost looks like the boobs are moving too early. What if I delay their animation by one frame? Ooh... that's interesting. Kind of like a determined jogging.

I prefer the smooth swaying motion more for this particular walk. Maybe if I slow it down it'll look right.

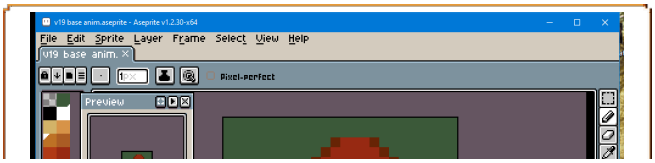
There's also a weird optical illusion going on here. The breasts actually have the same animation frames as the "jogging" animation, but the movement looks smooth because of the body's up-and-down motion. It adds extra motion while they're holding still.

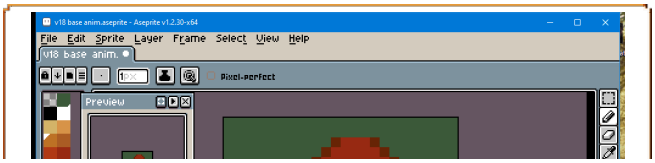
Hey, Eyes Up Here!

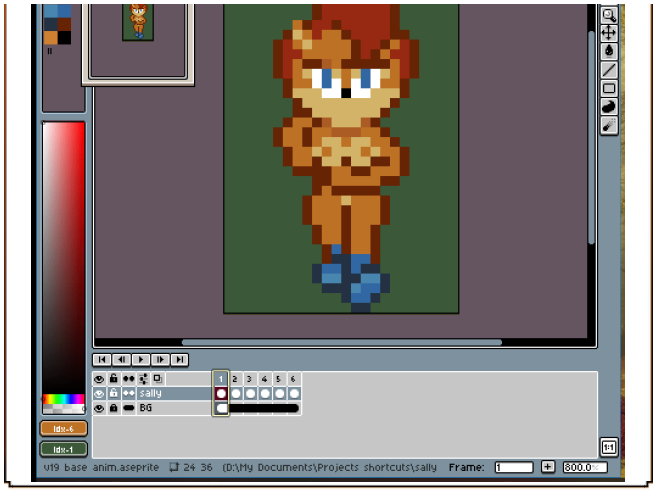
Hmm... looking back at the previous drawing steps I kind of like the old eyes more. The feminine slant and high lashes look more like Sally.

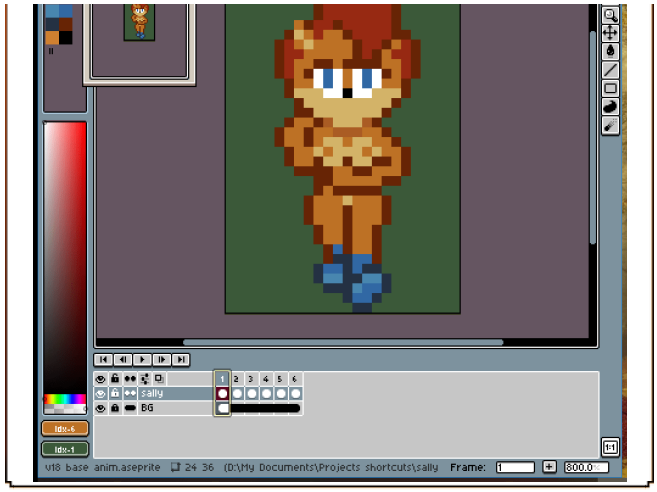


Then again, that expression might look too intense for someone lost in thought. She should look calm for this particular pose.



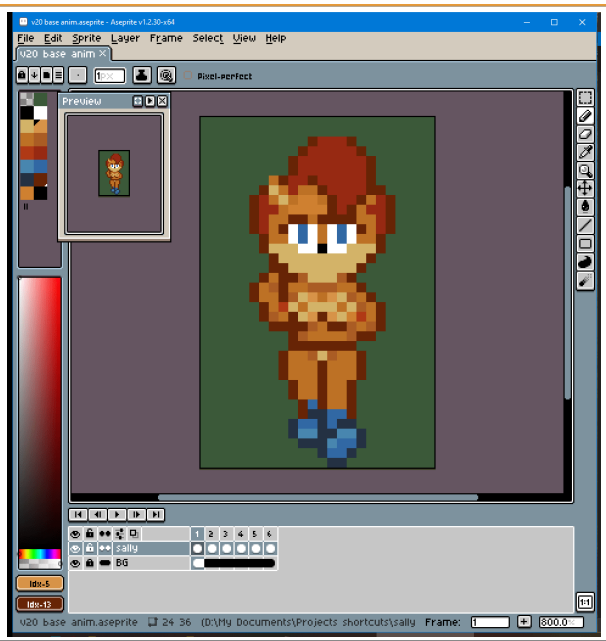






Hair and Shading

Let's add the shading. I'll start with the easy part. Aside from shifting left and right, the shape of the boobs hasn't changed, so I can just copy the shading I had before.



Wait a minute. If she's moving up and down, shouldn't the hair be moving?

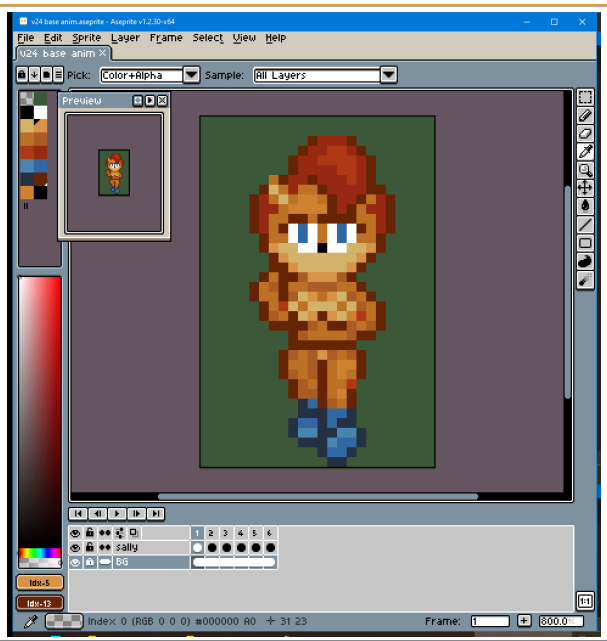
Okay, now it won't STOP moving! I guess I should tone it down a bit.

That works. The hair just needs to acknowledge that a “step” movement happened. There’s no need to fly all over the place.

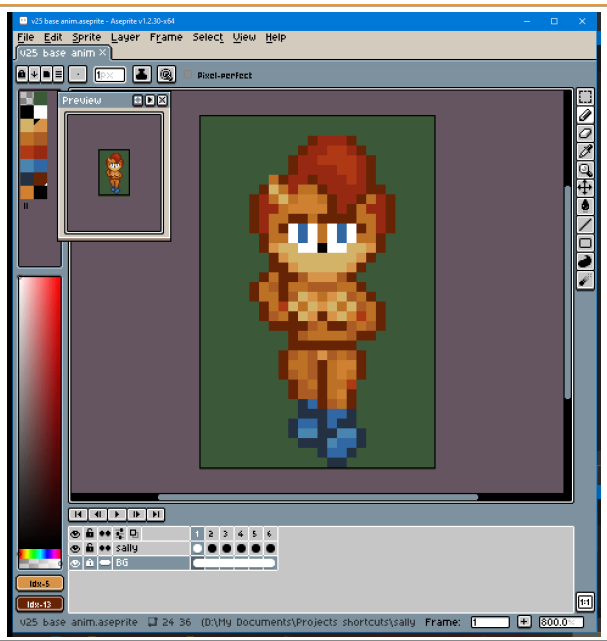
Now for the legs. Gotta darken things as they move back and the leg tilts down. Also need to make the arm cast a shadow over the legs. And finally I just have to add that one pixel to highlight the kneecaps... at least when I can. When the legs recede the shading takes priority.

Obsessed With Boobs

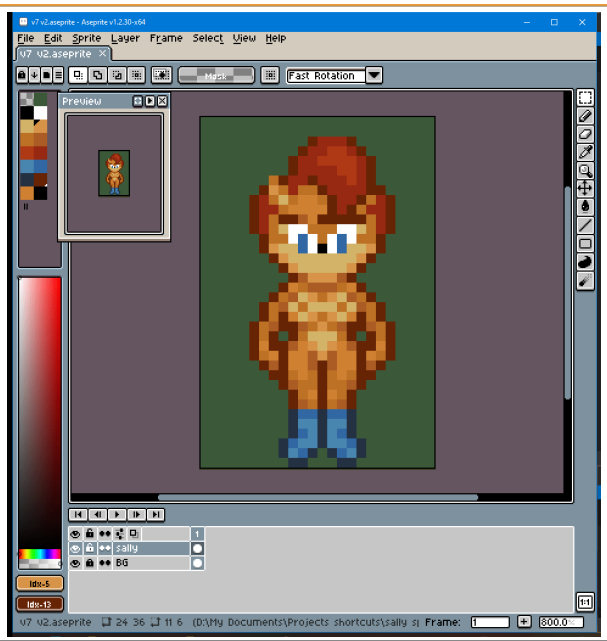
Something about the boobs is bothering me. Next to everything else, that flat color joining them makes it look like I forgot to add shading there.



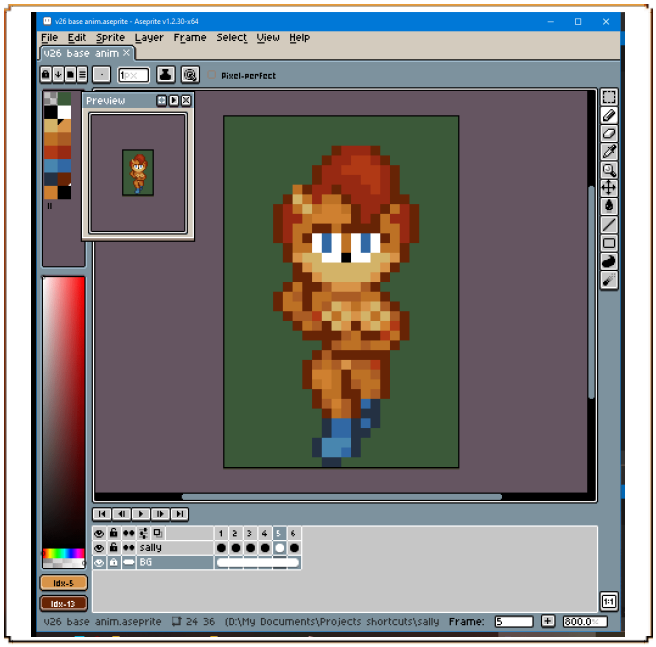
This does look better, but... I was kind of trying to avoid completely separating them into two circles.

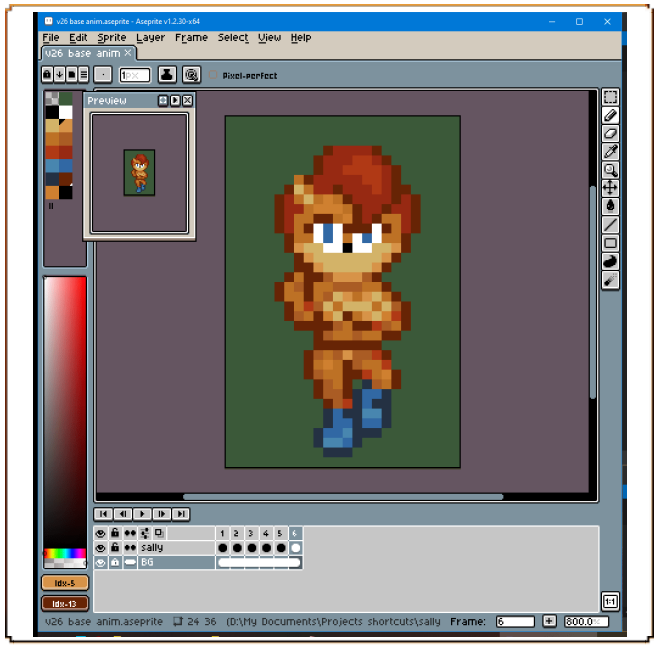


When she's standing normally the breasts are their own surface with shading under them, which separates them from the body below. Maybe this is just a matter of circumstance.



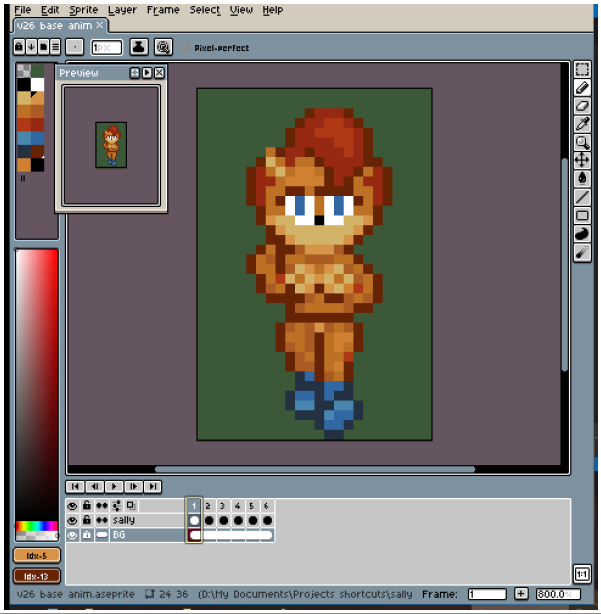
I guess I'll compromise. I'll put shading between them when the thumb rests between them and join them when they're off to the side doing their own thing.



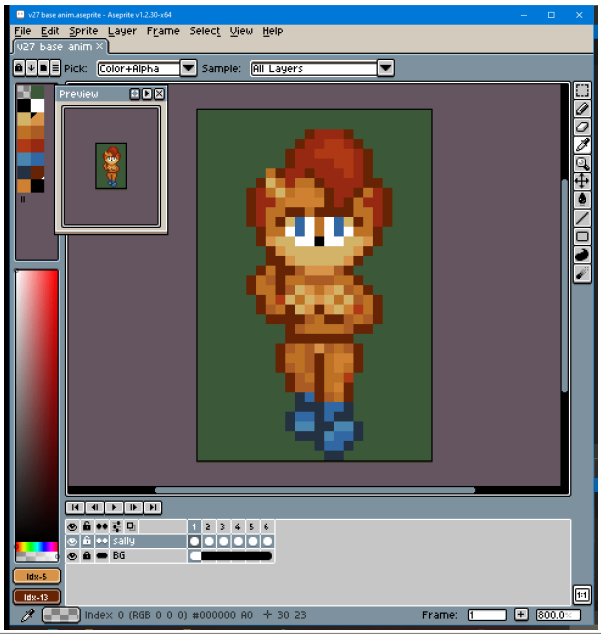


That Wistful Look

The solid white eyes look unshaded and a little too alert.



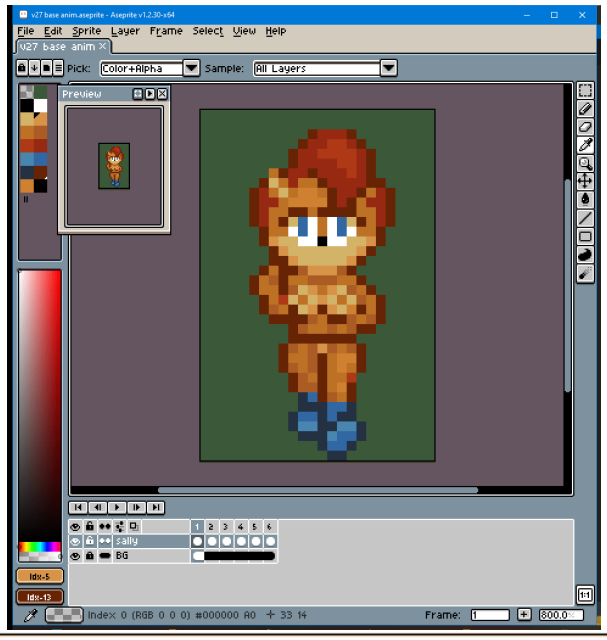
Yeah, that makes her look more wistful and lost in thought.



I think I'll call this done. "Elegance" is when there's nothing left to take away. "Awesome art" is when there's no room left to add more shading.

Giving Her the Finger

... Except for that finger. It kind of looks like a thumbs-up.

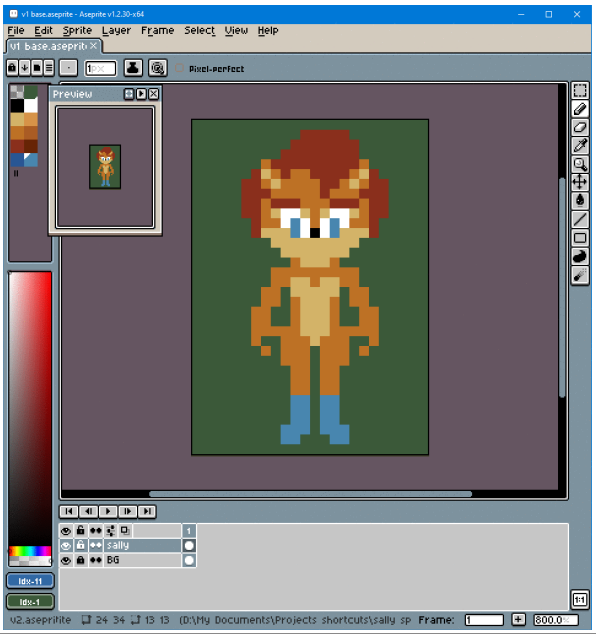


What if the finger was tapping? Well... not constantly. That would look like a finger-waggle, so... I'll try a slow occasional tap.

Yeah... that works.

Words and Philosophy

Ugly art? Nah man. It's like... totally a process.



Ugly art is just art in-progress.

The Result