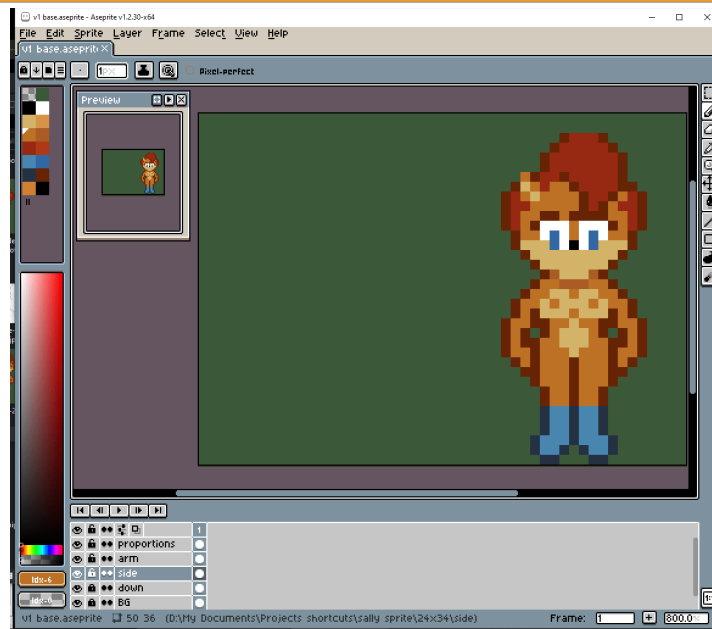
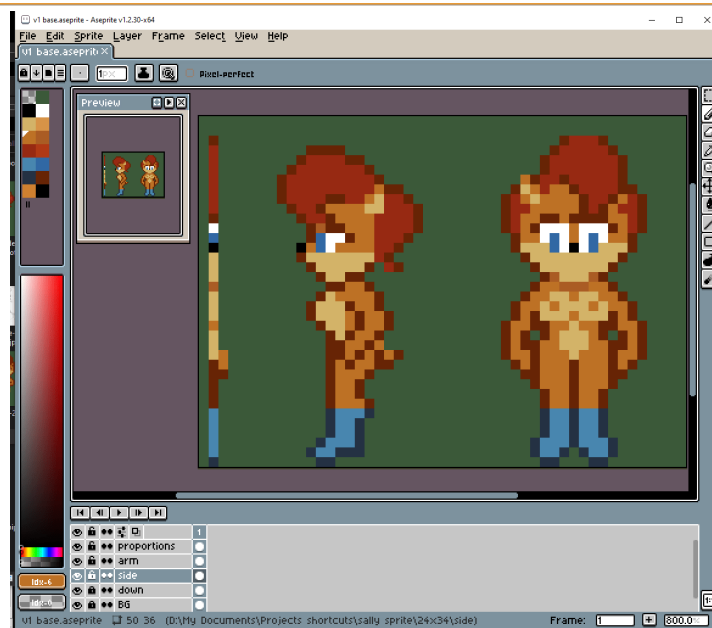


You Turn Me Right Round!

Let's make the side view. I start with side-by-side to try to keep the proportions the same, but the distance between them can make it hard to line things up.



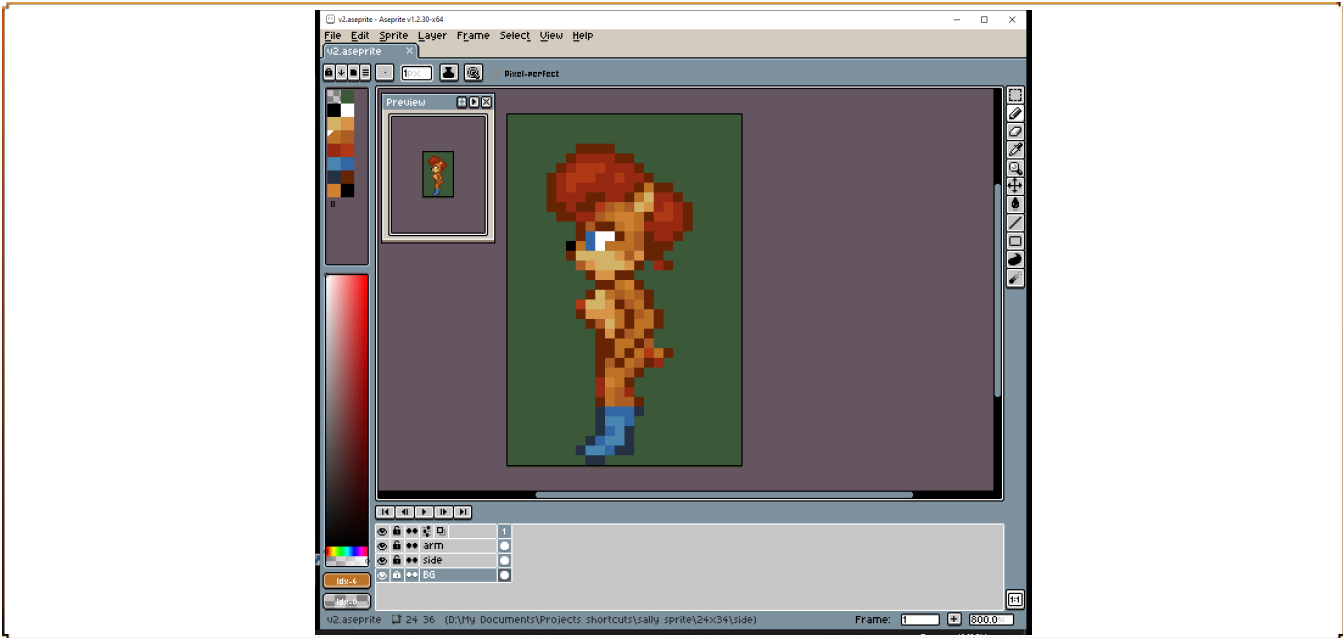
But then I had an idea. Draw a thin line of pixels, with the colors of important details. I can put this line right next to the side view while I'm making it. I think this technique worked pretty well.



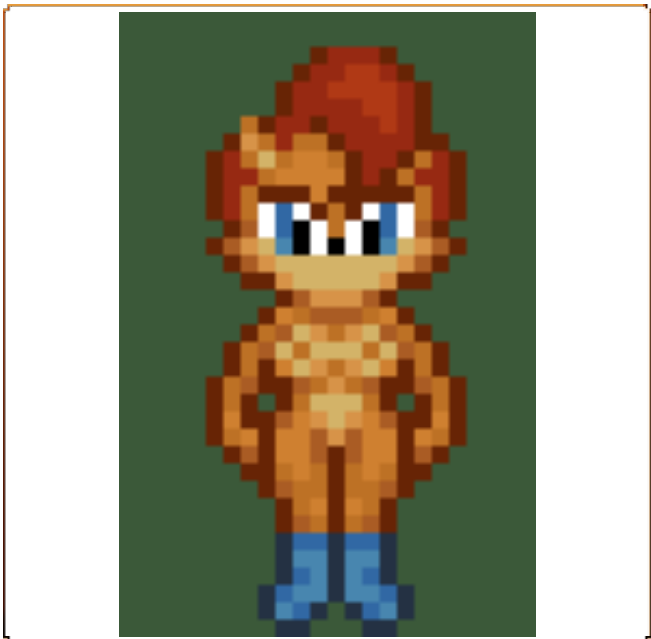
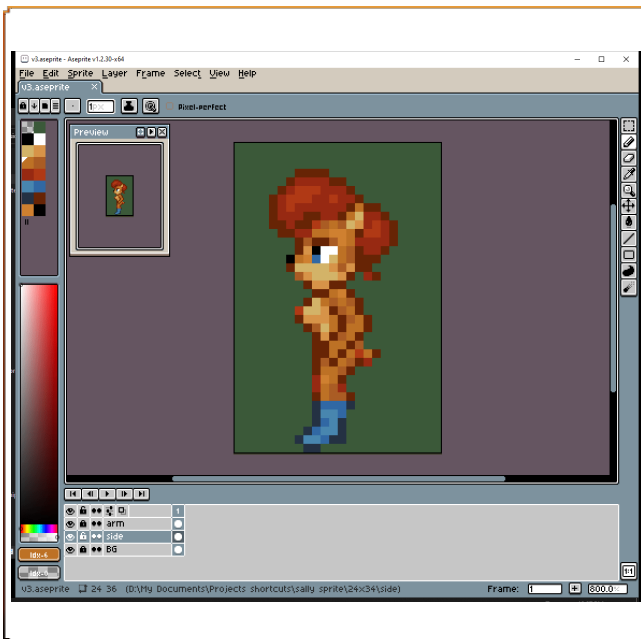
A Preview of Things to Come

Now to immediately add as much detail as possible. I haven't even given her a nose yet. I

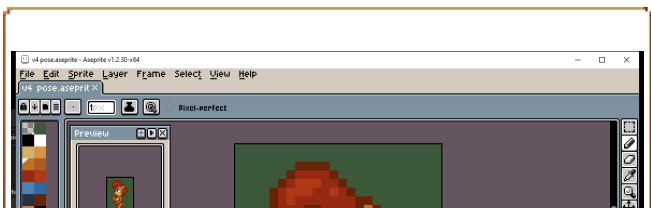
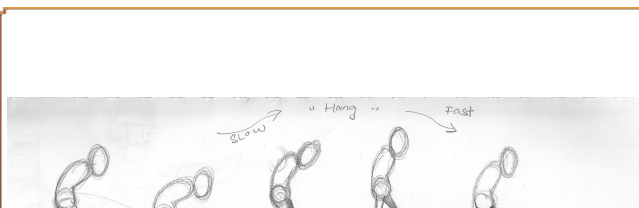
just want to see what the end-result will probably look like.

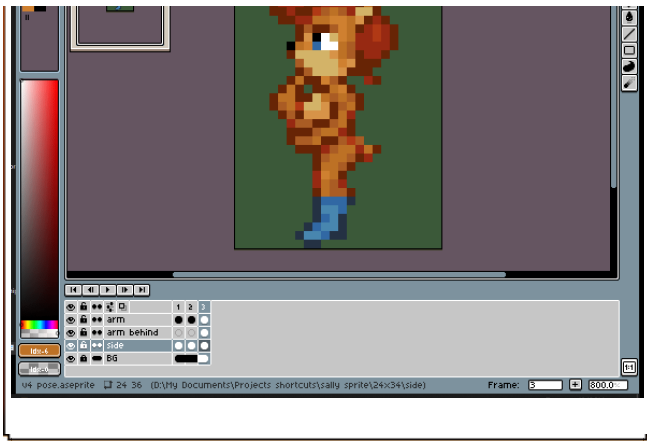
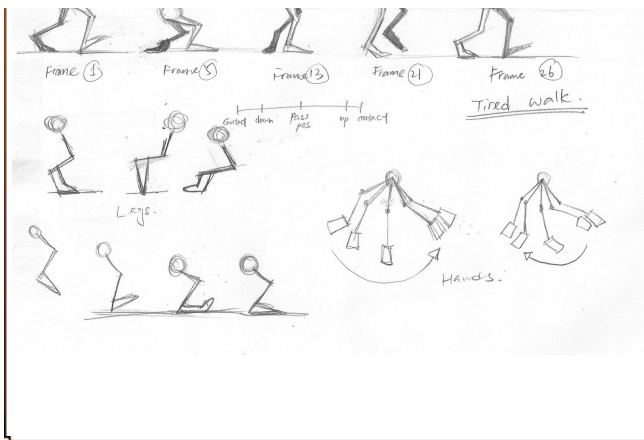


After doing a TON of experiments with the eyes in the front view, I decided they needed more contrast. (somebody actually suggested big anime eyes would look better, but I found them harder to work with)



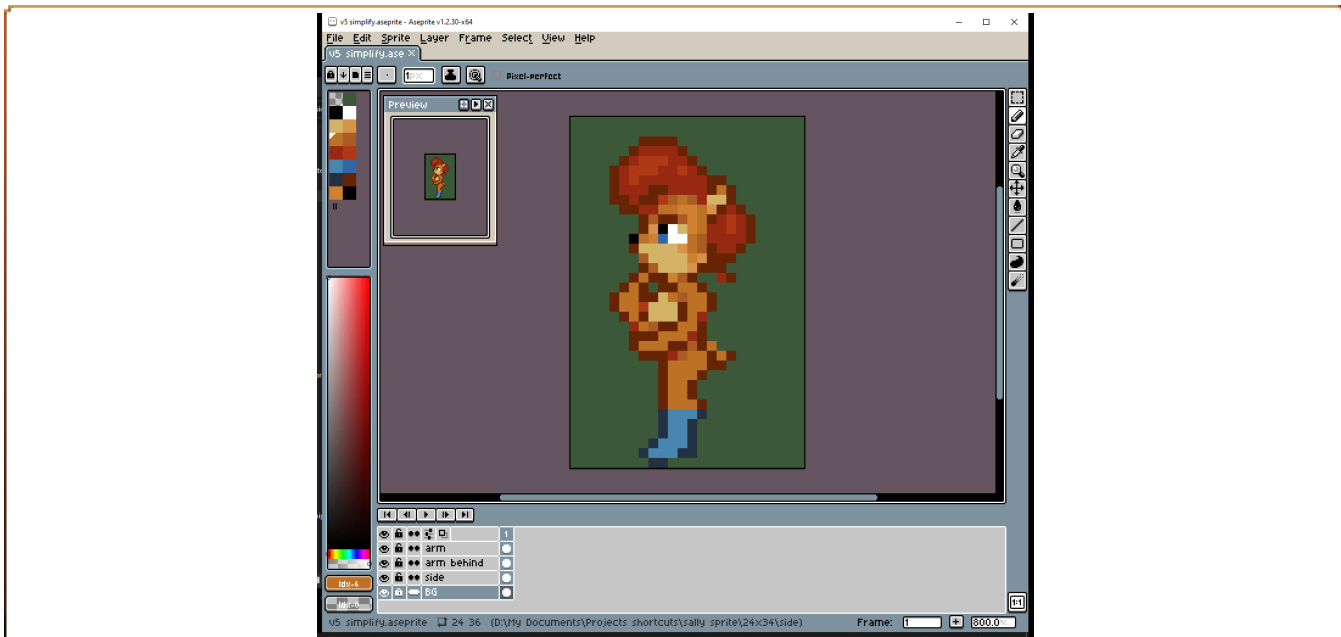
Okay, before I dive into making the walk cycle, I should figure out her pose. The way she walks should show her personality. Well... nothing too crazy, but Sally IS a thinker.



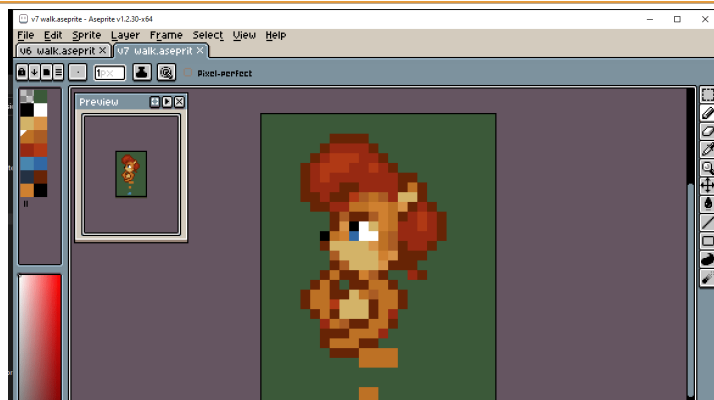


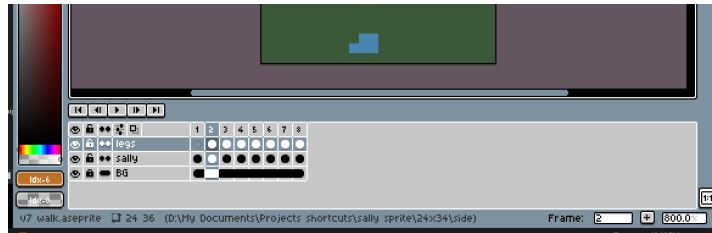
Get a Move On!

Now to immediately undo everything just I did! No actually I'm just simplifying the colors before I start animating.

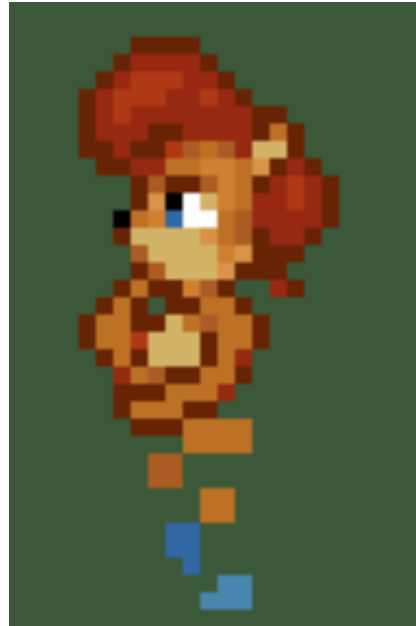


Simplify moar!!





This is my “walking dots” technique. Just figure out the positions of the feet and knees. After everything is positioned juuust right, I’ll just “connect the dots”



Well... after outlining them.

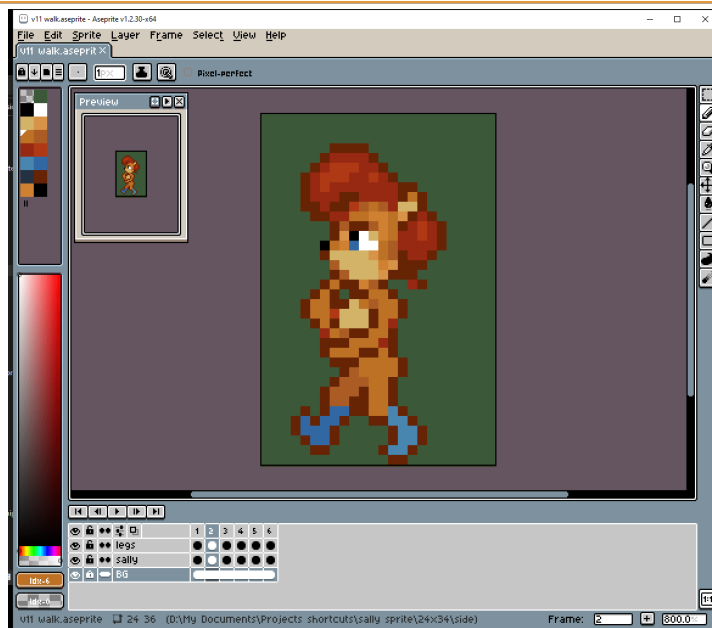


It's really more of an “outline and fill” technique

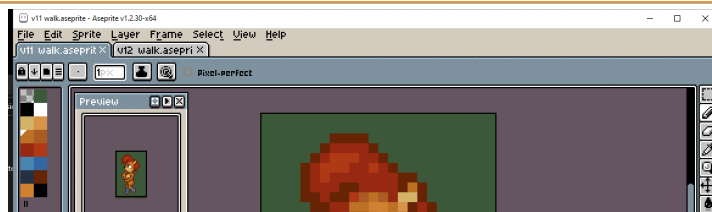
It's really more of an outline and fill technique.

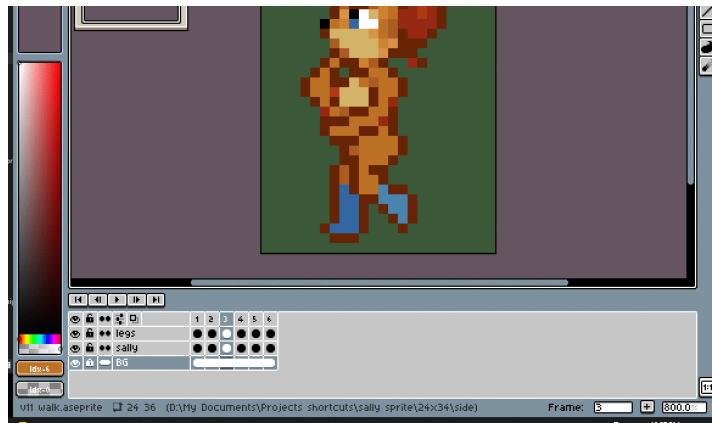


The back leg is darker to indicate that it's further back. Her whole body is basically casting a shadow on it.

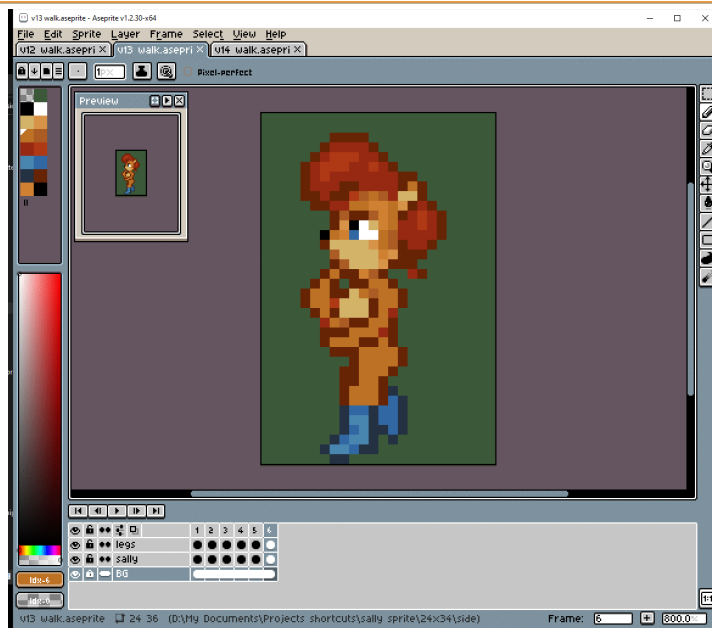


Now to go through and tweak all the outlines until these... things start looking like legs. Obviously I wouldn't get everything perfect the first time. It's my... "outline and fill and fix" technique?

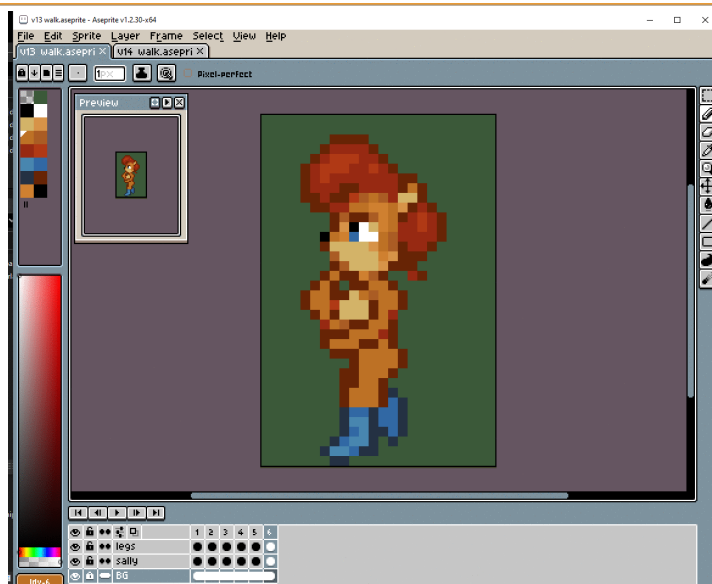


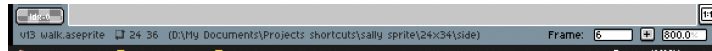


Shading the boots. They need these extra details to show their intended shape.



Legs too. Shading = sweet sexy curves.





It's starting to come together. But I am NOT DONE YET!



Secondary Movement

The REAL reason why I'm making this walk cycle.



There's a whole lotta weight sitting on top of that head. It's gonna move. Just like in the front pose.

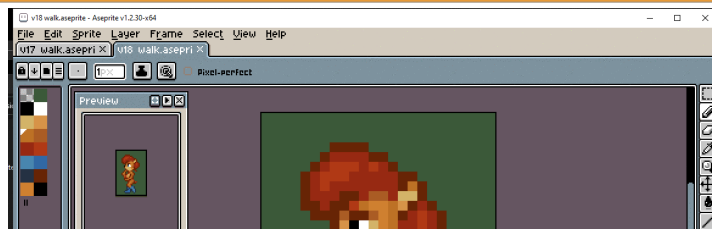


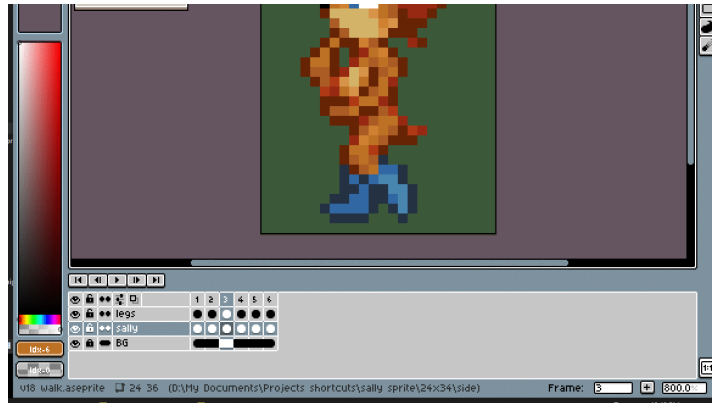
Yeah girl! Shake dat... finger.



Question Everything

Everyone knows that More shading = Better art.





People on Discord weren't sure if the tail's pixels looked right. Is the gratuitous movement to blame?



The tail was tricky. I originally had a lighter pixel to show where it connected but having a light pixel against the background looked odd since that never occurs anywhere else.

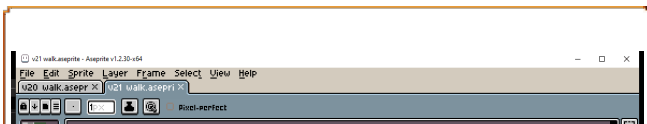
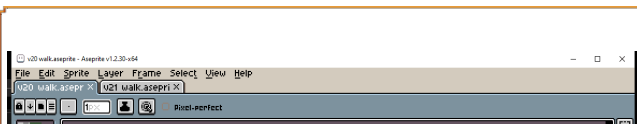


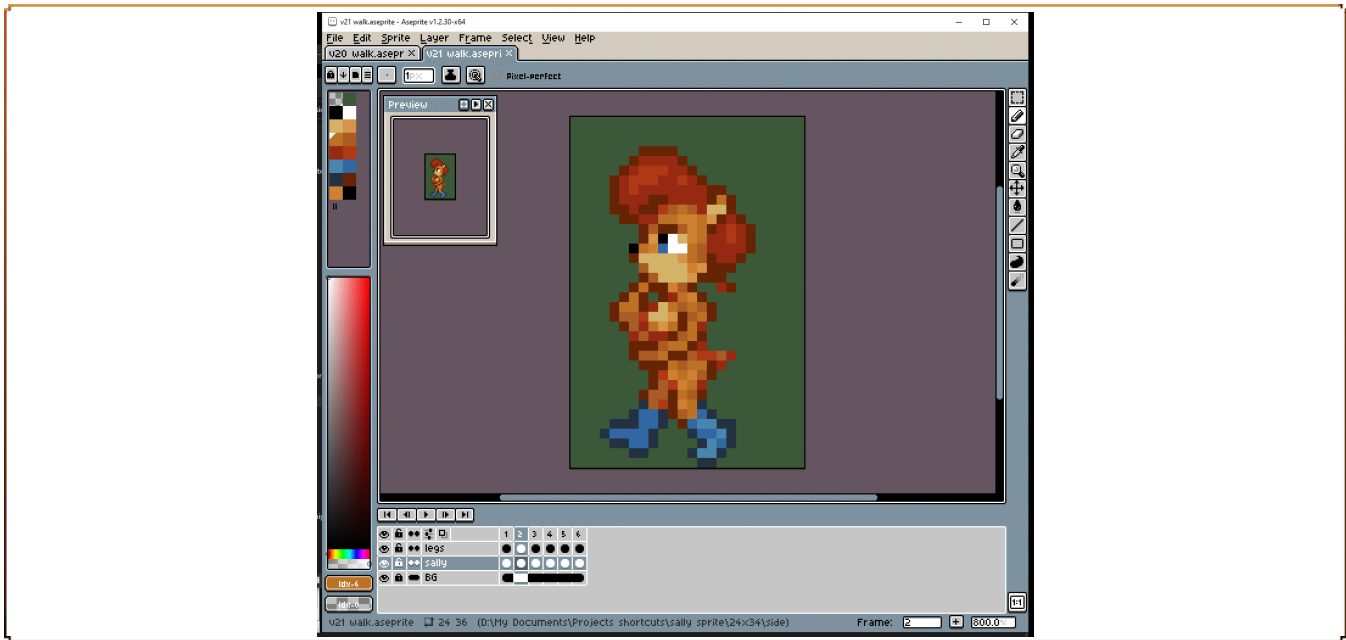
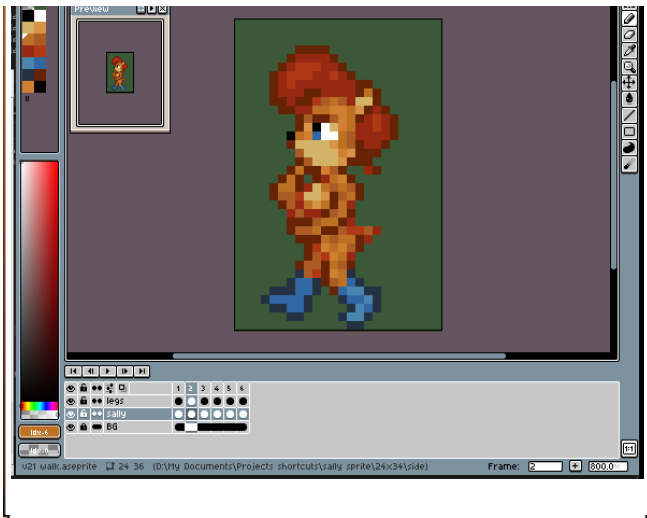
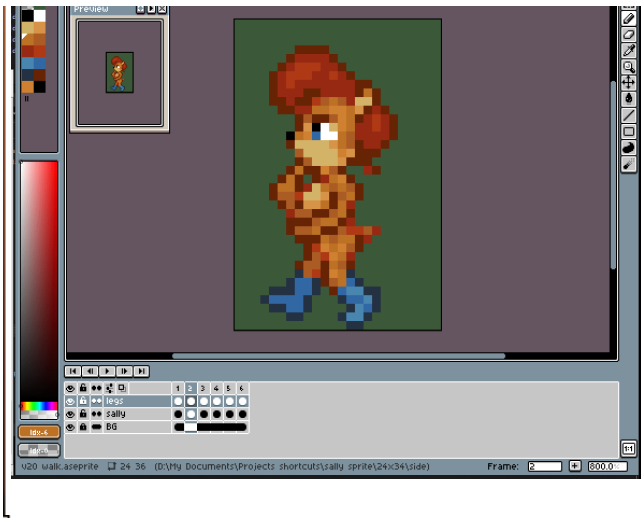


The tail is pretty small. Realistically it might not have any noticeable movement. But while I think this looks... fine. The more-animated version makes my eyeballs happier.



The outline of the boobs was getting kind of lost at the bottom. I was too busy trying to add contrast to make that nipple noticeable. But when it comes to outlines, defining the large shapes should take priority over teeny-tiny details.





The Result

Raaaaand.... done!





Proportions, simplify, animate, refine shapes, gratuitous shading.

