

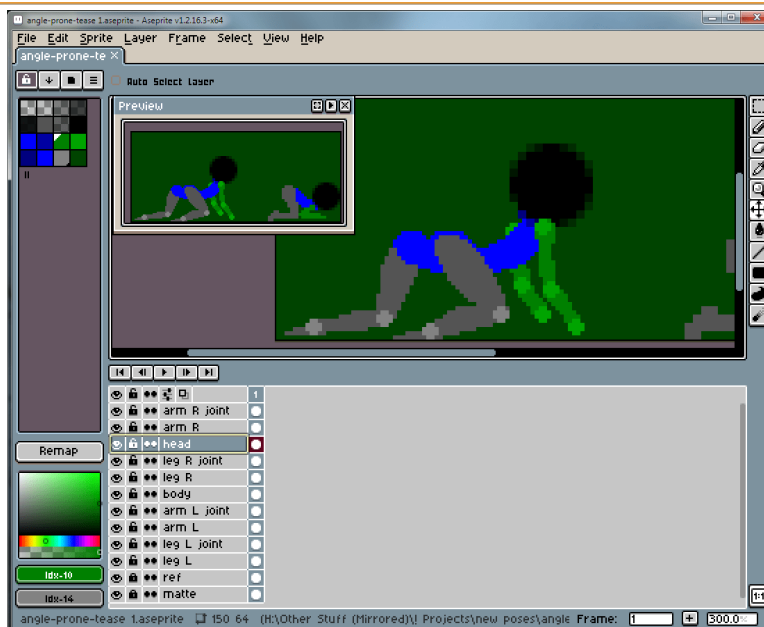
The Idea

Here's what I'm trying to make... only as a tiny sprite. Not sure where this picture originally came from. It looks like an old PC-98 hentai game.



Progress

So far, things are looking promising. Yeah, I know it's double the resolution. But that's part of my technique. Later on I'll use manual anti-aliasing to convey all these details at half resolution.



Trust me. :-)

Anti-aliasing and Animation



To anti-alias an animated sprite, you want to start creating the sprite at double-size until you have the silhouette figured out. Then overlay a 2x2 grid, turn on snapping and set your brush to 2px size. Each click will fill a grid tile. This allows you to manually control how the final sprite will look at half-resolution by drawing over the shapes. The trick to anti-aliasing an animated sprite is to follow the same consistent rules when you outline the sprite in each animation frame:

1. When the sprite's silhouette has only 1 pixel in a grid-tile, fill that tile with the darkest color.
2. When the sprite's silhouette fills 2 pixels of a grid-tile, fill that tile with the 2nd darkest color.
3. When the sprite's silhouette fills 3 pixels of a grid-tile, fill that tile with the 3rd darkest color.

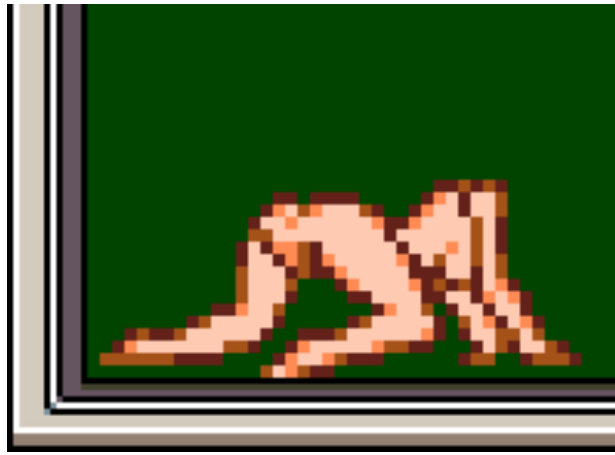
4. When the sprite's silhouette fills all 4 pixels of a grid-tile, fill that tile with the lightest color.

Gotta adjust the shapes and figure out the details before I commit to anti-aliasing. Also, that deep blue was too eyeball-searing. Had to desaturate and shift it to something less intense.

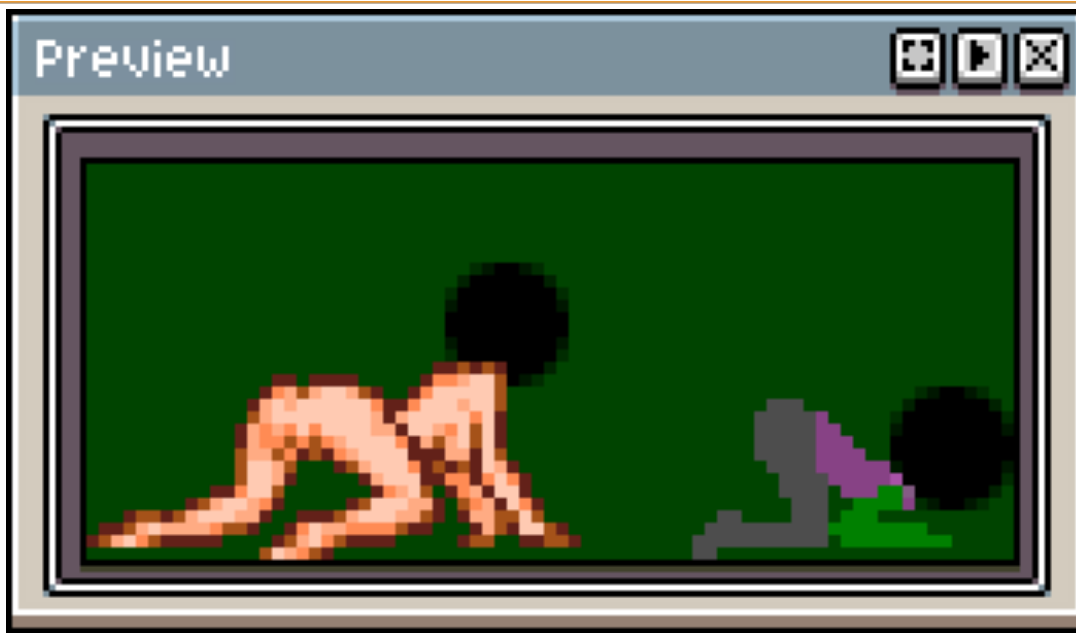


Here's the rough first-pass. Somewhat rougher than expected. But I'll just hand-tweak the details intuitively from here. Don't need the head. I already created a bunch of those for all my characters. I'll just stick one on at the end.





Okay, I think I managed to bring out the small shapes and muscle details.



But those details in the back... this body *really* wants to be shaped like this instead. I think I'm just gonna have to let it happen. Blur your eyes a little. It just plain looks better.





Tweak the shoulder... give the back a little more sexy curve... adjust a few bits of shading. Get the all-important boob-shading juuuust right. Aaaand... I think it's done. Here's a before-and-after animation.



The Result

Here ya go. Clipped-out, ready to use. It looks large here, but if you download this picture it will be at actual pixel-size. Just add your own head! ... totally not creepy *at all*.



