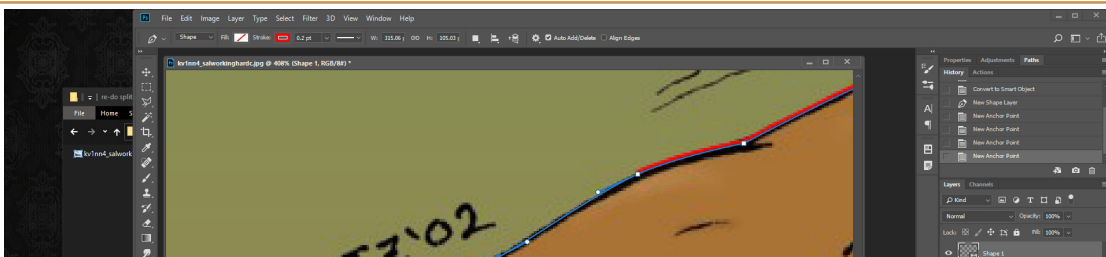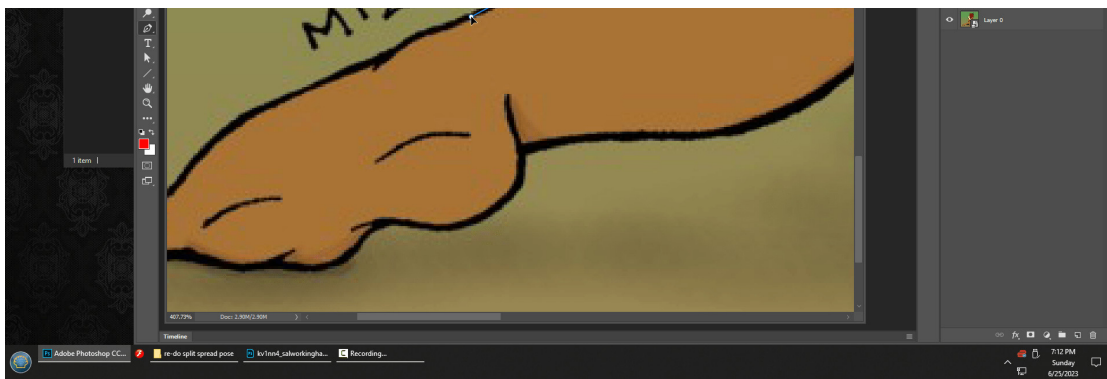**Man, this is such an amazing pose. I really should re-attempt this again.**

My **last try didn't quite look right. I put too much thought into realism of anatomy and joints, and lost the tension of the pose in the process. The tight stretching of her legs shows what she's feeling.**
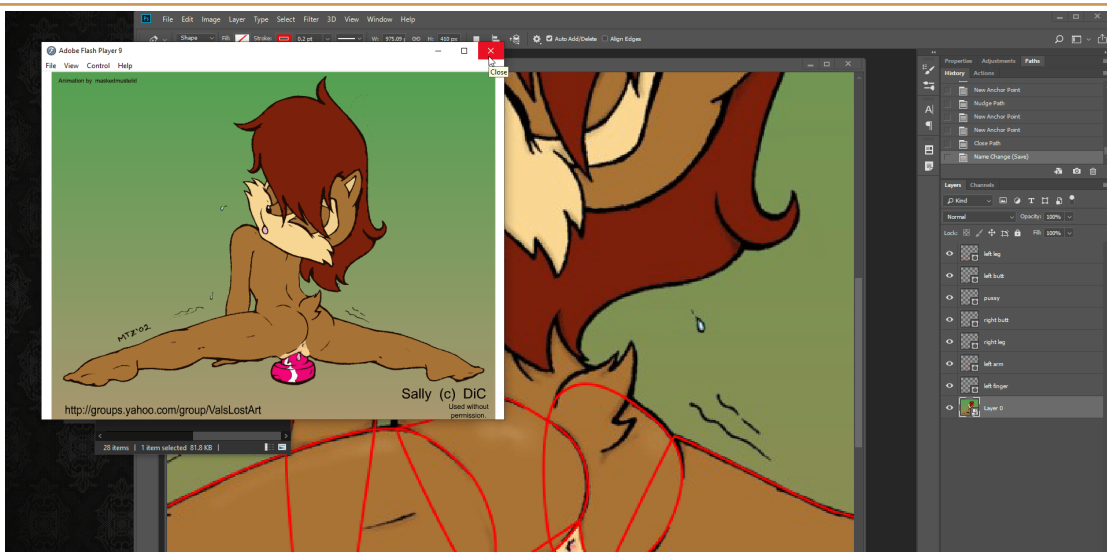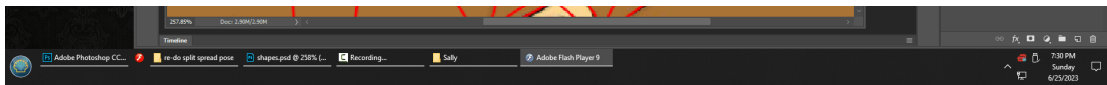
So I thought I'd try something. What if I use the vector-tracing approach I came up with for my large sprites, to create this tiny sprite.
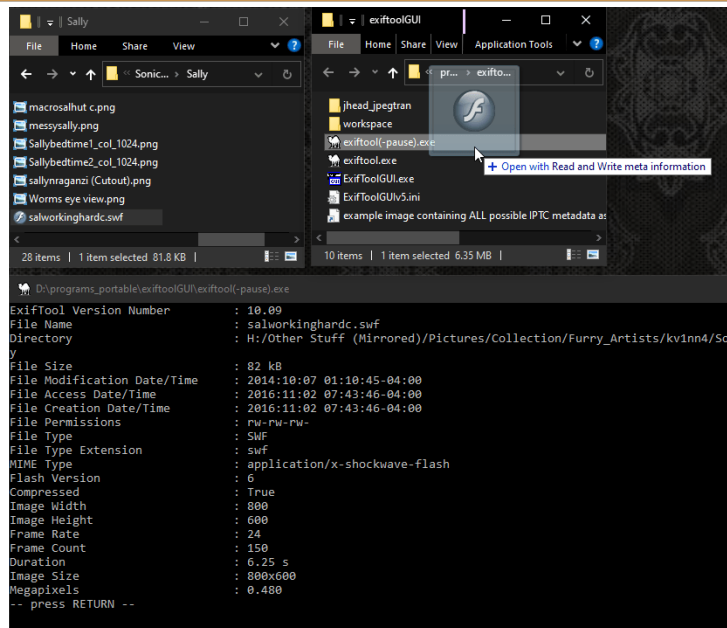

Hmm... this part is a little tricky. Her head is covering up half of her torso. I *could* try to guess where the right shoulder is, or...

... or I could grab the torso from this old Flash animation that MaskedMustelid created way back in... I dunno, 2014? That's when I downloaded it, but it might be older. The original drawing was from 2002. Wait, I might know a way to check.

EXIFtool can read the metadata of almost any file you can imagine. It says the animation was created using Flash version 6. And when did that come out?
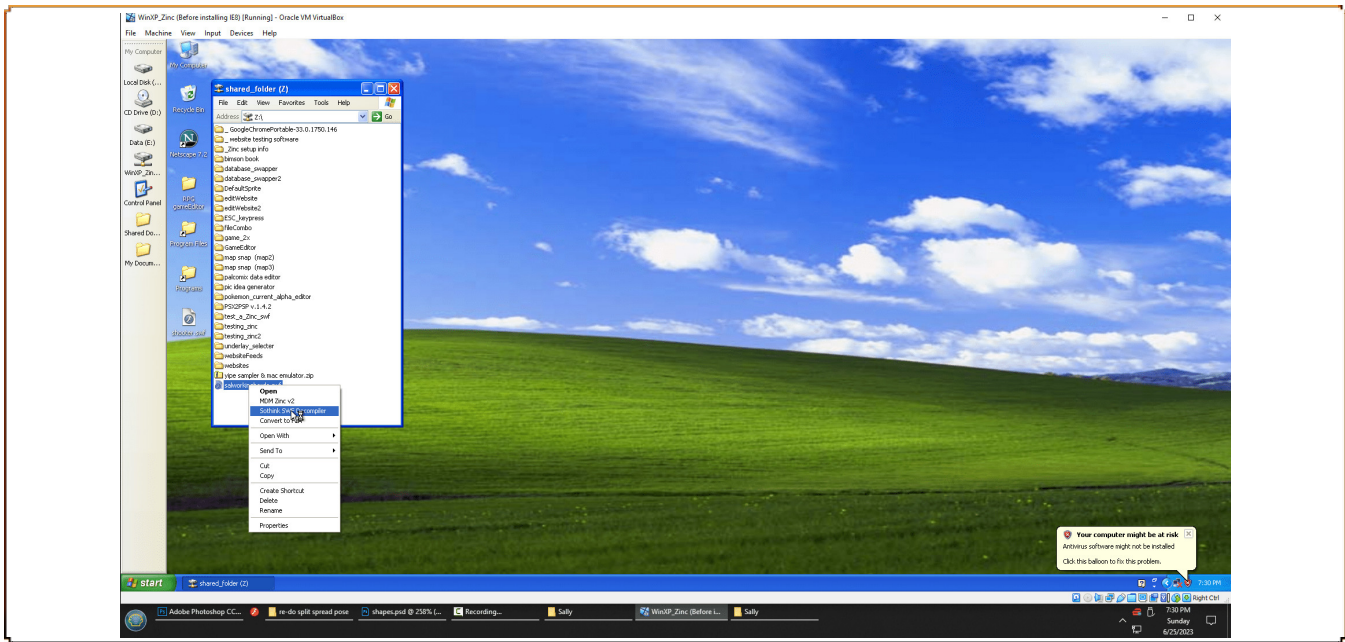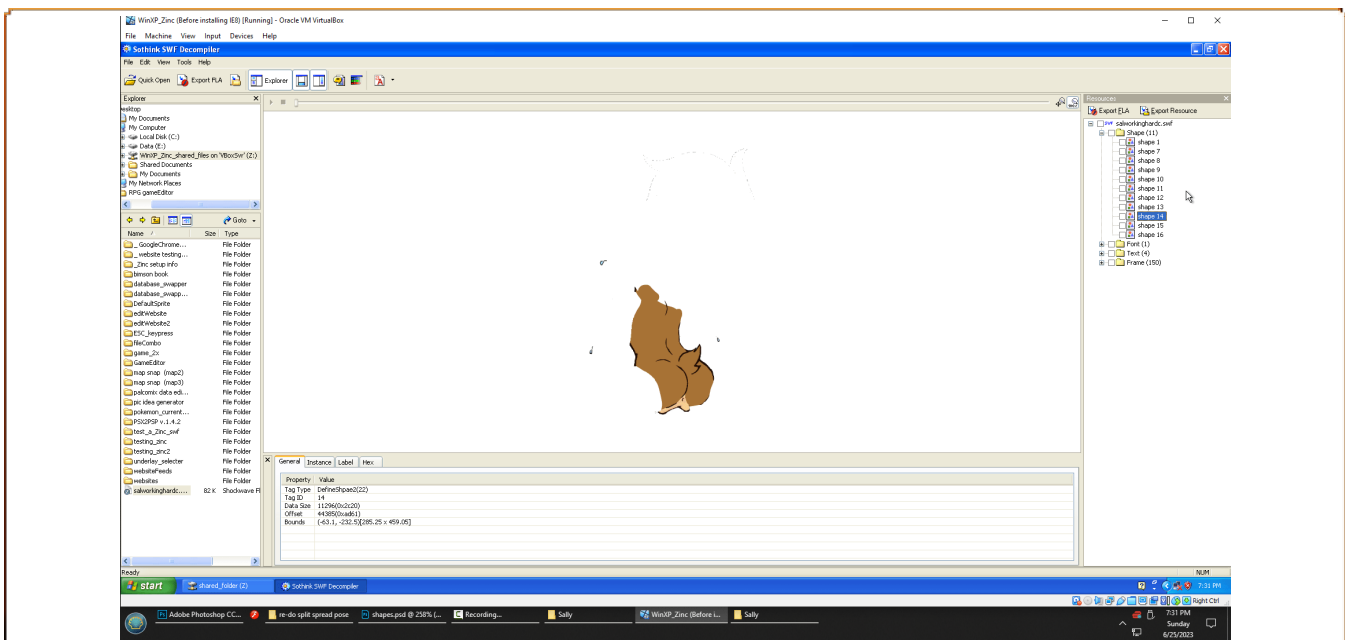

Oh, would you look at that? Flash 6 came out in 2002. And version 7 came out the year after. So this animation was probably made soon after the picture was drawn.
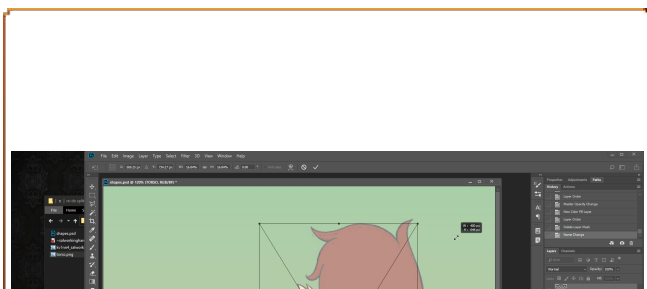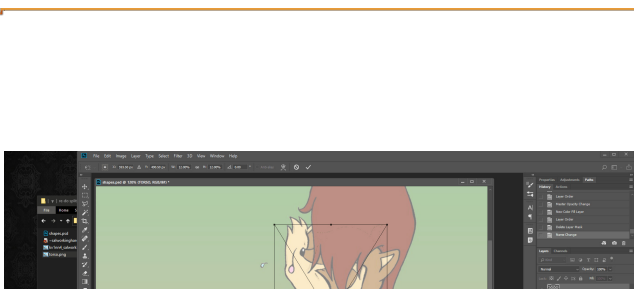
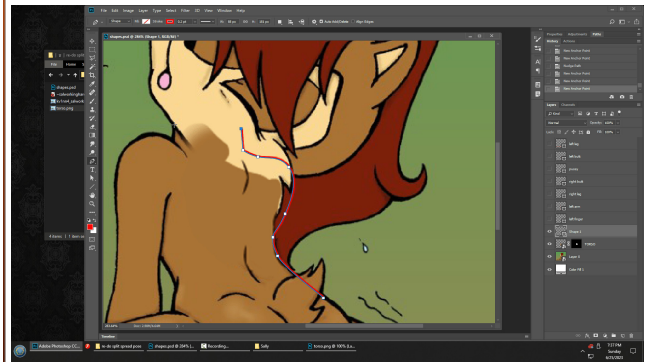## But big deal. How does a crusty old Flash animation help? I can't pause it like a video.
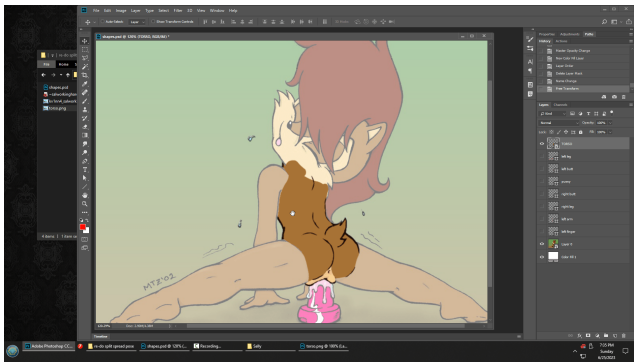

... But I *can* decompile it!

... and export the original vector shapes!
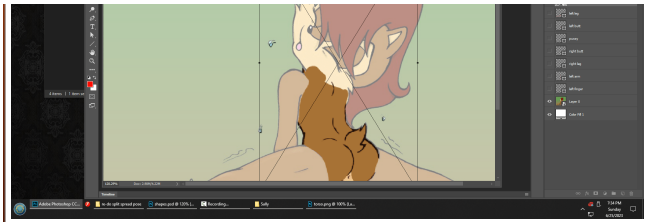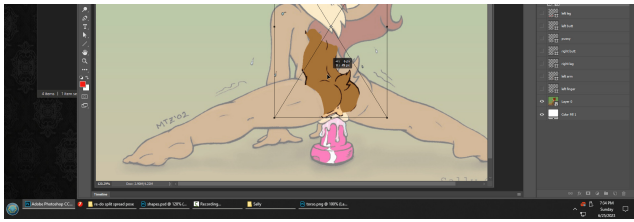
I'll just overlap the picture and trace this. And, well... I guess I still had to do some guess-work in the end.
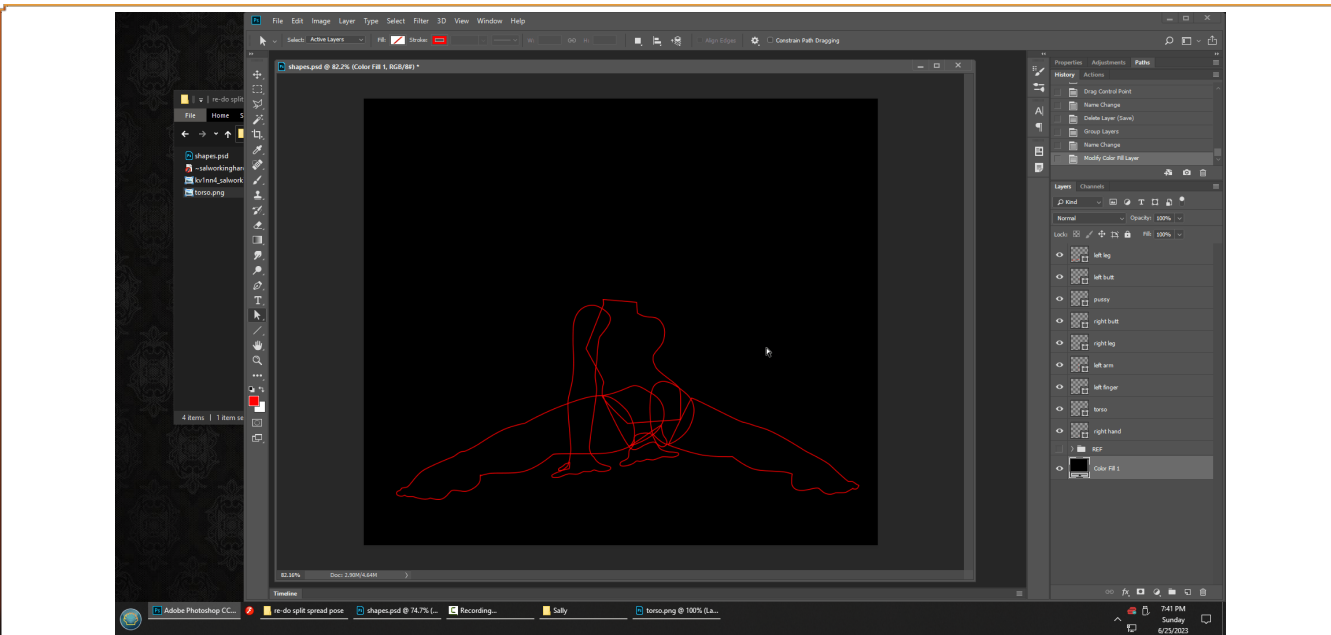
I won't need the head because I plan to use this for a small sprite and just swap between heads to create different characters.

The right hand is bugging me. It's just kind of floating there at a weird angle.

How did I handle it last time? Oh... it was *also* floating at a weird angle.

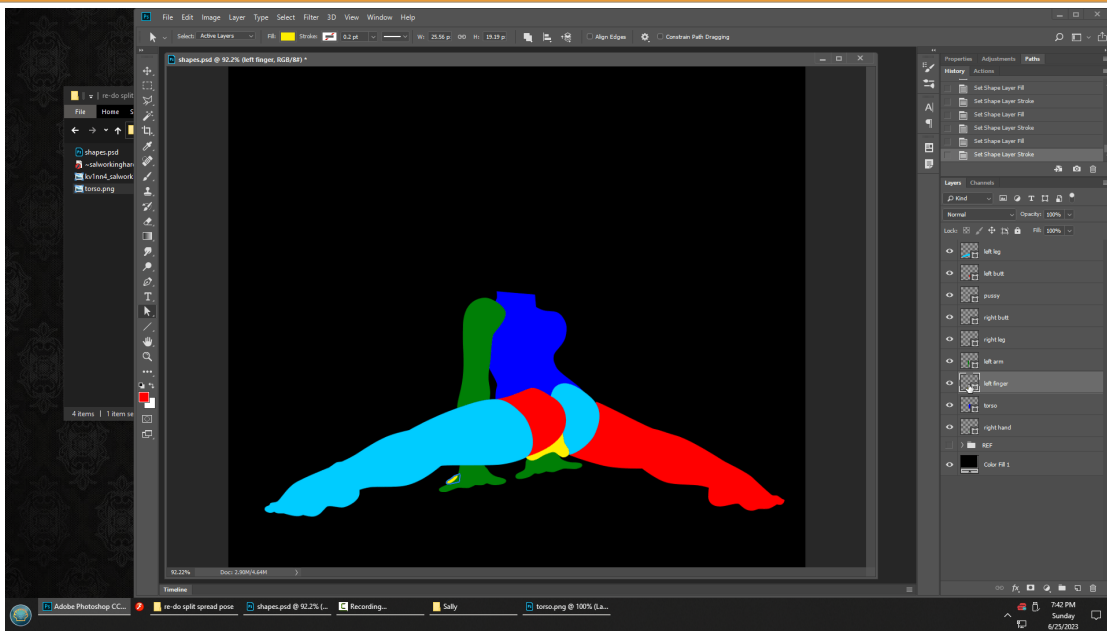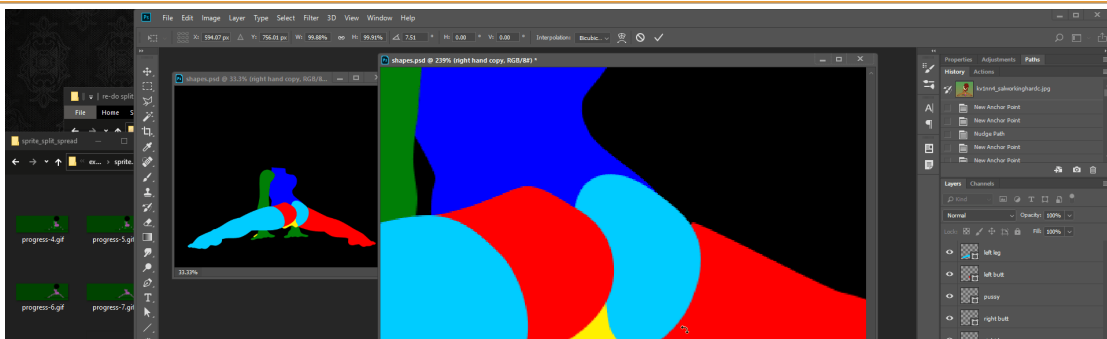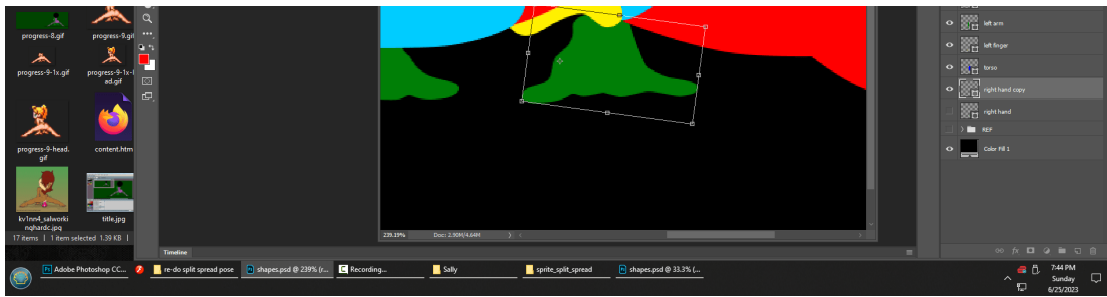I'll just rotate it and move it around until it looks good in the small preview window. Now it looks like the hands are pressing against flat ground.
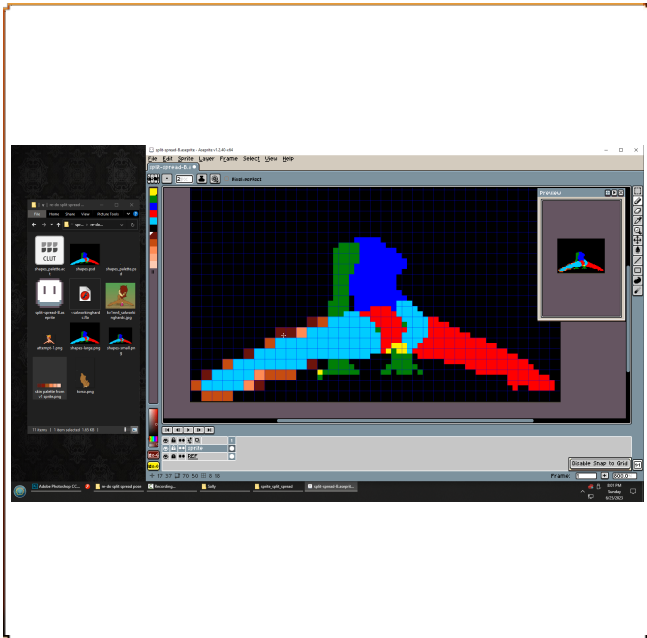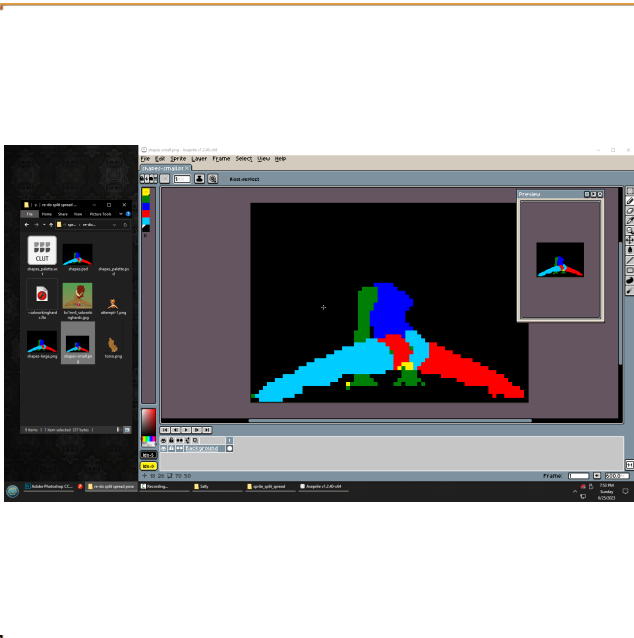
Just like my large sprites, I'll reduce the colors, resize it down to double the intended sprite size and use my pixel-counting technique to draw anti-aliased outlines by snapping to a 2x2 pixel grid. And from here the process should be just like all my other large sprites.

Okay, maybe not *exactly* the same. If I'm not careful I could very easily overlap the hands and lose all of their details.
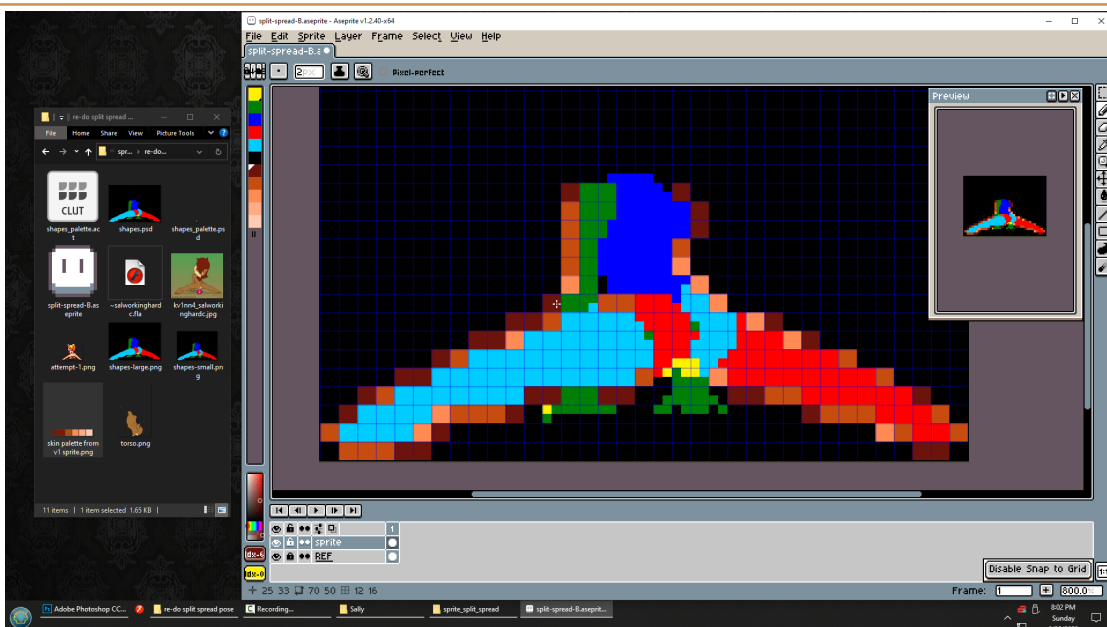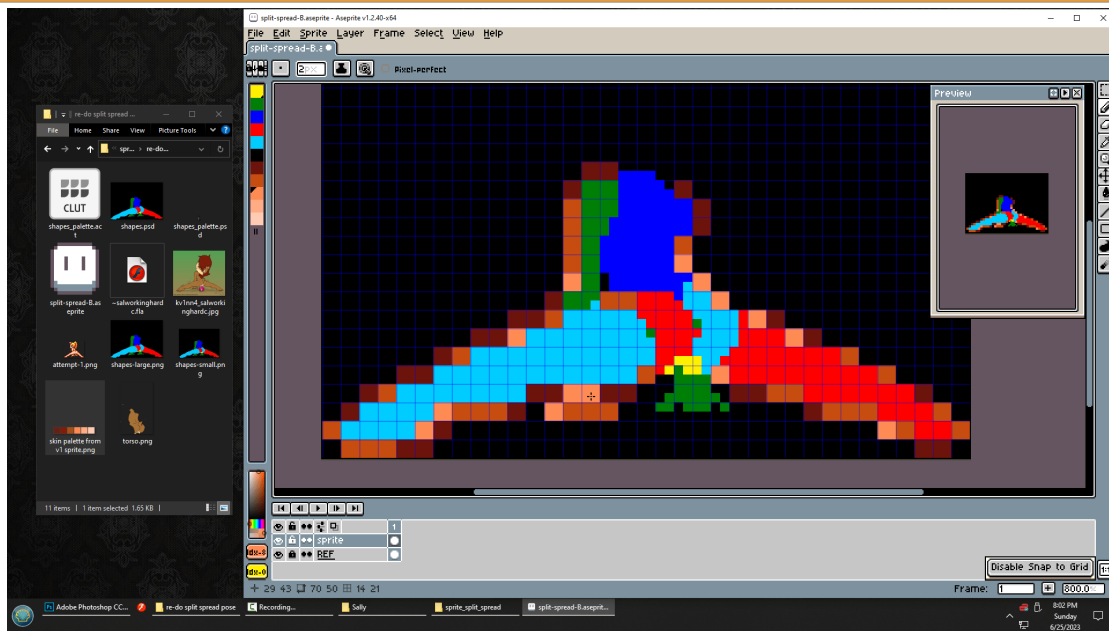

So let's try drawing the hands first and worry about overlap later.
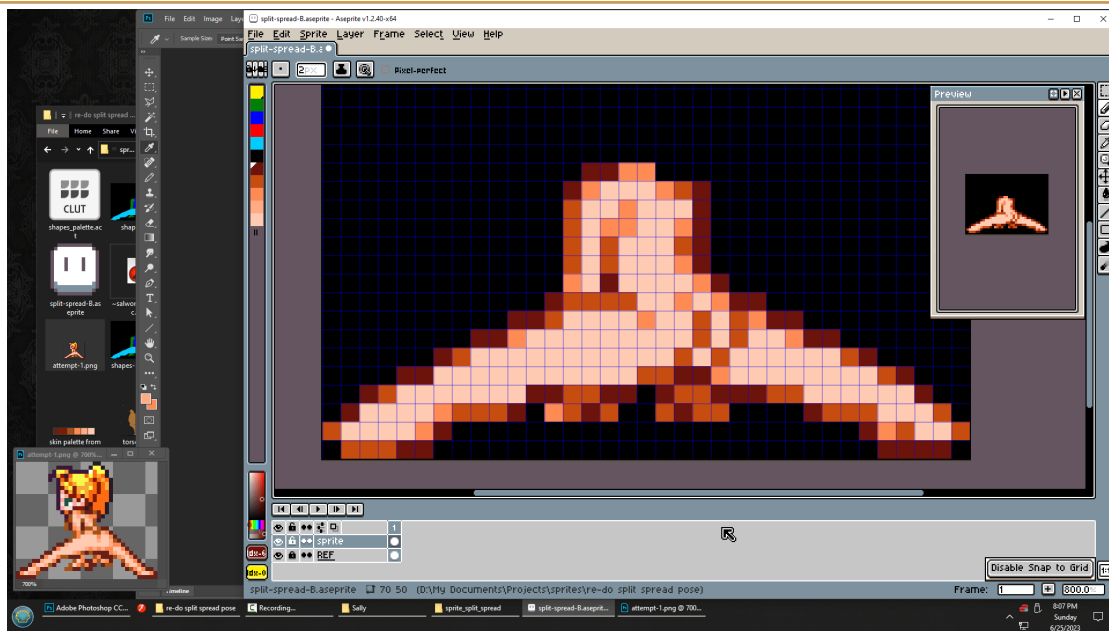
... or never.

I gotta be careful not to put too much anti-aliasing on the legs or I'll blur their edges and lose the shape. It's very important that you can see the feet flexing downward.
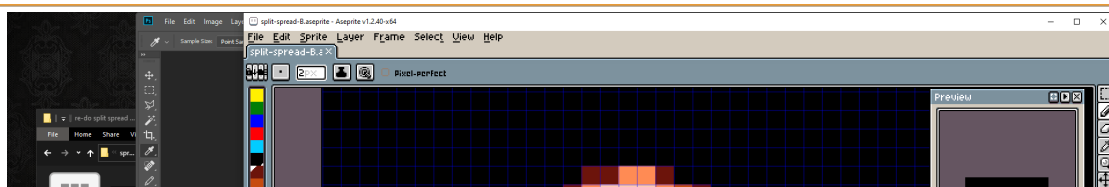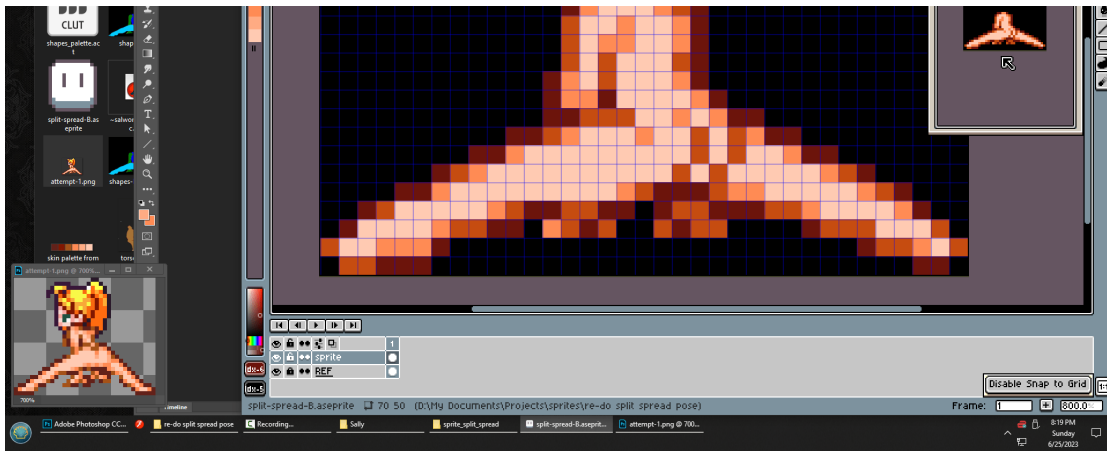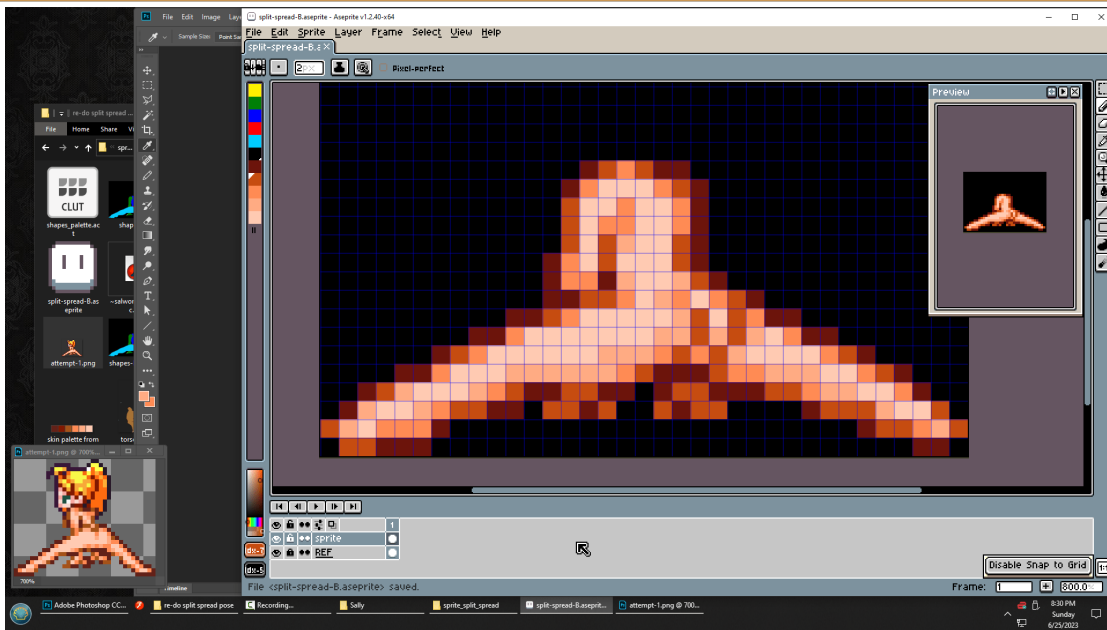

Another technique I'll borrow from my large sprites is setting aside one extra color just for shading. I used to just skip shading my tiny sprites because there's barely enough room for even the basic shapes. But with an extra color I guess I can add a little bit. I think I might also use it to just *slightly* soften the stair-stepping of the edges without making them too blurry... I hope.
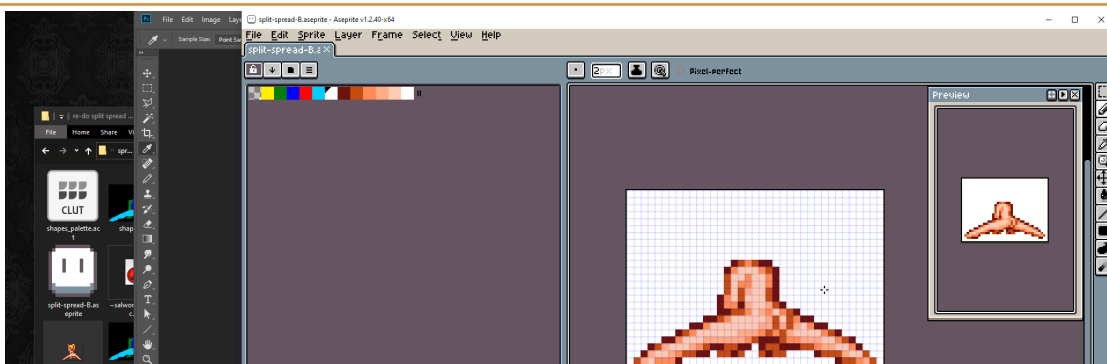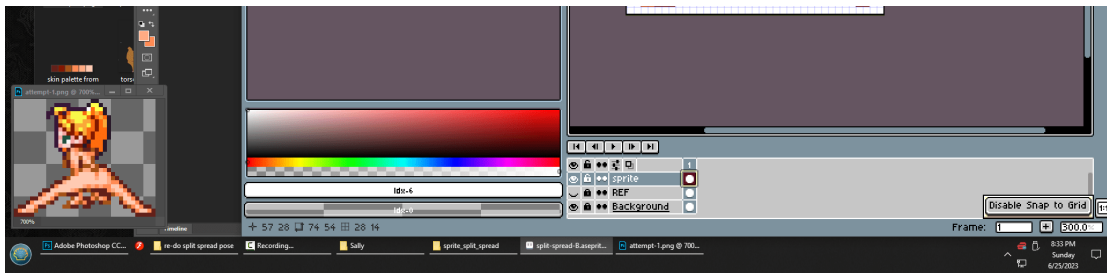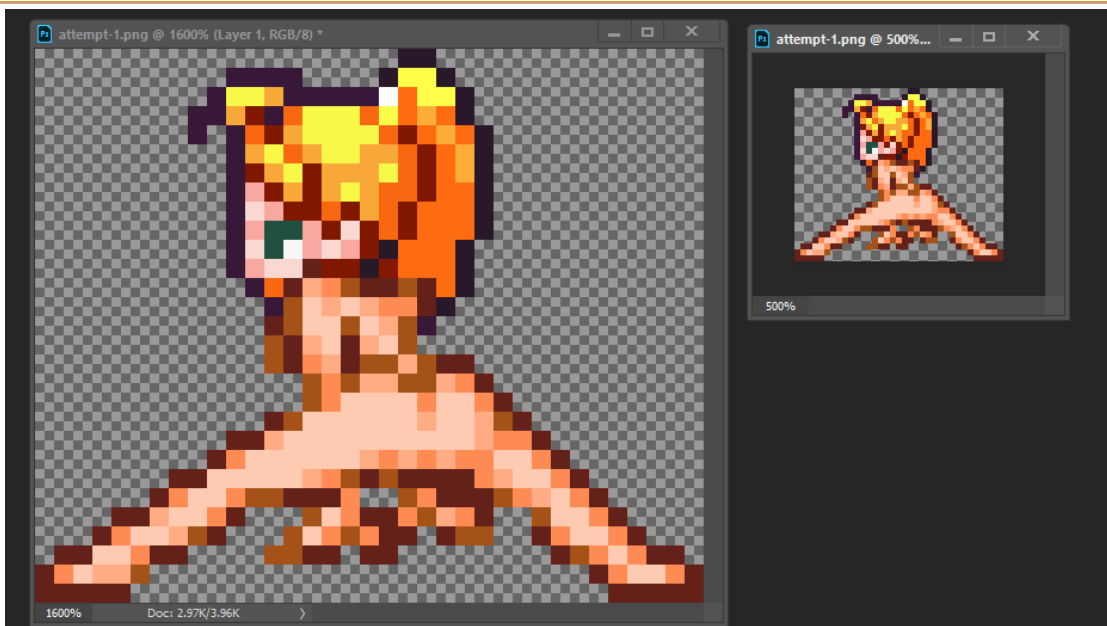
Now for the white-test. On a bright background do the edges look like an outline, or do they look like broken pixels? I think this passes. Though the feet look a little light at the toes.
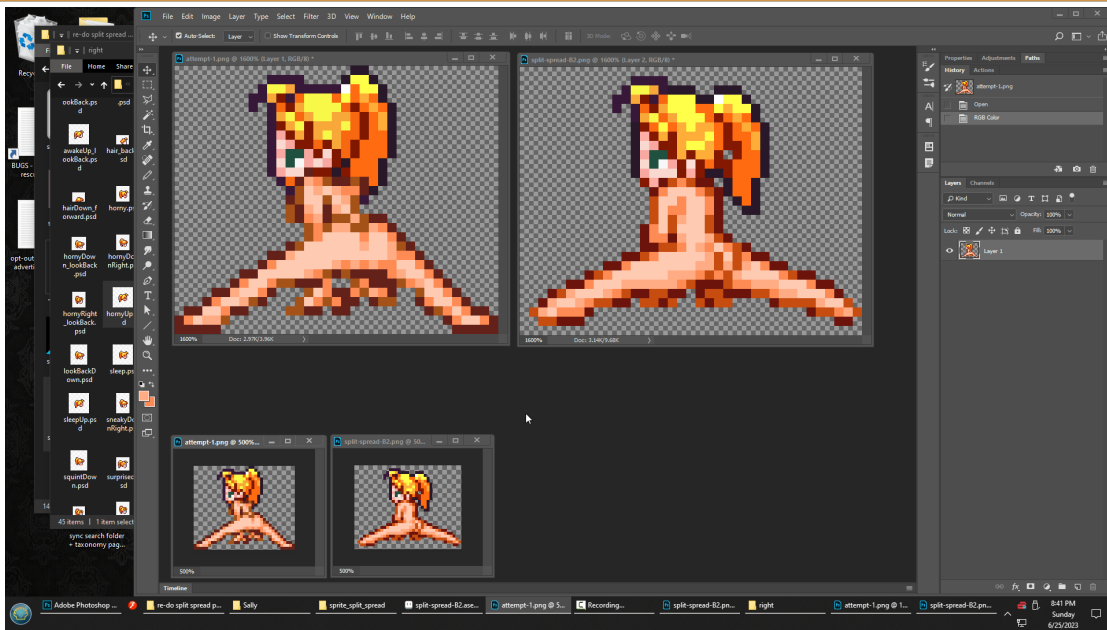
Now let's do a comparison. Does it look better than my last attempt? Yeah... I think the legs look more tightly stretched now. The butt also looks better.

These almost look like two frames of an animation. But I would want to re-draw parts of the first pose to fix the butt and line up the hands.