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The image on the left is therefore considered pixel art.Pixel art[note 1] is a form of digital art drawn with graphical software where images are built using pixels as the only building block.[2] It is widely associated with the low-resolution graphics from 8-bit and 16-bit era computers, arcade machines and video game consoles, in addition to other limited systems such as LED displays and graphing calculators, which have a limited number of pixels and colors available.[3] The art form is still employed to this day by pixel artists and game studios, even though the technological limitations have since been surpassed.[3][4]Most works of pixel art are also restrictive both in file size and the number of colors used in their color palette for reasons such as software limitations, to achieve a certain aesthetic, or to reduce the perceived noise. Older forms of pixel art tend to employ smaller palettes, with some video games being made using just two colors (1-bit color depth). Because of these self-imposed limitations, pixel art presents strong similarities with many traditional restrictive art forms such as mosaics, cross-stitch, and fuse beads.[2] There is no precise classification for pixel art, but an artwork is usually considered as such if deliberate thought was put into each individual pixel of the image. Standard digital artworks or low-resolution photographs are also composed of pixels, but they would only be considered pixel art if the individual pixels were placed with artistic intent, even if the pixels are clearly visible or prominent.The phrases "dot art" and "pixel pushing" are sometimes used as synonyms for pixel art, particularly by Japanese artists. The term spriting sometimes refers to the activity of making pixel art elements for video games specifically. The concept most likely originated from the word sprite, which is used in computer graphics to describe a two-dimensional bitmap that can be used as a building block in the construction of larger scenes.Pixel art is commonly differentiated from other digital imagery when the pixels used play an important individual role in the composition of the artwork, usually requiring deliberate control over the placement of each individual pixel. When purposefully editing in this way, changing the position of a few pixels can have a large effect on the image.A common characteristic in pixel art is the low overall color count in the image. Pixel art as a medium mimics a lot of traits found in older video game graphics, rendered by machines capable of only outputting a limited number of colors at once. As images get higher in resolution, pixels get harder to distinguish from each other, and the importance of their careful placement is diminished. The exact point at which this occurs and the conditions change to where a piece cannot be reasonably called "pixel art" is subjective.Main article: Computer graphics HistoryTraditional cross-stitch embroiderySome traditional art forms, like counted-thread embroidery (including cross-stitch) and some kinds of mosaic and beadwork, are very similar to pixel art and could be considered as non-digital counterparts or predecessors.[2] These art forms construct pictures out of small colored units similar to the pixels of modern digital computing.Some of the earliest examples of pixel art could be found in analog electronic advertising displays, such as the ones from New York City during the early 20th century, with simple monochromatic light bulb matrix displays extant circa 1937.[5] Pixel art as it is known today largely originates from the golden age of arcade video games, with games such as Space Invaders (1978) and Pac-Man (1980), and 8-bit consoles such as the Nintendo Entertainment System (1983) and Master System (1985).The term pixel art was first published in a journal letter by Adele Goldberg and Robert Flegal of Xerox Palo Alto Research Center in 1982.[6] The practice, however, goes back at least 11 years before that, for example in Richard Shoup's SuperPaint system in 1972, also at Xerox PARC.[7]Because of the severe restrictions of early graphics, the first instances of pixel art in video games were relatively abstract. The low resolution of computers and game consoles forced game designers to carefully design game assets by deliberate placement of individual pixels, to form recognizable symbols, characters, or items. Simple function-based avatars (or player-surrogates) such as spaceships, cars, or tanks required a minimum of animation and computing power, while enemies, terrain, and power-ups were often represented by symbols or simple designs.[8] Due to the limited hardware of the 1970s, abstraction, as in the case of Pong's relatively simple design, sometimes led to better game readability and commercial success than attempting more detailed representational art.Although computers had been used to create art since the 1960s and microcomputers were used in the late 1970s[9] and there are examples of digital art utilizing a more pixelated aesthetic,[10] there is no well-known tradition of pixel art from the 1970s that differentiated between the deliberate placement of pixels or the aestheticization of individual pixels in contrast to other forms of digital painting or digital art. For this reason, one could argue that pixel art was not a recognized medium or artform in the 1970s.Maniac Mansion (1987) on Commodore 64In what is sometimes referred to as the golden age of video games or golden age of arcade video games, the 1980s saw a period of innovation in video games, both as a new artform and a form of entertainment. During the early 1980s, video game creators were mainly programmers and not graphic designers. Technological innovation led to market pressure for more representational and "realistic" graphics in games.[8] As graphics improved, it became possible to replace hand-drawn game assets with imported pictures or 3D polygons, which contributed to pixel art developing as a separate art form.Gradually, professional artists and graphic designers had a bigger impact in the video game industry. Sierra Entertainment released Mystery House, pixelled by Roberta Williams, and the King's Quest series; and Lucasfilm Games released games such as Maniac Mansion, Zak McKracken and the Alien Mindbenders, and Indiana Jones and the Last Crusade: The Graphic Adventure. Mark J. Ferrari, an artist at Lucasfilm Games, later said:[11]When I was first hired by Lucasfilm Games in 1987 to do artwork for their computer games, pixel graphics was not thought of by anyone as an 'art form'. The use of pixels was not an aesthetic choice as it certainly is now. If anything, pixels were an unavoidable and very irksome obstacle to the creation of any 'real art' for use in the exciting but bewildering new realm of computer entertainment. There were no pixel artists then at all! There were only traditional artists.Laser Squad (1988) screenshot, ZX SpectrumNevertheless, the aesthetic of 1980s video games had a major impact on contemporary and future pixel art, both in video games, the demoscene graphics and among independent artists. As computers became more affordable in the 1980s, software such as DEGAS Elite (1986) for the Atari ST, Deluxe Paint (1985) and Deluxe Paint 2 (1986) for the Commodore Amiga, and Paint Magic for the Commodore 64, inspired many later pixel artists to create digital art by careful placement of pixels. In the case of the Commodore 64 and the Amstrad CPC, some early pixel artists used joysticks and keyboards to pixel.[12]With the rise of the demoscene movement in Europe in the late 1980s, artists who were proficient with creating pixel art using 8-bit computers like the Commodore 64 and ZX Spectrum or 16-bit computers like the Atari ST began to publish their pixel art as demos. Demogroups would often include coders (programmers), musicians, and graphicians, where graphicians were a common name for graphic designers and/or pixel artists. Although some graphicians worked on adding art to cracked video games (cracktros), the demoscene contributed to artistic communities creating pixel art for its own sake as art. These were often shared via floppy disks that were handed from person to person or via the postal service.[13] The golden age of the demoscene and its associated pixel art milieu, however, is often regarded as beginning in the early 1990s.[12]The Chaos Engine (1993) on AmigaBefore the 1990s, display systems were mostly based on a small 4-bit palette of imposed colors (16 fixed shades innate to each system, often incompatible with one another). The coming decade greatly improved the graphics standard with the appearance of increased color depth and indexed color palettes (For example, 512 colors for the Atari ST and the Mega Drive, 4,096 for the Amiga ECS, 32,768 for the Super Nintendo, and 16,777,216 for the Amiga AGA and the VGA mode of the PCs). During the 1990s, 2D games with manually painted graphics saw increasing competition from 3-dimensional games and games using pre-rendered 3D assets.[14] Still, pixel art games like Flashback, The Secret of Monkey Island, The Chaos Engine, Street Fighter III: 3rd Strike, Super Mario World, and The Legend of Zelda: A Link to the Past had a major influence on future artists in the game industry, the contemporary demoscene and the aesthetic of pixel art in later decades.[11]In addition to pixel art influenced by video games, pixel artists (or graphicians) in the demoscene continued to make pixel art for demos and cracktros. Some demoscene pixel artists active in the 1990s have cited movies and urban graffiti as important influences for their art, particularly in designing logos.[15][16] In addition to copying sprites from existing video games, demoscene pixel artists also copied the work of popular artists and illustrators such as Ian Miller and Simon Bisley.[17] Competition gradually became an increasingly important part of demoscene gatherings, including pixel art (graphics) competitions, and as teenagers and young adults were the major demographic in these gatherings, a lot of demoscene pixel art referenced familiar fantasy, science fiction and cyberpunk tropes. Demoscene competitions had a major effect in shaping the direction of pixel art. Prominent artists would look for ways to innovate, display superior technique, overcome technical restrictions, and in many cases aim for photorealism through anti-aliasing.[18]As the internet became more available in the 1990s, pixel artists and demosceners gradually began to spread their pixel art via websites, instant messaging, and online file sharing. While the demoscene was arguably most popular among young men, an online movement began in the late 1990s known as pixel dolls or 'dollz', which was popular among young women. The increased popularity of online chatting and personal webpages at a time before digital cameras were common led to an increased demand for personal representation through personalized avatars. These avatars often took the form of pixel dolls, being pixel art characters that could be outfitted with different clothing and accessories. As pixel dolls grew more and more common, many pixel artists gradually began to develop this as an independent artform.Advance Wars (2001) on Game Boy AdvanceThe 2000s were a pivotal decade for pixel art establishing itself as an artform practiced around the world, separate from other forms of digital art. In particular, the Pixelation forum and Pixel Joint gallery are credited as the most influential English-speaking online communities, connecting pixel artists all over the world in a way that the mostly Western European demoscene movement had not.[19][20][14] Pixelation was a web forum where artists could share pixel art to give and receive feedback. Its main focus was critiquing, developing skills and understanding of pixel art, more so than simply sharing art for the sake of admiration, entertainment, or competition. Pixel Joint is an online gallery where members can submit personal work and comment on other members' pixel art. It has features such as weekly challenges, a forum, a hall of fame, and a monthly top 10-pixel art competition based on member voting.Over time, the overlapping but separate communities of Pixelation and Pixel Joint were engaged in online discourse about the nature of pixel art, inspiring widely shared tutorials and arguably contributing to a new paradigm that was different from the pixel art of the 1990s.[21] A major concern was to establish pixel art as its own medium and/or art form, separate from other types of digital art, such as Oekaki. In particular, highly restricted palettes (e.g. a maximum of 8 or 16 colors) were argued by some to be a defining feature of pixel art. One example is the so-called "8 color gentlemen's club", consisting of pixel artists who celebrated pixel art with 8 colors.[22] The use of transparent layers and smudging tools was also considered non-pixel art and unacceptable for the Pixel Joint gallery. Whereas the demoscene had, to a large degree, revolved around physical gatherings and groups of artists, musicians, and programmers collaborating, pixel art communities on Pixel Joint and Pixelation were based mostly on online interaction among individual artists. On Pixel Joint, pixel art made through collaboration between artists was not accepted in the gallery but considered a separate pursuit. The relatively strict ideas of what constituted acceptable pixel art, enforced by moderators on Pixel Joint, led to repeated conflict but also contributed to pixel art standing out as a separate medium at a time when many types of digital paintings were shared on the internet, on websites like DeviantArt. In particular, several prominent artists mention Cure's tutorials as significant for learning about pixel art as a separate art medium or art form.[21]After the golden age of demoscene pixel art in the 1990s, many notable pixel artists of that milieu took a break from pixel art in the 2000s - although some made an early transition to join Pixelation and Pixel Joint, such as Gas 13 and Tomic.[22] While activity did decline, the demoscene continued to explore pixel art on platforms from the late 1980s and early 1990s, particularly using the Commodore 64 and Atari computers.[23]Pixel doll communities grew rapidly during the 2000s, in large part due to the continued growth of forums, message boards, and chat services. With websites like the Doll Palace, Eden Enchanted, DeviantArt, and many personal websites, pixel dolls were increasingly recognized as a new art form, with public feedback, competition, tutorials, best practices, and rules of conduct. The 2000s were arguably the height of pixel doll popularity, in part because of various online communities that made use of pixel dolls for avatars and the popularity of internet forums in an age before social media. Despite this, there was relatively little interaction between the pixel doll communities and other pixel art communities such as Pixel Joint, Pixelation, or the demoscene.In video games for computers and consoles during the 2000s, pixel art was largely abandoned in favor of more modern graphics, particularly based on 3D. Many professional game artists who had been working with pixel art either left the industry or switched to other forms of digital art. This arguably contributed to pixel art establishing itself as an independent art form, practiced mostly by independent artists rather than game industry employees. There are a few notable exceptions, such as Habbo Hotel, which inspired a great amount of isometric pixel art, and Advance Wars, for Game Boy Advance.Superbrothers: Sword & Sworcery EP (2011)The popularity of pixel art accelerated during the 2010s.[24][25][14] One major contribution to this trend was the success of several 'retro' pixel art games such as Superbrothers: Sword & Sworcery EP (2011), Terraria (2011), Fez (2012), Papers, Please (2013), Shovel Knight (2014), Undertale (2015), Owlboy (2016), Stardew Valley (2016), Deltarune (2018+), Celeste (2018), and Octopath Traveler (2018).[26] Many of these games combined low-resolution game assets with non-pixel art (NPA) elements such as filters, high definition UI, or special effects.[27][28] The increased attention on pixel art in media and the game industry coincided with the rapid growth of pixel art communities. Owlboy's art director, Simon Andersen, explained that he wanted to show the advantages of the pixel as an art medium, pushing the potential of the artistic technique and showcase pixel art done properly, without millions of colors or 3D captures.[29] In contrast, the heavily stylized and abstract Superbrothers: Sword & Sworcery EP made extensive use of filters and non-pixel art graphics. Superbrothers: Sword and Sworcery also allowed players to share various in-game achievements on Twitter, the #sworcery hashtag went viral, contributing to the renewed interest in pixel art in video games.[30]Pixel Joint and Pixelation remained important communities with a growing number of contributors, but the 2010s saw the rise of new communities on Reddit, DeviantArt, Instagram, and Twitter. While Pixelation, in particular, had a core of very dedicated, often professional, pixel artists and Pixel Joint had moderators who accepted or rejected submissions to its online gallery, new pixel art communities in social media were naturally less cohesive, yet more open. Not only did social media contribute significantly to the continued growth of pixel art, and more traffic to older pixel art websites, but websites like Tumblr, Twitter, and Instagram also gave significant global attention to new pixel artists outside of the traditional pixel art communities, such as Waneella and Pixel Jeff.[31][32]Papers Please (2013)During the 2010s, the demoscene arguably entered a silver age, as several older artists returned to their hobbies after a hiatus.[33][34] In addition, the increasing popularity of pixel art in this decade also attracted new artists to the demoscene, who had not been active during the 1990s and 2000s.[35] It is important to note that the demoscene and its graphics competitions never stopped, but the 2010s could nevertheless be considered a period of rejuvenation.As advanced digital painting software like Photoshop became more widely available and easier to use, the pixel doll community split into a group of artists using traditional pixel art, known as pixel-shaders, and a group of artists using more advanced tools, known as tool-shaders. As internet forums lost popularity and drawn avatars were increasingly replaced by photos in internet communities, the pixel dolling community gradually became less active in this decade.Perhaps because of the rise of pixel art in video games and social media, pixel art was also seen in other areas of popular culture and even made its way to public museums. Ivan Dixon and Paul Robertson received international attention for making a pixel art version of The Simpsons' introduction sequence.[36] Eboy became well known for their isometric pixel art displays, often used for advertisement or sold as independent art.[37][38][14] The work of pixel artists such as Octavi Navarro and Gustavo Viselner was featured in major newspapers and magazines.[39][40] French urban artist Invader received international attention for his urban pixel art mosaics, seen around the world.[41] Among 1980s-inspired synthwave artists and groups, pixel art was used to make music videos, such as Valenberg's work for Perturbator and a Gunship music video by pixel artists Jason Tammemagi, Gyhyom, Mary Safro, and Waneella.[42] In 2012, the Smithsonian Institution museum of Washington created an exhibition called The Art of Video Games, attended by almost 700,000 people.[43][44]Teenage Mutant Ninja Turtles: Shredder's Revenge (2022)Although some commenters had predicted the decline of "retro" pixel art after a wave of pixel art games in the 2010s, pixel art has continued to remain popular in the current decade.[28] One major contributing factor seems to have been the COVID-19 pandemic, as people around the world spent more time online, playing games, using social media and developing new hobbies. A second contributing factor seems to have been the rise of NFTs, as pixel art became an inexpensive way to produce large numbers of artworks.[45] As the market for NFTs grew rapidly, many pixel artists embraced the new technology as a new source of income. Many notable professional artists also expressed skepticism and disapproval of NFTs, citing environmental factors, pyramid scheme claims, and money laundering as reasons for rejecting offers. One of the most profiled examples of pixel artists expressing opposition to NFTs is Castpixel, citing environmental effects and artificial scarcity.[46] Furthermore, as is the case with other forms of digital art,[47] pixel artists have also discovered many cases of plagiarism and fraud by actors who download pixel art without permission to sell as NFTs. Although the discussion around pixel art theft is not new,[32] the issue has certainly become more controversial with the rise of NFTs.Perhaps linked to the increased influence and attraction of social media platforms like Twitter, Mastodon, Reddit, and Instagram, older pixel art communities on Pixelation and DeviantArt declined in the 2020s. Discord became an important platform for pixel art communities like Pixel Joint, PAD (Pixel Art Discord), Lospec, and Trigonomicon. In the early fall of 2022, Pixelation announced the closing of its webforum and a transition to Twitter.Pixel art continued to be a popular style in games across platforms, with releases such as Eastward (2021), Loop Hero (2021), Vampire Survivors (2022), Pizza Tower (2023), Blasphemous 2 (2023), Dave the Diver (2023) and Balatro (2024), Antonblast (2024) Some argued that the recent wave of pixel art games, released thirty years after the release of the SNES, was largely influenced by nostalgia and freedom from publishers, responding to unoriginal stories in modern video game blockbusters and wanting to integrate contemporary themes, such as ecological concerns and representation of queer characters.[48]Pixel art typically involves more careful and deliberate placement of pixels compared to other forms of digital art.[26] Artists use different brush sizes (e.g. 1x1 or 2x2 pixels) and a variety of tools, such as free-hand/pencil, lines, and rectangles.[49] One key difference between pixel art and other digital art is that pixel artists tend to apply a single color at a time, avoiding tools such as soft edges, smudging, and blurring.[3] Agreeing on which tools and techniques are considered non-pixel art (NPA) is something that has caused considerable disagreement in the past. For example, applying layers with different filters that adjust hue or light values is considered a non-pixel art technique, but the resulting art may still be considered pixel art if there's a clear foundation of deliberate placement of pixels.[3] To preserve the careful pixel placement, pixel art is preferably stored in a file format utilizing lossless data compression. The JPEG format, for example, is often avoided because of its compression, as it introduces visible artifacts in the image.Different restrictions are central to pixel art, and these are often traced back to technical limitations of hardware such as Amiga, Commodore 64, NES, and early computers. The two most common restrictions are resolution and palette, and pixel artists often work with a significantly reduced canvas size and number of colors compared to other digital artists. (Lee, p.276)[citation needed] Examples include Commodore 64 restrictions (320x200 resolution, 16 colors), original ZX Spectrum restrictions (256x192 pixels, 15 colors), and GameBoy restrictions (160x144 pixels, 4 colors).Some artists start the process of pixelling by drawing line art, while others begin by blocking in simple shapes and big clusters. Traditionally, pixel art was done on a single layer, similar to painting on a canvas, but modern software permits work with multiple layers, potentially adding animation or transparency to the foreground while keeping a static background.Without (left) and with (right) anti-aliasingTo deal with the various restrictions of pixel art, such as reduced resolution or colors, pixel artists have traditionally employed several techniques specific to the art form. One widely used technique is dithering, commonly using noise or a repeating pattern such as a checkerboard or lines to create a third color when seen from a distance. Other common techniques include anti-aliasing (AA) where strong edges are softened by manually placing pixels, and sub-pixelling, changing the colors of pixels to create an illusion of movement.[3]Because pixel art is a flexible medium, pixel artists can often imitate styles from traditional media, such as impressionism or pointillism in oil painting or cross-hatching in embroidery.[3] Pixel art is not a style itself, but a broad artistic medium.[28] However, there are different styles within pixel art that revolve around pixel placement. One common distinction in style is the use of clusters. A cluster is a field of connected pixels with the same color. The opposite of a cluster is an isolated pixel (1x1) surrounded by pixels of other colors. Cluster size has become an important marker of pixel art styles, where some pixel art uses large clusters and avoids isolated (orphan) pixels, whereas other works use clusters of all sizes in combination with isolated pixels, or even rely primarily on isolated pixels and small clusters for a more grainy, noisy texture. Styles that rely more on small clusters and isolated pixels often have similarities with pointillism and impressionism, whereas pixel art with larger clusters and geometric shapes has similarities with cubism and suprematism. Although some artists have been known for championing a particular style, many pixel artists alternate between different styles in their works.Isometric pixel art graphics in X-COM: UFO Defense (1994)Pixel art is a flexible medium and shares traditions of figure drawing, landscapes, and abstract with traditional media. However, certain genres have emerged as particularly popular. These genres often overlap, but include:1-bit pixel art combining sprites with text. The text says: "If it is to be, it is up to me!"Isometric: Pixel art drawn in a near-isometric dimetric projection. Originally used in games to provide a three-dimensional view without using any real three-dimensional processing. Normally drawn with a 1:2 pixel ratio along the X and Y-axis.Sprites: Characters and game assets typically drawn in the fashion of platformer games and fighting games such as Streets of Rage or Street Fighter II or JRPGs (Japanese Roleplaying Game) such as Final Fantasy.[3]Pixel dolls: Also known as dollz. Sets of pixel art characters, usually with customizable appearance and sets of clothing. Often used as avatars for chatting and forums, or in dress-up games.Mock-ups: Concepts for non-existing pixel art games, including a user interface and other game elements. Retro-style mock-ups based on modern games are called 'demakes'.[37]A comparison between oekaki style (left) and pixel art (right)Oekaki is a form of digital art done at small resolutions that present many similarities with pixel art. However, in Oekaki, the placement of individual pixels is not considered as important compared to the general feel of the artwork, giving it a characteristic "messy" or jagged look.Essentially all raster graphics editors can be used in some way for pixel art, some of which include features designed to make the process easier. See Comparison of raster graphics editors for a list of notable raster graphics editors. The following notable programs were designed specifically to facilitate drawing pixel art.Relevant software whose primary function is the creation of pixel art graphicsSoftwareDescriptionLicenseFinancial costSupported platformsAsepriteAseprite features numerous tools for image and animation editing such as layers, frames, tilemaps, command-line interface, Lua scripting, among others. An open-source fork called Libresprite was created before Aseprite became proprietary, which has become a popular free alternative.ProprietaryFree source code, paid precompiled binaries.WindowsmacOSLinuxGraphics GaleGraphics Gale is a Japanese pixel art editor with animation features and a color-based transparency system which game artists extensively used during its early years. It was written in 2005, made freeware in 2017, and last updated in 2018.[50]ProprietaryFreeWindowsGrafX2GrafX2 was released in 1996, inspired by the Amiga programs Deluxe Paint and Brilliance. Specialized in 256-color drawing, it includes a broad array of tools and effects suitable for pixel art and 2D video game graphics.LibreFreeAmigaOSAndroidAtari MiNTFreeBSDGenodeHaikuIRIXLinuxmacOSWindowsMorphOSMS-DOSSyllable DesktopPro Motion NGPro Motion NG is primarily geared toward drawing art for video games, with features and tools for animation, spritework, and tilesets.[50]ProprietaryFreemiumWindowsmacOSLinuxASCII artCel shadingCross-stitchLow polyMosaicOekakir/place^ The term was originally coined in the form 'pixel art' (spaced) in a journal letter by Adele Goldberg and Robert Flegal (main section: Origin).However, as time has passed the following alternative spellings have also been used to refer to the same medium:"Pixel-art""Pixelart" (Compound)"Art of pixels" in some languages, like French.[1]Pixelation - a pixel art critique and discussion forum. Active 2005 - 2022. 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CRC Press.^ a b Dawe & Humphries (2019), p.18, preface.Retrieved from " 2Computer color depthColor depth1-bit monochrome8-bit grayscale8-bit color15- or 16-bit color (high color)24-bit color (true color)30-, 36-, or 48-bit color (deep color)RelatedIndexed colorPaletteRGB color modelWeb-safe colorvte8-bit color graphics are a method of storing image information in a computer's memory or in an image file, so that each pixel is represented by 8 bits (1 byte). The maximum number of colors that can be displayed at any one time is 256 per pixel or 28.[1]8-bit color, with three bits of red, three bits of green, and two bits of blue.In order to turn a true color 24-bit image into an 8-bit image, the image must go through a process called color quantization. Color quantization is the process of creating a color map for a less color dense image from a more dense image.[2] The simplest form of quantization is to simply assign 3 bits to red, 3 bits to green and 2 bits to blue, as the human eye is less sensitive to blue light. This creates a so called 3-3-2 8-bit color image, arranged like on the following table:Bit 7 6 5 4 3 2 1 0Data R R R G G G B BThis process is sub optimal. There could be different groupings of colors that make evenly spreading the colors out inefficient and likely to misrepresent the actual image. An alternative approach is to use a palette, with each of the 256 possible indexes pointing towards a larger color space (ex: 256 colors chosen from 4096).Because the color map doesn't need to have every color in it and just needs to accurately represent the more color dense image, an arbitrary color can be assigned to each of the 256 available color indexes on the map. Popular approaches for creating these maps (also known as palettes) include the popularity algorithm which chooses the 256 most common colors and creates a map from them. The more accurate median cut algorithm resorts and divides colors to find the median of different color groups resulting in a more accurate final color map.[3]Because of the low amount of memory and resultant higher speeds of 8-bit color images, 8-bit color was a common ground among computer graphics development until more memory and higher CPU speeds became readily available to consumers. 8-bit color was used in many different applications including:[4][failed verification]The MSX2 series of personal computerThe Uzebox gaming consoleThe Atari FalconThe NTSC version of the Atari GTIAThe Tiki 100 personal computer (limited to 16 simultaneous color display)The Research Machines 380Z computer equipped with a High Resolution Graphics board.Wearable OS smartwatches with ambient displaysMany scanners use an 8-bit grey scale as their standardThe VGA standard for graphical interface used a redefinable 256 color (8-bit) color palette, although these were selected from an 18-bit (6-bit per RGB channel, 262,144 colors) gamut.[5][6][7][8] Developed in 1987 by IBM, the VGA interface supported a maximum resolution of 640x480 pixels. Due to this legacy, some image types such as GIF and TIFF use an 8-bit color palette system to store data.Even though it is now outdated for most consumer applications, 8-bit color encoding can still be useful in imaging systems with limited data bandwidth or memory capacity. For example, both Mars Exploration Rovers used an 8-bit grayscale format for navigation imaging.[9]Due to the nature of the 8-bit system, most images have different color maps. Since an 8-bit color display can not display two images with different color maps at the same time, it is usually impossible to display two different 8-bit images on the same such display at the same time. In practice, in order to avoid this problem, most images do not use the full range of 256 colors. Another problem comes when doing image processing: whenever two images with different color maps are added to each other, the resulting image has to have a new color map created, meaning another quantization operation has to occur, making the resulting image an imperfect version of the expected result.[1]Currently, most graphics hardware runs in 24-bit truecolor or 32-bit truecolor (24-bit truecolor and an 8-bit alpha channel). However, some remote desktop software (Virtual Network Computing, Remote Desktop Protocol) can switch to 8-bit color to conserve bandwidth. With the comparative low cost and high speeds of modern computers, some image editing is even done in a raw format with anywhere from 12 to 14 bits from each of the camera's image sensor pixels in order to avoid image quality reduction while editing.[10]PlanarPacked pixel15/16-bit color (High color)24-bit color (True color)Raw imagesColor depthList of palettesIndexed color^ a b Fisher, Robert; Perkins, Simon; Ashley, Walker; Wolfart, Erik. "8-bit Color Images". Hypermedia Image Processing Reference. University of Edinburgh. Retrieved 14 November 2019.^ Fisher, Robert; Perkins, Simon; Walker, Ashley; Wolfart, Erik. "Color Quantization". Hypermedia Image Processing Reference. University of Edinburgh. Retrieved 14 November 2019.^ Spring, Kenneth R.; Russ, John C. "Color Reduction and Image Dithering". Molecular Expressions Optical Microscopy Primer Digital Image Processing. Michael W. Davidson and The Florida State University. Archived from the original on 2 December 2020. 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Retrieved 14 November 2019.Retrieved from " 3The following pages link to 8-bit color External tools(link counttransclusion countsorted list) See help page for transcluding these entriesShowing 50 items.View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)GIF (links | edit)The Addams Family (links | edit)Acorn Archimedes (links | edit)ANSI escape code (links | edit)High color (links | edit)Binary image (links | edit)Macintosh II (links | edit)Color management (links | edit)FFmpeg (links | edit)Amiga Unix (links | edit)Police Quest (links | edit)Deluxe Paint (links | edit)Web colors (links | edit)Color depth (links | edit)Fourth generation of video game consoles (links | edit)Grayscale (links | edit)Pixel art (links | edit)The Settlers (1993 video game) (links | edit)The Dagger of Amon Ra (links | edit)Multimedia PC (links | edit)FM Towns (links | edit)SimTower (links | edit)FM Towns Marty (links | edit)CP System II (links | edit)Wallpaper (computing) (links | edit)Tseng Labs (links | edit)Freddy Pharkas: Frontier Pharmacist (links | edit)The Legend of Mir 3 (links | edit)Microsoft Office 2003 (links | edit)Microsoft Office XP (links | edit)Microsoft Space Simulator (links | edit)Cirrus Logic (links | edit)New World Computing (links | edit)Palm IIIc (links | edit)Rex Nebular and the Cosmic Gender Bender (links | edit)Pitfall: The Mayan Adventure (links | edit)BioForge (links | edit)Microsoft Office 2000 (links | edit)Eight-bit color (redirect page) (links | edit)The Settlers III (links | edit)256 colors (redirect page) (links | edit)IBM 8514 (links | edit)Stunt Island (links | edit)Posterization (links | edit)Xterm (links | edit)Autodesk Animator (links | edit)Michael Stemmle (links | edit)History of telecommunication (links | edit)Sun-1 (links | edit)Extended Graphics Array (links | edit)History of videotelephony (links | edit)Palette (computing) (links | edit)Indexed color (links | edit)Sharp MZ (links | edit)Siemens M65 (links | edit)Myth III: The Wolf Age (links | edit)Vadem Clio (links | edit)Curse of Enchantia (links | edit)Unreal Engine 1 (links | edit)The Dark Queen of Krynn (links | edit)View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Retrieved from " WhatLinksHere/8-bit_color"FLUX AIAI Image GeneratorAI ToolsTransform any image into pixel art with FluxAI's free photo to pixel art AI tool. Whether it's a portrait, logo, or photo, our generator instantly pixelates it into stylized, retro visuals with customizable settings.Upload a photo and let our AI pixel art generator do the magic. It intelligently simplifies images into pixel-perfect formats while preserving essential details ideal for game assets, social avatars, and digital art.Choose from a range of pixel art styles including 8-bit, modern pixel realism, and Minecraft block grids. Customize pixel sizes and palettes to match your creative vision.Create pixel art instantly with our Photo to Pixel Art generator. No registration or downloads needed. Just upload your image or input a prompt and start designing within seconds.Choose a photo from your device or type in a description like 'a wizard in a pixel forest'. Our AI will begin processing your input immediately.Customize through your prompt including pixel style (e.g., "8-bit", "Minecraft", "modern"), pixel size, and color palette to shape your ideal output.Once your pixel art is generated, preview it instantly and download the final image or share it directly with your community.Transform your ideas into block-based designs with our Minecraft pixel art generator. Whether you're planning a massive in-game mural or a simple character build, this tool helps you visualize it in pixel-perfect grids.Capture the charm of retro gaming with our 8 bit pixel art generator. Generate characters, icons, or scenery with limited colors, bold outlines, and old-school vibes perfect for game prototyping or social avatars.Design your own creature universe using our fakemon pixel art generator. Inspired by GBA-era Pokmon sprites, this mode is ideal for creating original monsters for fan games, collections, or concept art.Need a retro spin on your brand? Use our pixel art generator for logos to create stylized versions of your company name, symbol, or app icon in pixel grid form perfect for game jams, retro websites, or nostalgic packaging.I used the generator to create NPC characters for my pixel platformer. The results were shockingly good clear lines, great color balance, and totally usable sprites right out of the box.Tried it for fun, ended up making a whole retro Twitter avatar set for my friends. The ability to control style and pixel size made it feel like a real art tool, not just a gimmick.Way better than other pixel filters Ive tried it actually feels like handcrafted pixel art, not just a blurry version of my original.Dan Y.Game Design StudentI made custom pixel avatars for my streaming channel in minutes. It's perfect for stream overlays and emotes!Converted my favorite anime character into a Minecraft pixel grid. Shared it with friends and now we're building it together block-by-block.Alex M.Minecraft EnthusiastUsed this tool in my class to teach students about digital abstraction and pixel design. They loved how easy and fun it was!Ryan T.High School Art TeacherLooking to convert your images into pixel art using AI? Perfect for artists, game developers, and fans of retro aesthetics, this tool is 100% free to try and does not require any login. Whether you're preparing assets for a pixel-style project or simply want to pixelate your favorite photo for fun, our AI delivers high-quality results instantly.Our image to pixel converter makes it easy to transform any digital photo into pixelated artwork. Using intelligent algorithms, the tool simplifies your image into a grid-based format, reducing color and detail while preserving key visual elements. The pixel converter supports multiple resolutions (from 16x16 up to 128x128 or more) and allows you to preview and download the result in seconds. Whether you're creating art for games, websites, or social media, our converter works directly in the browser with no installation required. If you're looking to convert an image into Minecraft-compatible pixel art, our specialized tool is the perfect solution. It transforms any image into a grid that corresponds to Minecraft block dimensions, letting you recreate the pixel art inside the game with ease. Choose from various resolutions (e.g., 32x32 or 64x64), and even limit the palette to Minecraft blocks for a more accurate in-game representation. This is ideal for players building large-scale pixel murals or integrating artwork into Minecraft worlds. Its fast, browser-based, and 100% free to useno Minecraft modding skills required.Our pixel art converter is designed for creators who want to turn photos or images into stunning pixel art with minimal effort. The converter intelligently simplifies complex images into clean, blocky representations while preserving the subject's identity. Unlike traditional graphic editors, this converter uses AI to ensure your artwork looks polished and intentional. Whether for fun, professional projects, or social media, this converter gives you full creative controlfree to try and online.A pixel grid generator allows users to overlay a customizable grid on any image to help visualize pixel-based designs. Our tool takes it one step further by allowing you to convert your image into a complete pixel artwork with gridlines visible, perfect for designing or recreating art block-by-block. Ideal for cross-stitching, mosaic planning, Minecraft builds, or traditional pixel art, this tool is highly versatile. Simply upload an image and select your grid size to start. Our generator is free to use, with real-time previews and export capabilities included.Our pixel generator is a versatile tool designed to create pixel art from scratch or convert existing images into pixelated formats. Whether you want to design a character manually or auto-generate pixel versions of photos, the tool supports both options. Its a powerful, no-hassle solution for anyone looking to explore or create in the world of pixel art.Converting a photo into pixel art is now easier than ever with the power of AI. Our tool allows users to upload any imagewhether it's a portrait, landscape, or illustrationand instantly transform it into high-quality pixel art. This process involves reducing the image resolution, applying a pixel grid, and reinterpreting the color palette to give it that nostalgic, 8-bit style. No design experience is needed! You simply upload your photo, and let the AI do the rest. The result is a clean, stylized pixel image that's perfect for game design, NFTs, avatars, or creative projects. Whether you're looking to recreate your pet in pixel form or design assets for your indie game, our AI pixel art generator is the ultimate solution.Our AI-powered pixel art generator is a leading solution for turning any photo into pixel art effortlessly. Trained on thousands of pixel art examples and fine-tuned for aesthetic accuracy, this tool uses advanced image recognition and style transformation to convert real-world images into charming, retro-style pixel illustrations. Unlike manual pixel art creation, which is time-consuming and requires artistic skill, our AI does the heavy lifting in seconds.Whether you're a game developer, hobbyist, or just curious, our AI gives you instant pixel art with professional-level quality.Creating pixel art is easy and accessible with FluxAI.arts pixel art generator, which is free to try. There's no need to download software or manually place each pixel. Just upload an image, and the AI will instantly convert it into pixel art at your chosen resolution.Yes! Our AI pixel art generator is free to try, with no sign-up or payment required.Absolutely. With FluxAI.art, you can upload any image whether its a portrait, logo, or scene and the tool will automatically transform it into pixel art.FluxAI supports 8-bit, modern pixel realism, Minecraft-style grids, and more giving you full creative control.Content generated on FluxAI.art can be used for commercial purposes if you have an active subscription. Free users may use results for personal use only.No installation needed. The tool works entirely in your browser fast and lightweight.Yes, you can customize pixel size and color palette through prompt instructions to match your project needs.Yes, our pixel art generator is fully responsive and works on mobile, tablet, and desktop devices.Pixelied makes it easy to share your pixelated creation on your favorite platforms. Our image editor enables you to resize your photos to respect the size specification of platforms like Instagram, Pinterest, Twitch, and more.And once youre done editing your picture, you can download it in high-resolution image formats that are perfect for sharing, such as JPG, PNG, SVG, and more.Upload your image, pick desired output size and download SVG and PNG files.Upload image100% free, no signup required, we don't store or share any of your imagesClick to Uploador drop an image hereSupports JPG, PNG, WEBP formats Pixel art is a digital art form that uses limited pixels and colors to create images with a distinctive retro aesthetic. PixelAny employs advanced image processing algorithms to transform ordinary photos into pixel art by reducing image resolution, quantizing color depth, and applying intelligent downsampling techniques. PixelAny supports JPG/JPEG, PNG, WEBP, BMP, and GIF formats. For best results, we recommend using high-resolution images. The maximum file size is 10MB. For portraits, use 8-12 pixel size; for landscapes, 4-8 pixels. Adjust color depth based on desired style: 2-4 bits for retro look, 6-8 bits for modern pixel art. Fine-tune brightness and contrast within 20 range for optimal results. If you own the copyright to the original photo, you can use the converted pixel art freely. However, please respect copyright laws and obtain necessary permissions for portraits or trademarked content. Common Issues & Solutions: Blurry Results: Ensure original image clarity, avoid heavily compressed photos Color Distortion: Adjust color depth parameters to increase available colors Lost Details: Reduce pixel size to preserve more image information Poor Contrast: Fine-tune brightness and contrast settings Best Practices: Choose images with clear subjects and simple backgrounds. For portraits, use front-facing clear photos. For landscapes, select images with distinct foreground and background layers. PixelAny's core advantages include: Smart Algorithms: Advanced image processing technology that better preserves image characteristics Real-time Preview: Instant parameter adjustment with immediate visual feedback Comprehensive Controls: Full range of parameters including pixel size, color depth, brightness, contrast, and saturation User-Friendly: No technical expertise required - simple three-step conversion process High-Quality Output: Support for high-resolution pixel art export suitable for printing and display We focus on delivering the best user experience and conversion quality in the pixel art generator market. PixelAny fully supports mobile devices including iOS and Android smartphones and tablets. Our responsive design ensures excellent user experience across all screen sizes and devices. Conversion Speed: Typically completes within 2-10 seconds, depending on: Original image file size and resolution Selected pixel size and color depth settings Device performance and network conditions We've optimized our algorithms specifically for mobile performance, ensuring fast conversion while maintaining high-quality output on all devices. PixelAny provides multiple saving and sharing options: Direct Download: Click "Download Pixel Art" for high-quality PNG format images Social Sharing: Direct sharing to Facebook, Twitter, Instagram, and other platforms Cloud Storage: Registered users can save artwork to personal galleries Print Output: High-resolution downloads perfect for posters, stickers, and physical products We recommend saving the original high-resolution version for future use in different applications. All downloads maintain optimal quality with no watermarks added. We provide comprehensive technical support through multiple channels: Email Support: (24-hour response time) Online Help: Help center accessible from the website footer FAQ Resources: This FAQ page covers 90% of common questions User Community: Join our user forums for peer-to-peer assistance Live Chat: Available during business hours for immediate assistance When contacting support, please include detailed information about your device, browser version, specific steps taken, and error messages encountered to help us resolve your issue quickly. photo2pixel is an online image to pixel style(8-bit) tool that can generate beautiful pixel art paintings within seconds. You can try different combinations of style options to achieve the best result. Why photo2pixels result is better than its alternatives? Pixel-style images generally consist of some highly abstract meaningful regions with clear boundaries and smooth and coherent lines; in addition, unlike the continuous changes in brightness of natural images, pixel-style images have abrupt brightness and high contrast. Pixel style rendering algorithm usually solves the following two key problems: first, how to divide meaningful regions from the original image; second, how to obtain smooth, coherent and clear region boundaries. the photo2pixels algorithm achieves SOTA in both of these two problems. Go to photo2pixel github project to see algorithm details. Why photo2pixel is fast? All calculation was done within the browser, which also means that your data will never be uploaded to the server. Why pixel art (8-Bit) becomes popular? Pixel art style was first appeared in 8-bit video games. Due to the limitation of computer memory and the display color, only a small number of pixels can be used to present content. With the increase of memory capacity and screen resolution, the limitation of memory and display color is no longer a problem, pixel art style has gradually evolved into a unique creative style. The Middle-Ages Sword Famous Painting Tuned City Street with Light NASA Moon Landing Japan Mount Fuji Effortless Pixel Art Creation for BeginnersPowered by the FLUX model, MyShell Pixel Art Generator instantly turns photos, illustrations, or screenshots into stunning pixel art. Unlike complex traditional tools, its designed for everyone. With just a few clicks, anyoneexpert or beginnercan effortlessly create professional-quality pixel art. Simple, intuitive, and fun.

Create pixel art in photoshop. Make pixel art photoshop. Pixel art photo editing. Pixel art photoshop setup. Pixel art photo.

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- huliribovo
- how to replace recliner pull handle