Digital Game Design 1

Create Your Avatar

Draw an avatar for your game by filling in squares that represent pixels.

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Turn the page for Design Tips!

DESIGN TIPS:

- Think about characters or avatars from games you know already: What do they look like? How can you draw inspiration from characters you know?
- After you have an idea, sketch it on scratch paper and squint at it. If you can't see details when you squint at the avatar, they won't work well on the grid. For example:
  - If you want to focus on a facial expression, consider creating a face and not a whole body.
  - If you want to create a full body, don't worry about the facial expression — it will probably be too small to be seen.
  - If you want to include a small element for your avatar, make it bigger in the drawing. Character designers often make things much bigger or smaller than they are in the real world.
- Once you have a design you like, draw your avatar lightly on the grid to see how the lines and shapes fit into the grid squares.
- After you've fit your avatar onto the grid, color in each pixel. Each square is a pixel, so you have to color in the whole square.

ONCE YOU'VE DESIGNED YOUR AVATAR, NAME YOUR CHARACTER AND WRITE A SHORT DESCRIPTION ABOUT THEM.

Avatar Name	
Avatar Details A short blurb about your avatar's personality, background, family, friends, etc.	