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Thread: [Pixel Art! - Create Art From Pixels...](#)

Tina - September 10, 2013, 8:35 pm

Decided to try and make a pixel art tool with HTML 5 and jQuery. Overall, I think it turned out good.

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Instructions:

- To create a pixel, either click "New Pixel!" on the right, or press "p" on the keyboard.
- Pressing "space" on the keyboard will create a new pixel without resetting the new pixel's position.
- You can go back to pixels you've already placed. Just click on a pixel again to toggle it.
- To delete the currently toggled pixel, either click "Delete Pixel" on the right, or press "d" on the keyboard.

Features:

- Save your work and come back to it later.
- Take a screenshot of your pixel art.

To-Do:

- Update design.
- Add more shortcuts.

Handsome Banana - September 11, 2013, 8:59 am

All I could get working was moving the pixel around the screen but that was still fun xD

Will be great to play around with when it is finished.

Inkling - September 11, 2013, 9:14 am

This is pretty cool, had some fun playing around with it.

<http://i.imm.io/1g9CO.png>

Tina - September 11, 2013, 2:55 pm

Fixed all the issues I came across such as pixels going off the canvas. Loading and saving work just fine now. Added a few shortcut keys as well as redesigning a few aspects.

Grin - September 11, 2013, 2:58 pm

Could you make the pixel cruising a bit smoother please?

Tina - September 11, 2013, 3:36 pm

(Sep 11, 2013 02:58 PM)Grin Wrote: [\[CITE\]](#) Could you make the pixel cruising a bit smoother please?

Alright, done. Made it smoother. Not sure if it's smooth enough or not, didn't want to over-do it.

Grin - September 11, 2013, 4:06 pm

In my opinion, it's still not as fluid as it should be for easy drawing.

Tina - September 12, 2013, 5:56 pm

(Sep 11, 2013 04:06 PM)Grin Wrote: [\[CITE\]](#) In my opinion, it's still not as fluid as it should be for easy drawing.

Not sure how I can make it more fluid. Just causes issues if I try animating it. Adjusted it a bit more, made it a bit more smooth. About as smooth as I can get it to be without making it feel "sluggish". Might play around with it more later.

Also, added a shortcut for the space bar. Pressing it will make a new pixel as well, without resetting the new pixel's position.