2D Game Art For Programmers - Part 4

By Chris Hildenbrand on 11/03/11 06:42:00 pm

After the initial playing around with circles and squares, learning a little bit about the fills and combining objects [part 1], the playing around with gradients to set a scene [part 2] and the creation of a game character [part 3] I was going to post the basic animation tutorial next but got a little sidetracked and thought I share this one with you.

Creating a fluffy bird

I just played around with more circles and a different approach to the eyes from the first tutorial... as well as using the bezier curves and straight line tool for some simple shapes.
Variation is the key. You can use the elements to form all sorts of critters.
Taking it a little further let's go from the bird to a character with a basic face by using mainly circle, more advanced straight line tool and the node modifier.
Start with a circle again. Convert it to a path and add some nodes.

Deform the circle to the basic face shape.

Duplicate the shape and scale it down...

Move the two nodes on the right side upwards to form the ear. Adjust the curves on the top and on the right.

Duplicate the ear shape, mirror it and move them to side of the face.

Create another duplicate of the face shape for the neck and place it centred underneath the face.

Bring in the eye from the earlier tutorial 'More fun with circles' with a copy and paste...

... and adding four modified circles for the mouth and shading of the ears, neck and the mono-brow.

Another copy of the face form the shoulders/upper torso. Create a rectangle to cut the bottom with the Path/Difference command.
With the initial setup done it’s time to play with the shapes and try out some variations.
Creating facial expression is easily achievable with this basic setup. Lower the eyes and raise the ears to look down...

... or shift the elements a little to the right and make the right ear smaller to look to the side...

... or tilt the head even further and put on a big smile and an even bigger eye.

With minor changes and some additions the basic elements of this tutorial can turn into infinite other faces.

Squashing and elongating the head, changing the setup eyes, changing the shading of the face or increasing the level of detail allow for endless new variations.
I hope you enjoyed this addition and it gave you some ideas how to have fun with vectors.