a) implied area (white)

An **area** is a collection of a finite amount of pixels, all connected to each other but perceptually separated from their surrounding pixels.

Areas are two dimensional by definition but can be wrapped across the surfaces of three dimensional objects.

Three dimensional objects themselves can be faked inside the two dimensional nature of the raster by applying a technique called projection and by shading the resulting areas.

further reading:

  * W Area

From:
http://pixelwiki.comun.se/ - **Pixel Art Historical Society**

Permanent link:
http://pixelwiki.comun.se/doku.php?id=paag:area

Last update: **2019/04/07 10:56**