

# Pixels And Art Glossary

## Introduction

Pixels And Art Glossary (by [0xDB](#))

A non-exhaustive Pixels And Art Glossary, descriptive in nature, compiled from some of the elements observed in what is vaguely known as “Pixel Art”, from historical technological evolution of computer graphics (~1970-2000 [WCE](#)) and from thoughts developed by the major Pixel Art communities on the internet (199x CE and up), as well as terms used in art which are not limited to “Pixel Art”.

## Scope and Intention

This is NOT an attempt to create and provide a formal definition of “Pixel Art” nor an attempt at providing a dogmatic set on good and bad practices. It is to be understood as being **purely descriptive**: the goal is to keep all documents on here descriptive without imposing any kind of judgement, positive or negative, upon the described concepts. For example, “Pillow Shading” will be included but there will be nothing in the description which advises for or against doing it and it should be left to the discretion of the readers to decide how they use the knowledge and whether and in what way they apply it to their craft.

This glossary will not duplicate knowledge already available on other encyclopedias and websites and instead link to them where applicable to provide a structured portal or starting point which leads to more in depth knowledge for the interested readers.

Tutorials on “Pixel Art” are specifically and intentionally beyond the scope of this glossary but there might be a section linking to tutorials in the future. Same applies to Tools used to create “Pixel Art”.

This scope might be expanded in the future.

And now have fun!

#

- [5 P's and 5 C's](#)

A

- [Achromatic Color](#)
- [Aliasing & Antialiasing](#)
- [W Amiga](#)
- [Animation](#)
- [Area](#)
- [Aspect Ratio](#)
- [Attribute Cells](#)

- [Attribute Clash](#)

## B

- [Banding](#)
- [Bitmap & Bitdepth](#)
- [Blur](#)
- [Brightness, Lightness & Value](#)

## C

- [Cabinet Projection](#)
- [Cavalier Projection](#)
- [W Camera Obscura](#)
- [W Cartesian Coordinate System](#)
- [W CGA](#)
- [Cluster](#)
- [Color](#)
- [W Color\\_balance](#)
- [Color Cycling](#)
- [W Color Depth](#)
- [W Color Model - HSL/HSV\(HSB\)](#)
- [W Color Model - RGB](#)
- [Color Gradient/Ramp/Shift](#)
- [W Color Scheme](#)
- [W Color Space](#)
- [W Commodore 64](#)
- [W Composition](#)
- [Construction](#)
- [Contour](#)
- [Contrast](#)
- [W Cross Section](#)

## D

- [Digital Mixing Of Color](#)
- [Dithering](#)
- [Dither-AA](#)
- [W Drawing](#)

## E

- [W EGA](#)
- [W Elevation](#)

## F

- [Format](#)
- [W Foreshortening](#)

## G

- [Gesture](#)
- [Gradient](#)
- [Graphic Mode](#)
- [W Graphical Projection](#)
- [W GIF \(Graphics Interchange Format\)](#)

## H

- [History Of Pixel Art by Cure](#)
- [W Hue](#)
- [Hue Shift](#)

## I

- [Image](#)
- [Indexed Image/Color](#)
- [Index Painting](#)
- [Isometric Projection](#)

## J

- [JPG, JPEG](#)

## K

- [Key](#)

## L

- [Layer](#)
- [Lossy&Lossless Compression](#)
- [Limitations \(see Restrictions\)](#)
- [Line](#)
- [W Lighting](#)
- [W Lightness \(aka Value, aka Tone\)](#)

## M

- [Mode](#)
- [Monochromatic Color](#)
- [Motion Blur](#)
- [WMSX](#)

## N

- [WNES \(Nintendo Entertainment System\)](#)
- [Negative Space](#)

## O

- [WOblique Projection](#)
- [Oekaki](#)
- [WOrthographic Projection](#)
- [Outline](#)

## P

- [WPNG \(Portable Network Graphics\)](#)
- [Palette](#)
- [Palette Effect](#)
- [Palette Structure](#)
- [Palette Swap](#)
- [Palette Swap - Color Cycling](#)
- [Painting With Pixels](#)
- [Parallel Projection](#)
- [WPerspective \(graphical\)](#)
- [Perspective Projection](#)
- [WPerception](#)
- [WPicture Plane](#)
- [Pillow Shading](#)
- [WPixel, an element in a digital raster image](#)
- [WPlan \(drawing\)](#)
- [Projection \(Graphical\)](#)

## Q

## R

- [WRaster](#)
- [\(Aspect\) Ratio](#)
- [Ramp](#)
- [Resolution](#)

- [Restrictions](#)
- [Rendering](#)

## S

- [Saturation](#)
- [Selout](#)
- [Set](#)
- [Sequence](#)
- [Shade](#)
- [Shading](#)
- [Shape](#)
- [Shape Bluffing](#)
- [Sketch](#)
- [W Sprite \(computer graphics\)](#)
- [Style](#)
- [W SVGA](#)

## T

- [Tall Pixel](#)
- [W Texture](#)
- [W Texture Mapping](#)
- [Tile & Tileset](#)
- [Tint](#)
- [Tone](#), see [Value & Key](#)

## U

## V

- [Value & Key](#)
- [W VGA](#)
- [W Visual Arts](#)
- [W Video Game Graphics](#)
- [Volume](#)

## W

- [Wireframing](#)
- [Wide Pixel](#)

## X

X-Axis, the first dimension in a [W Cartesian Coordinate System](#)

## Y

Y-Axis, the second dimension in a [W Cartesian Coordinate System](#)

## Z

Z-Axis, the third dimension in a [W Cartesian Coordinate System](#)

- [W ZX Spectrum](#)

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