

here be resources on (pixel) art, links to refs, tutorials, programs (just some category suggestions so far)

Resources

Communities/Forums/Gallery Sites

- [Pixelation \(forum\)](#) (*aka Way Of The Pixel*)
- [Pixel Joint \(gallery & forum\)](#)

Programs

3D Modelling

Name/Link	Windows	macOS	GNU/Linux	Type	Free Trial	OpenSource	Description
Blender	yes	yes	yes	Freeware	-	yes	feature rich, free, open source 3D modelling package

Digital Painting

Name/Link	Windows	macOS	GNU/Linux	Type	Free Trial	OpenSource	Description
GIMP	yes	yes	yes	Freeware	-	yes	-
Krita	yes	yes	yes	Freeware	-	yes	-
Photoshop	yes	yes	no	Subscription	yes	no	-

Miscellaneous

Name/Link	Windows	macOS	GNU/Linux	Type	Free Trial	OpenSource	Description
Tiled	yes	yes	yes	Donationware	-	yes	tile map editor

Pixel Art

todo: add more columns for comparing features important to pixel artists

Name/Link	Windows	macOS	GNU/Linux	Type	Free Trial	OpenSource	Supports Animation
Aseprite	yes	yes	yes	Payware	yes	yes	yes
GraphicsGale	yes	no	no	Freeware	-	no	yes
GrafX2	yes	yes	yes	Freeware	-	yes	yes
Pro Motion	yes	no	no	Payware	yes	no	yes

References

Anatomy

- [Animal Head Reference](#) - find photos of animal heads in the position of a poseable 3D skull model
- [Zygote Body](#) - interactive 3D model of human bones, muscles, fat pads, etc.

Pixels/CG

- [Sprites Resource](#) - huge database with graphics ripped from all kinds of games and systems

Tutorials/Art Instruction

- [Art Tutorial](#) & [Pixel Art Tutorial](#) - a general overview/tutorial about creating visual art and a pixel art tutorial by  [Arne Niklas Jansson](#)
- [Pixel Logic](#) - "A Guide to Pixel Art" by  [Michael aka Frario](#)
- [Proko](#) - "Learn How to Draw with Fun Tutorials" by  [Stan Prokopenko](#)
- [So You Want To Be A Pixel Artist?](#) - one of the classics by  [Jeff aka Tsugumo](#)
- [Study Guide](#) "Retropolis Academy of Art Study Guide" - by  [Matej 'Retro' Jan](#)

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