

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
-----------	---------	-------	-----------	------	------------	------------	-------------

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
Pro Motion	yes	no	no	Payware	yes	no	yes

References

Anatomy

- [CroquisCafe](#) - free nude photo/video archives and free ebooks
- [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

- [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](#)

From:

<http://10.0.1.90/> - **Pixel Art Historical Society**

Permanent link:

<http://10.0.1.90/doku.php?id=resources&rev=1553341238>

Last update: **2019/03/23 11:40**

