

**Icon creation 2. – Workflow example. (Use this as a *guide* when creating your own icons)**

This is an example walkthrough of the creation of a GUI icon in 8 bit style.

The idea behind creating multiple icons at the same time and in the same document is simple... consistency.

The final GUI icons will be sitting next to each other on the a GUI shelf so it is very important to make sure that the line art / width , colours and style in general are consistent with each other.

Secondly, it will save some time when creating your GUI atlas, because of the way we will lay them out.

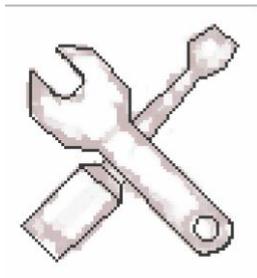
**Tips**

1.

When you want to create a straight line with the pencil tool **hold down shift and draw.**

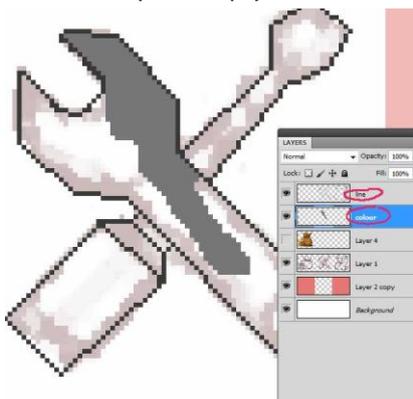
When you want a straight line which is not **horizontal or vertical** but at **an arbitrary angle,**

**Tap** the area you want to **start the line** from and then **hold shift** and **tap** where you want it to **terminate.**

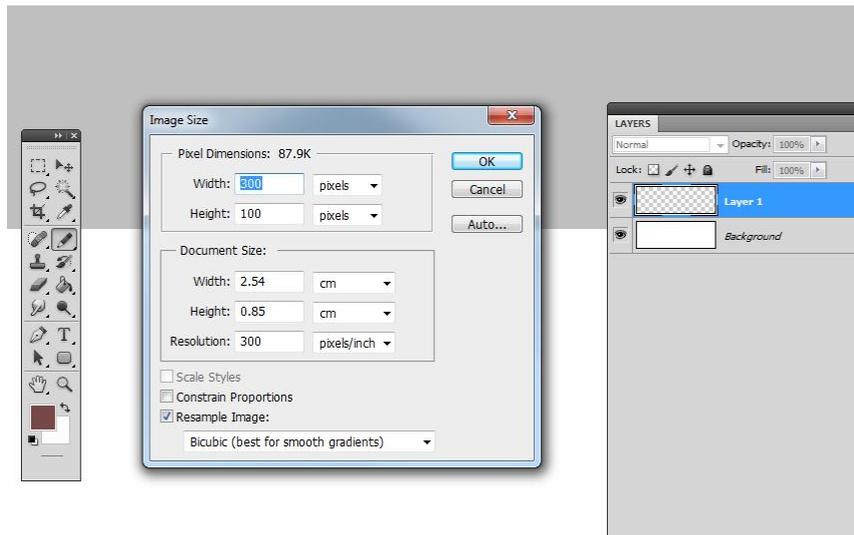


2.

When you are constructing your icon with the sketch method shown in the following examples, make sure you keep your line work on the top layer and the colouring below.



Example.

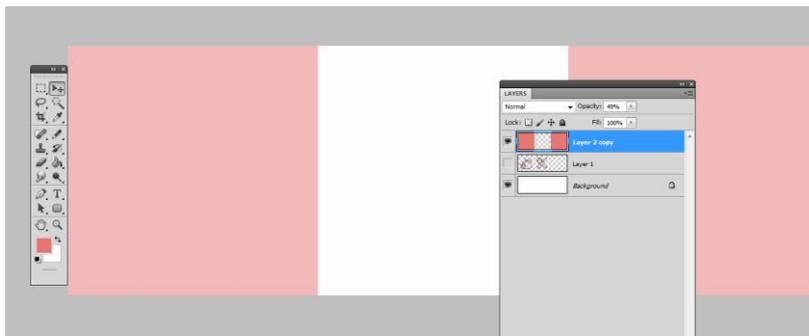


1. I am going to create three GUI shelf icons, for the UTILITY part of my game screen. I only need three; an Icon for gold, an Icon for settings/menu and an Icon for the map.

The document size will be based on how many I need to create, so I'll create it at 300px by 100px, giving me icon sizes of 100 by 100 pixels. Your size icons may be a different size.

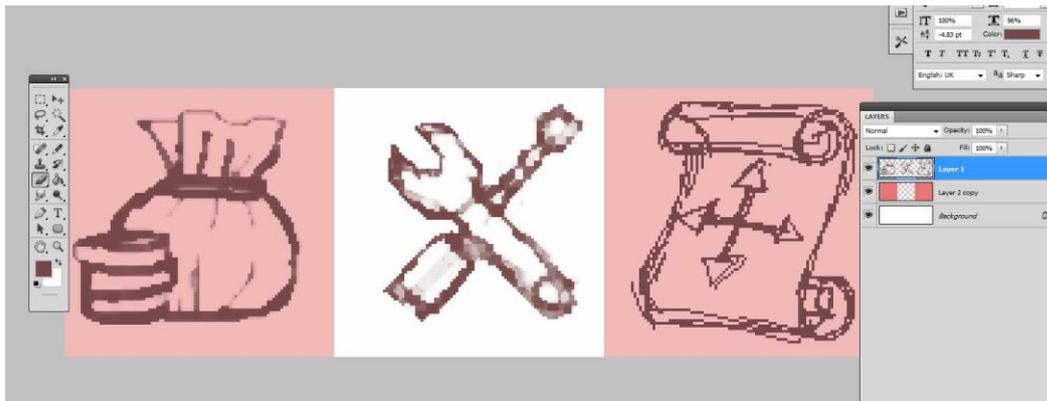
Make a new layer straight away, (you can delete the BG layer if you want).

- 2.



Here, I have made three squares of 100px by 100px in another document, and dragged them into this this one, and arranged it to give me a placement grid.

3.

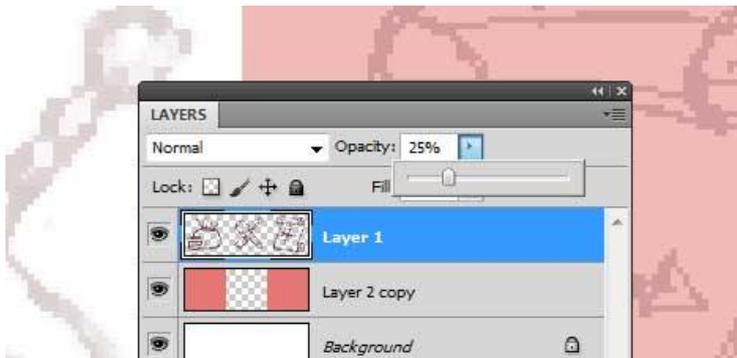


Here, with the pencil tool, I have sketched out the basic design of what I want above the grid layer.

I am trying to ensure that the proportions are similar and so is the art style.

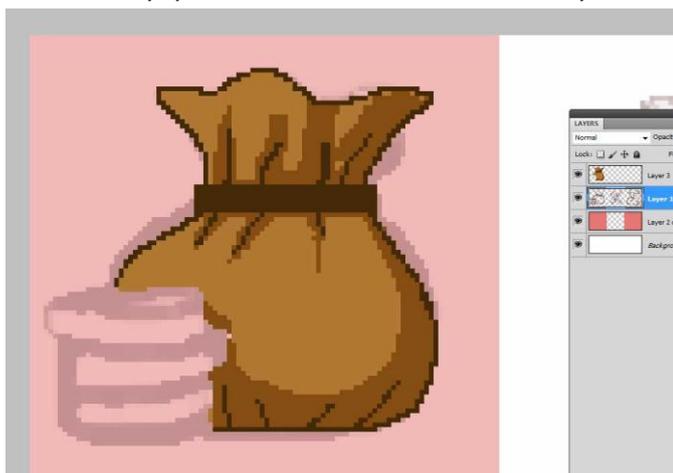
You can use the silhouette method or this sketch method. This is just the sketch layer so we don't need it perfect.

4. Lower the opacity a little to make it easier to trace.



5. Fill in the mid colour first followed by the shadow and the lines.

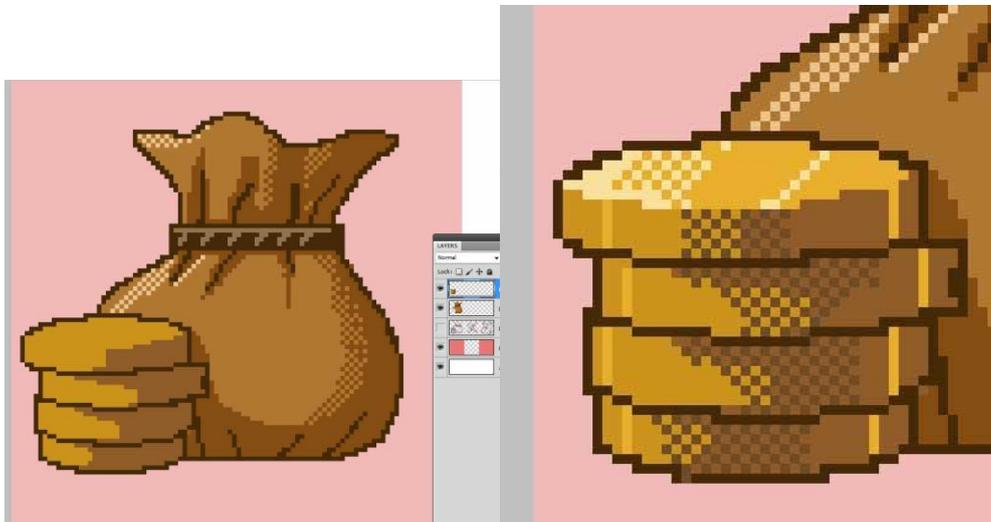
Alternatively, you could do the line work on a layer above, and fill in colour below.



6. Add the dithering.



7. Fill in the other components on a layer above.( in my case it's the coins)  
Line > mid tone > shadow  
This makes it easier to adjust the bag below if needed later. Add dithering.





8. Merge the layers, and add a shadow on a layer below to ground the icon. When you are done merge the layer. **Select layers> right click> merge layers**



Here are the final icons, notice the coherent style and size.

