

3 PAGES OF MINI SHEETS

DIGITAL ART INSPIRED BY VIDEO GAMES

Exercise: PIXEL CHARACTER REMIX

Choose a bird from the example sprites.
Draw it on a 15x15 pixel grid in the center.
Create variations in small grids

DIGITAL ART INSPIRED BY VIDEO GAMES

Exercise: YOUR ORIGINAL GAME CREATION

Use pencils/crayons/art materials on the
special grids provided, or free online tools
(Piskel, Pixilart, MagicaVoxel).

Create your own original form, character,
or scene (abstract or figurative) inspired
by the video game workshop examples. Fill
one or more grids to bring your unique
idea to life.

PRACTICE SHEETS

FOCUSED PRACTICE GRIDS

3 Empty Grids – Ready to Fill & Print

Guided by Mini-Exercises –
Follow Instructions & Create

Scalable Depth – Quick Draws
to A-Level Reflections

Easy to Iterate – Teacher-
Friendly for Repeated Use

Isolate Techniques – Draw,
Analyze, Improve Fast

Quick Setup – Zero Extra Prep,
Print or Digital



EXCERPT FROM

DIGITAL ART VIDEO GAMES

PIXEL RENDERING & GAME ASSETS

Create a Digital Illustration Inspired by Popular Video Games Using Drawing and Digital Painting Techniques

Cultural Insight:

Video games have become a major influence on contemporary visual arts. From the colorful world of The Legend of Zelda to the stylized aesthetics of Celeste, game design blends storytelling, character expression, and visual symbolism in ways that deeply resonate with young audiences. These visuals often rely on suggestion, color palettes, and exaggerated gestures – not explicit content – to convey emotion or intimacy.

References:

Modern video games like Stardew Valley, Undertale, and Hollow Knight use pixel art, stylized silhouettes, and symbolic environments to evoke atmosphere and connection between characters. This makes them ideal for exploring how emotional depth can be achieved through visual cues alone.

Why It's Inspiring:

- Pixel art uses minimal details to express complex emotions and relationships.
- Character design focuses on posture, eye contact, and symbolic clothing rather than nudity.
- Color palettes help set moods (e.g., warm tones for friendship, cool tones for isolation).
- Game environments reflect inner states (e.g., abandoned places = loneliness; glowing paths = hope).



DIGITAL ART INSPIRED BY VIDEO GAMES

Exercise: Create a digital illustration inspired by a popular video game (e.g., Overwatch) using drawing and digital painting techniques.

- Cultural Insight: The influence of video games on contemporary visual arts.
- References: Analyze artistic styles in modern video games.
- Develop Ideas and Experimentation: Test different digital styles to recreate the aesthetics of video games.

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ART WORKSHOP

Blend Classical Techniques with Contemporary Culture

Zero-Prep

A4 Landscape • Printable/Digital

Rich Visual References for Drawing & Inspiration

Ages 12-18+ • IB/IGCSE/GCSE/A-Level Compatible

Build Mastery Through Experimentation

Visual Learning: Minimal Text, Max Impact

Cultural Insights & Real-World Refs Included

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3 MINI PAGES OF
PRESENTATION & GUIDE

PRACTICE SHEETS
PRESENTATION & GUIDE

Guide & info page

Clean, **aesthetic** design

Ideal for digital presentation

THE MINI PRACTICE SHEETS

The Mini Practice Sheets are hands-on workshop into actionable practice. Each observational challenge, or creative drawing building muscle memory through direct engagement.

Print in A3 format for ample drawing space. Teachers use them for annotations, student not constraints. If students feel limited, adjacent blank pages.

For optimal results, refer to the introduction of these sheets. Teachers introducing these sheets. Teachers introducing these sheets. Teachers introducing these sheets.

Future updates will introduce connection between concept and school feedback.

USAGE & CREDITS

This resource is an original work. For personal or classroom use only. All visuals are original.

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EXPERIMENTAL TEXTURE ART

**MINI PRACTICE
SHEETS**

#1

LEARN ART TODAY 2025

3



CLEAR & FAST

VISUAL BOARD LEARNING

1

DIGITAL ART INSPIRED BY VIDEO GAMES

Exercise: PIXEL CHARACTER REMIX

Choose a character from a video game.
Draw it in the center.
Create three variations of the character.
beside: character's mood, add
accessories. Under
each, note the tool used
Stardew Valley and tool used
(numeric or graphic).

2
3

PRACTICE SHEETS

VISUAL BOARD LEARNING

Fluid Boards
Effortless Visual Learning

Visual Board Leads –
Observe, Draw, Explore

Exercise & Guidance –
Follow Simple Steps

Insights & Openings –
Keep Light / Notes

1

2

3



THANK YOU



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PRACTICE SHEETS

Mini sheets from the main workshop

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