Drawing Tips in Agent Cubes
There are lots of tools to create agents in AgentCubes, let's look at a few!
1. Pencil tool for drawing
2. Eraser tool
3. Eye drop tool, for selecting colors you would like to use
4. Bucket fill for larger areas
5. Magic wand tool, use this to select areas to “inflate”
6, 7, 8. Shape tools
9. Color selection
10. Symmetry tools for adding the same thing on both sides
1. Inflation, when an area is selected, you can “pump it up!”
2. Noise makes things look lumpy, smooth does the opposite
3. Z-Offset raises and lowers your agent, UPRIGHT to make it stand up!
4. Connect surfaces to make them have a front and back side
5. How much distance between the front and back halves of your agent
• Feel free to search “whatever it is you want PIXEL ART” on Google to get some goo starter images, then you can use that to create your own!

• For instance, “Ninja Pixel Art” gave me this:
I used that image to create this!
TIPS:

• Make sure your image fills up the entire space, no tiny agents here!

• Always inflate/add noise or texture, you don’t want these agents to be flat!

• Experiment, have fun! You have a lot of options and you’ll never know what you can do until you... DO IT!