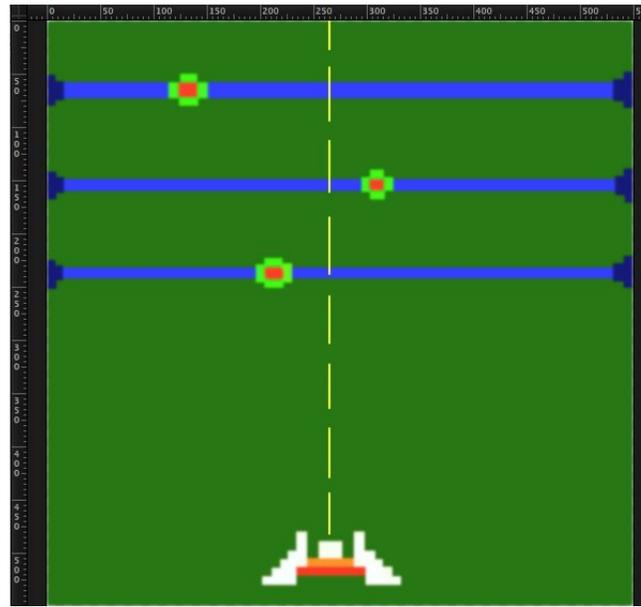Hi to all and welcome back to another great tutorial of Pixelmator 2.1. Today we will be learning how to make a freeze frame (a non-moving image) of an arcade game. This arcade game is called Astro Barrier and originates from the online society "Club Penguin". Some of the tools we will be using include the pixel tool, the brush tool, and the Gaussian effect. Feel free to use my image for anything you want to if you are not confident about yours.

Step 1:
Open a blank Pixelmator document and change the background colour to a darkish green if you are aiming to create an Astro Barrier freeze frame. Lowering the brightness of the colour should help you get a darker green:
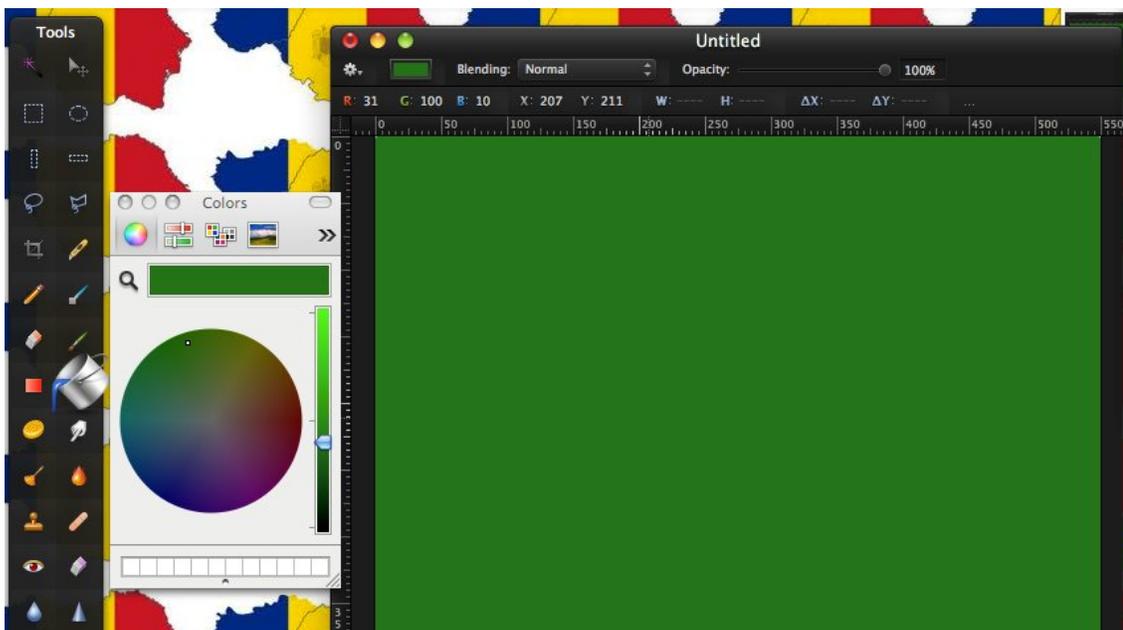
Step 2:
Start shaping the shooting starship of the game by using the pixel tool and arranging the starship like I did. Having guides can really help making it look more accurate. And remember to keep the pixel tool at around 8 pixels!
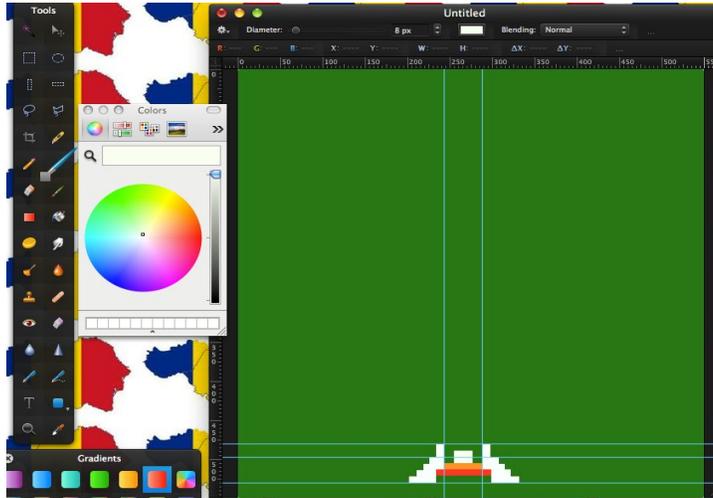

Step 3:
Start to add the lines that your targets should be moving on in the game. A blue colour would be good for this. You can use the square function to make these lines:
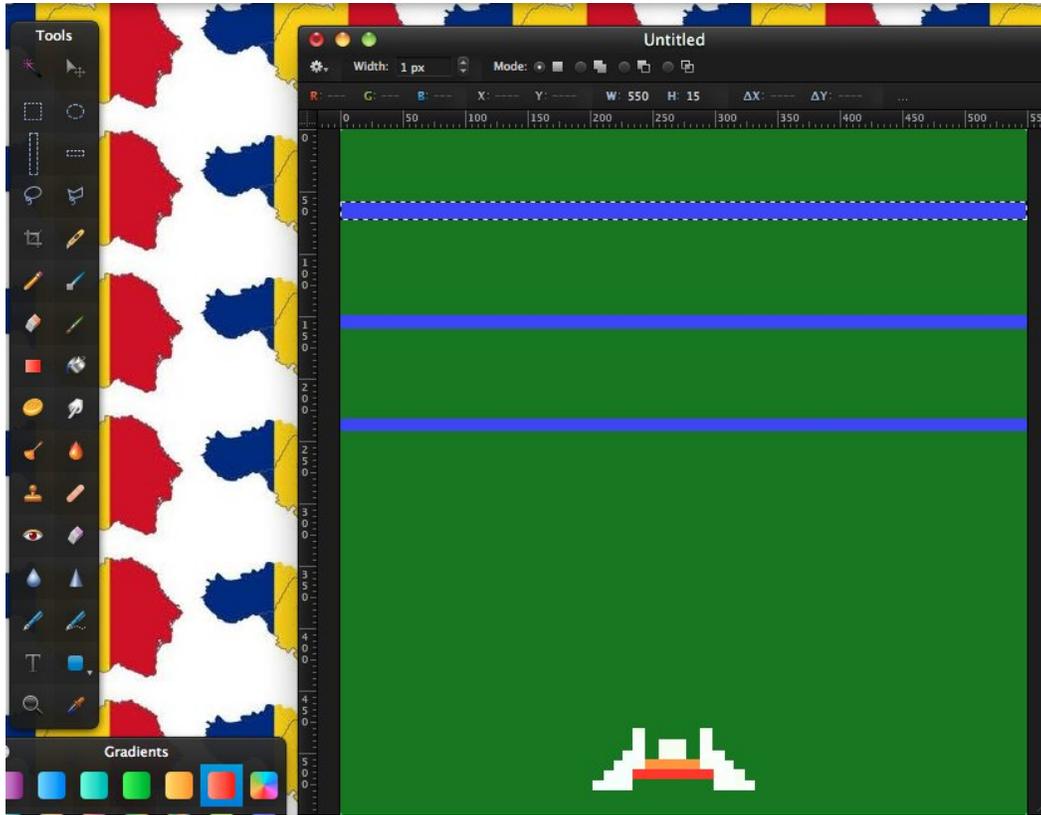
Step 4:
To make the game seem more realistic add some projectors at the end of each line, which are supposed to be shooting the blue ray where the target will be moving on. We will use the pixel tool to do this. Keep the colour a dark blue:
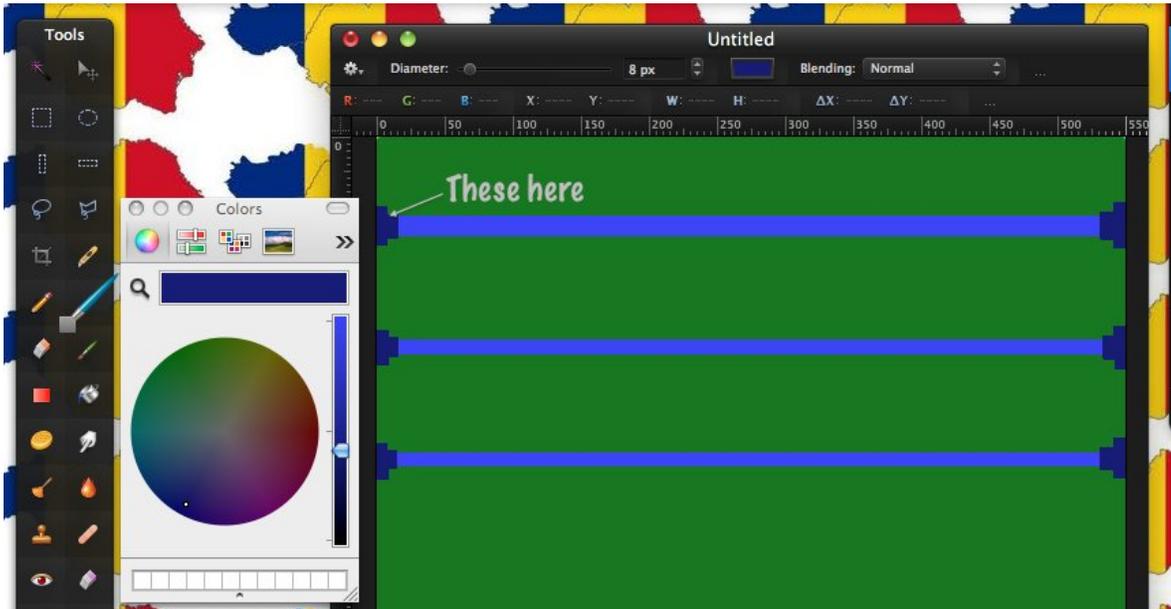

Step 5:

Now it is time to add the actual target. Select the pixel tool and keep it at 8 pixels. You should try and make a square but with the corner pixel and the inside missing. Don't worry if it's not perfect the first time, it takes some time to master this skill. It should look something like this:
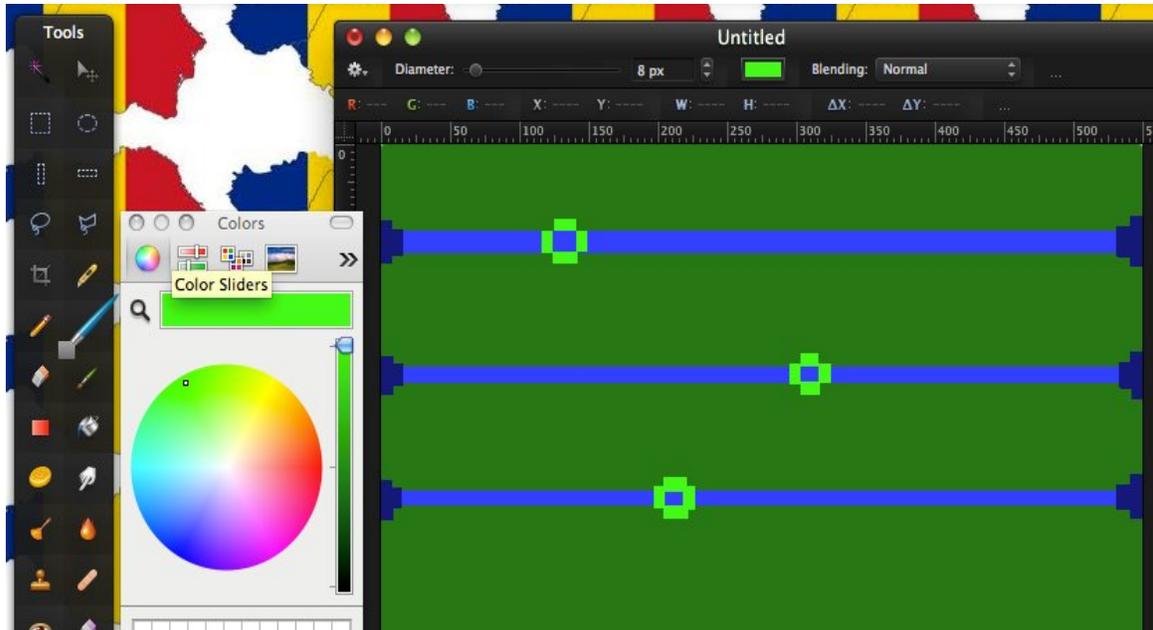

Step 6:
To make the picture look a bit more professional, go on and use the brush tool to give the inside of the target a colour, either a colour or a pattern (I suggest a colour as it is hard to make a pattern so small). This will make the photo look better:
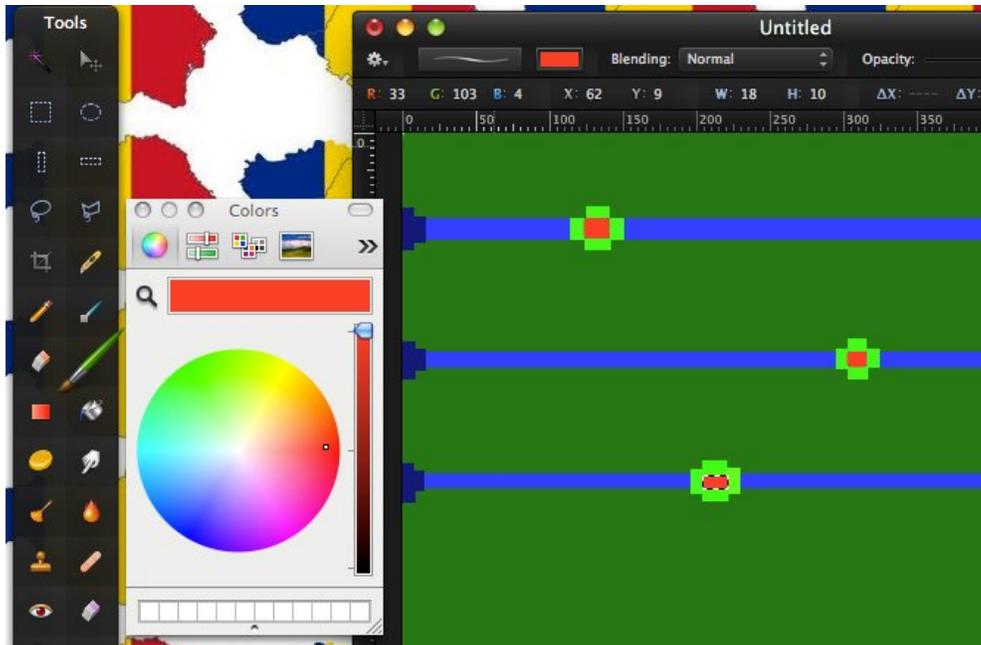
Step 7:
Now you can add some bullets shooting at the targets, making the whole picture look like a game of Astro Barrier. We will be using the shape tool for this, more specifically the line shape. Go ahead and change the colour to your preference, but make sure it can be seen:
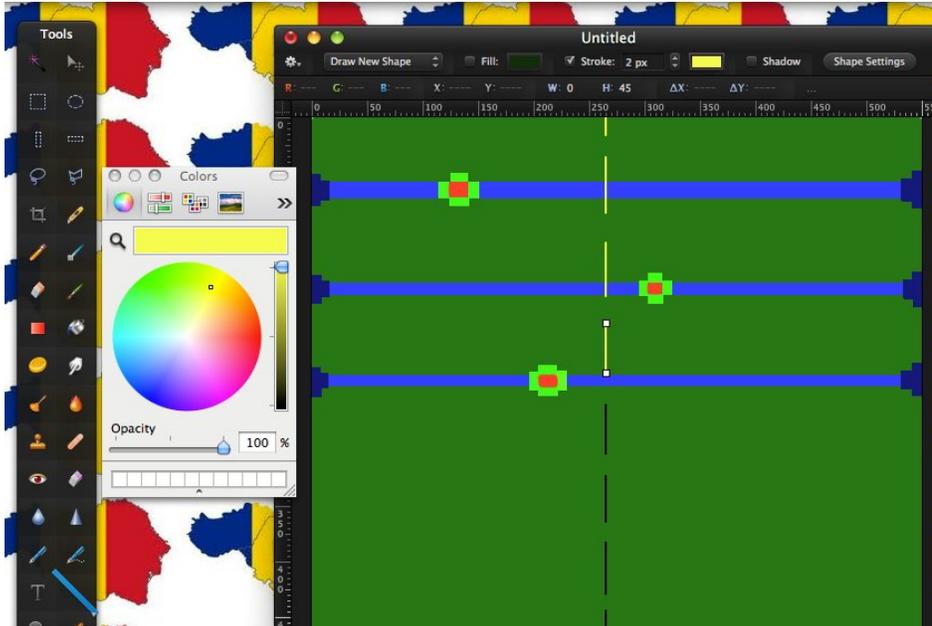
Step 8:
Now for the final touch, to make it look like real arcade games, rather than something created on Pixelmator, add the Gaussian effect (about 0.8 pixels) to make it look a bit blurrier and like an actual arcade game. The final result should look like this:
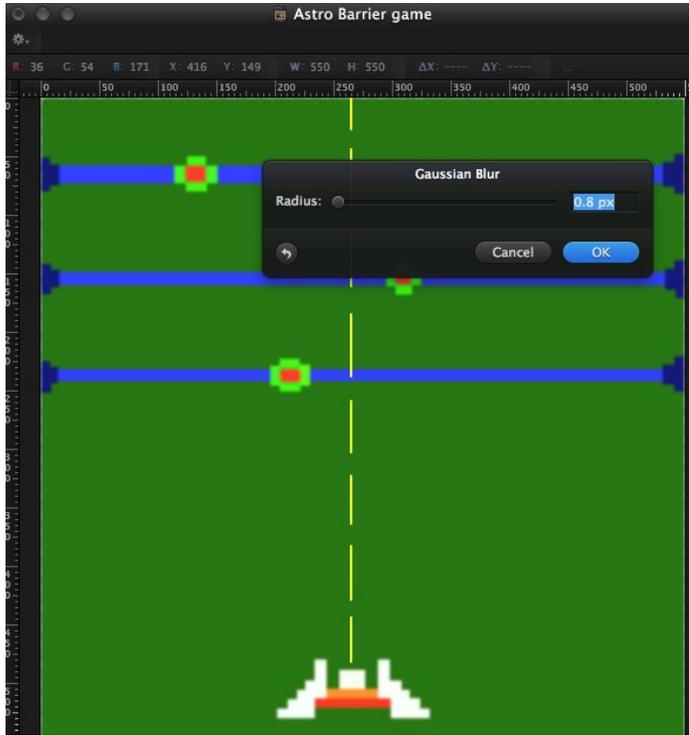
You are now done! Feel free to experiment and be sure to check back soon on the Pixelmatortutorials.net swebsite for many more great tutorials!