

Pixel Art Practice Test Questions and Answers

1. What is the fundamental unit of pixel art?

- A) Vector paths
- B) Individual pixels
- C) Brush strokes
- D) Color gradients

2. Which technique is essential for creating smooth curves in pixel art?

- A) Anti-aliasing
- B) Dithering
- C) Color blending
- D) Layer masking

3. What is a common resolution for classic video game sprites?

- A) 1920x1080 pixels
- B) 16x16 or 32x32 pixels
- C) 4K resolution
- D) Vector format

4. Which color limitation technique was commonly used in early video games?

- A) Full color spectrum
- B) Limited color palettes
- C) Infinite gradients
- D) HDR color range

Answers: 1-B 2-B 3-B 4-B

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