

DANKBOTS GRAPHIC RULES

IN ORDER OF LAYERING:

**FRONT > BACK**

**01 MOUTH**

**02 BODY ACCESSORIES**

**03 CLOTHING**

1. ADD T-SHIRT FEATURES TO “TOPS” ONLY, FEMALE AND MALE SEPARATE

[M/F] CIRCLES  
[M/F] SQUARES  
[M/F] RINGERS

2. “BOTTOMS” COMPONENT FOR MALE AND FEMALE

ADD [M] PANTS COMPONENT.PNG TO ALL MALE BOTTOMS

ADD [F] SKIRT COMPONENT.PNG TO ALL FEMALE BOTTOMS

**04 HEADWARE / HATS**

**05 EARRING**

1. NO EAR, NOW EARRING ‘FLOATS’

**06 EYEWEAR / GLASSES**

1. RED GLASSES AS NOUNS GLASSES ARE RARE, ONLY RED IN PROJECT

2. SOME GLASSES NEED TO RUN WITH NO EYES, AND HAVE BEEN NOTED IN THE NAMING OF THE GLASSES [NO EYES]

**07 TATTOOS**

NOTE: THIS LAYER IS IN PROGRESS AND YET TO BE FINALISED

**08 EYELASHES**

1. NUMBER AT BEGINNING TO CORRESPOND WITH MATCHING EYE

**09 EYES**

1. SEE NOTE ABOVE

2. SOME GLASSES NEED TO RUN WITH NO EYES, AND HAVE BEEN NOTED IN THE NAMING OF THE GLASSES [NO EYES]

**10 HAIR**

**11 HEAD + BODY**

1. GOLD IS RARE

**12 BACKGROUND**

1. GOLD BACKGROUND AND HEAD / BODY COMBINED ON A LAYER TO BE USED TOGETHER