

A pixelated, grayscale image of a stylized character, possibly a robot or a creature, composed of various shades of gray and black pixels on a white background. The character has a large, rounded head with a small, dark eye-like feature. Its body is somewhat rectangular with a small, dark, rectangular feature on the side. The limbs are short and stubby. The overall style is reminiscent of early digital art or video game sprites.

A pixelated, grayscale image of the numbers 1, 2, and 3. The numbers are rendered in a blocky, low-resolution style using various shades of gray. The number 1 is on the left, 2 is in the middle, and 3 is on the right. The background is white.