



Monster Girls Series



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What contains this Kit?

This kit contains a set of mini-characters and main visual images of the characters handled in the 2D game.

Main character illustrations

2 types per character (normal and power-up)

With 4 facial expression differences

Mini character illustrations

2 types per character (normal and power-up)

Motion name	Number of frames	Remarks
walk	3	8 directions
attack	2	8 directions
damage	2	8 directions
orb	2	8 directions
eat	2	
drink	3	
magic	2	
book	3	
sleep	3	
happy/win	3	



※All characters in the game are over 18 years old.

About Atlas Images

Atlas images are available for use in games and other applications. There are two types of atlas images: one for mini-characters and one for the main visuals.

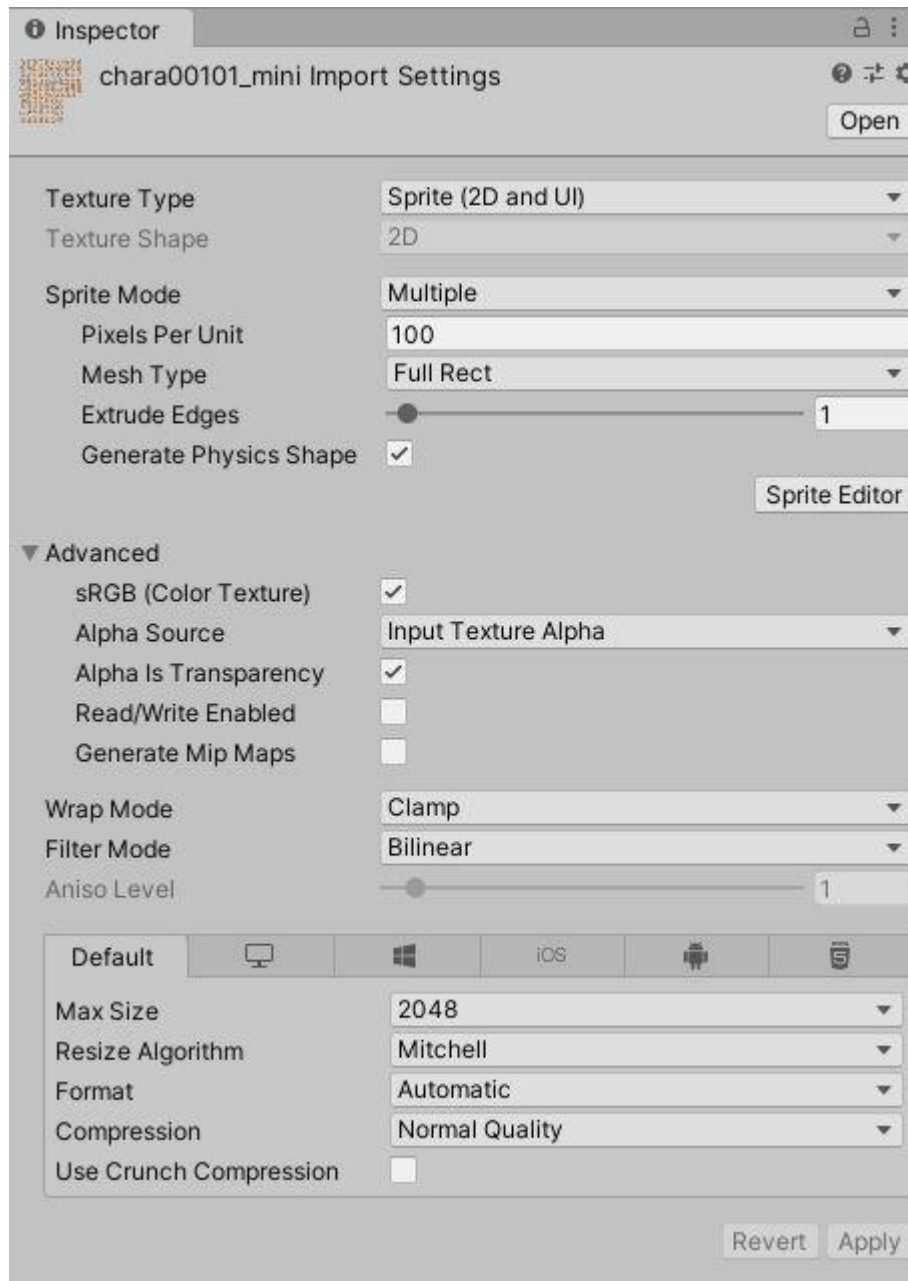
About the mini-character atlas image

The atlas image of the mini-character looks like the one below.



Setting the Minichara Atlas image

In order to make the mini-character images compatible with other MonsterGirlsSeries characters, it is desirable to use the following settings in a unified manner.



Slice settings for mini-character atlas images

The slice settings for the Minichara Atlas image are shown below.

If you want to make your own unique settings, you can use a new slice.

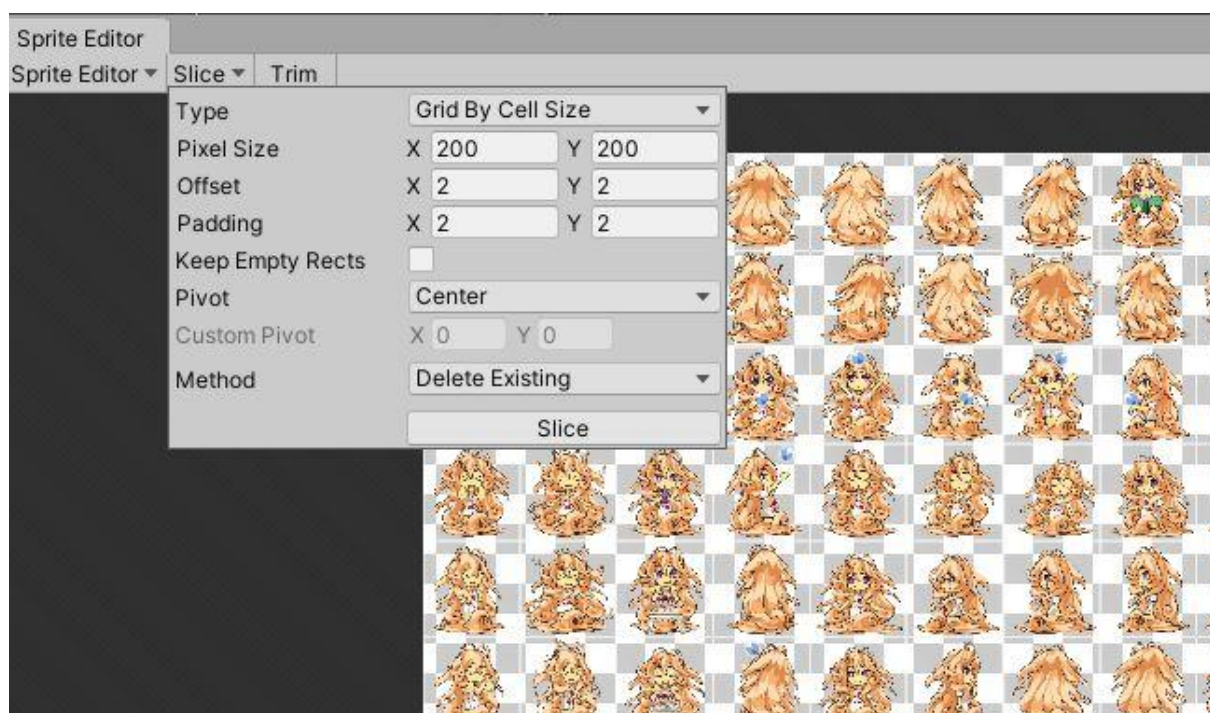
Type : Grid By Cell Size

Pixel Size 200 x 200

Offset 2 x 2

Padding 2 x 2

※Caution However, if you set up a slice of an existing texture, you will not be able to use the animation settings that have been adapted to the prefab.



About the main visual atlas image

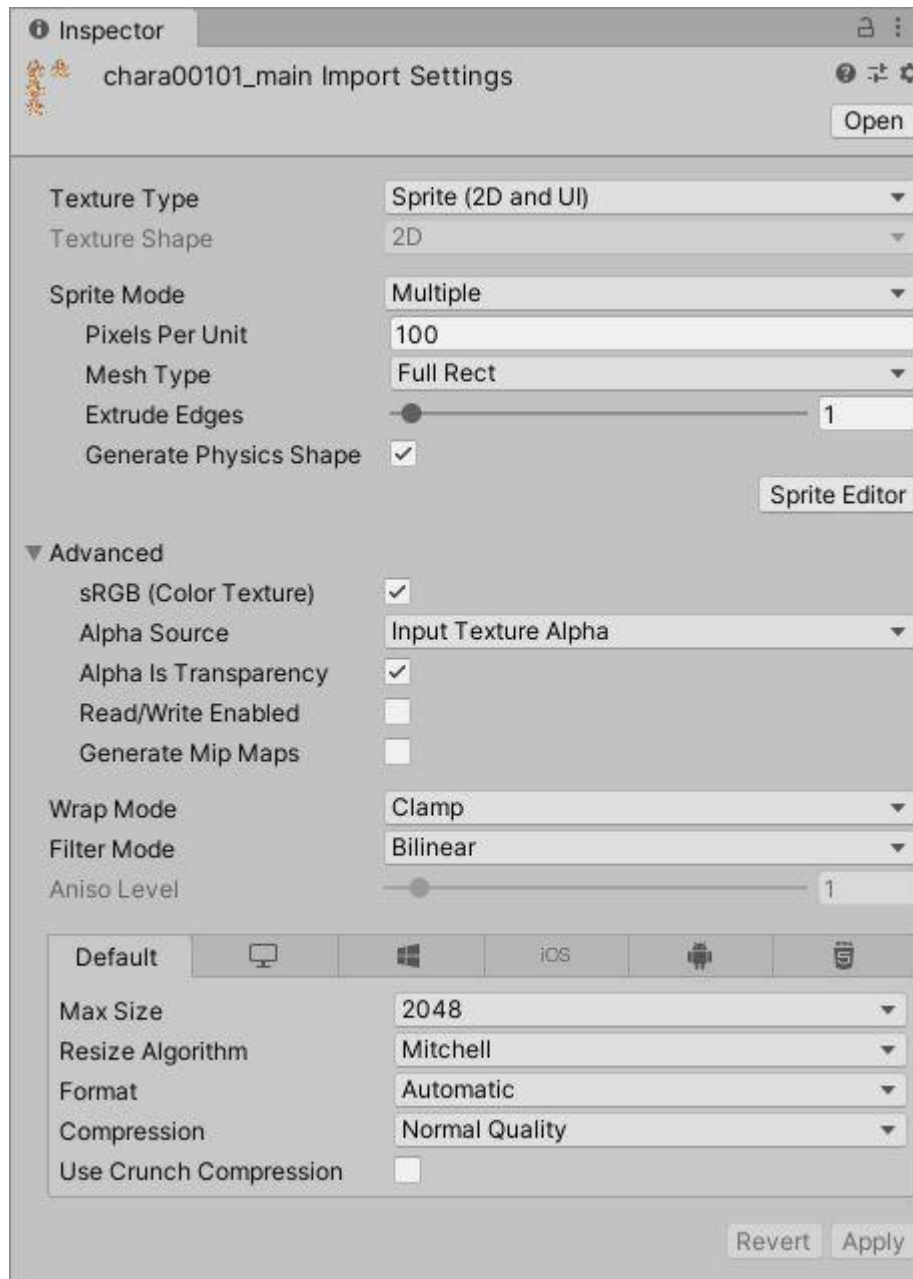
The atlas image of the mini-character looks like the one below.



Sample

Setting the main visual atlas image

In order to make the main visual image compatible with other MonsterGirlsSeries characters, it is desirable to use the following settings in a unified manner.



Slice settings for main visual atlas image

The slice settings for the main visual atlas image are shown below.

If you want to make your own unique settings, you can use a new slice.

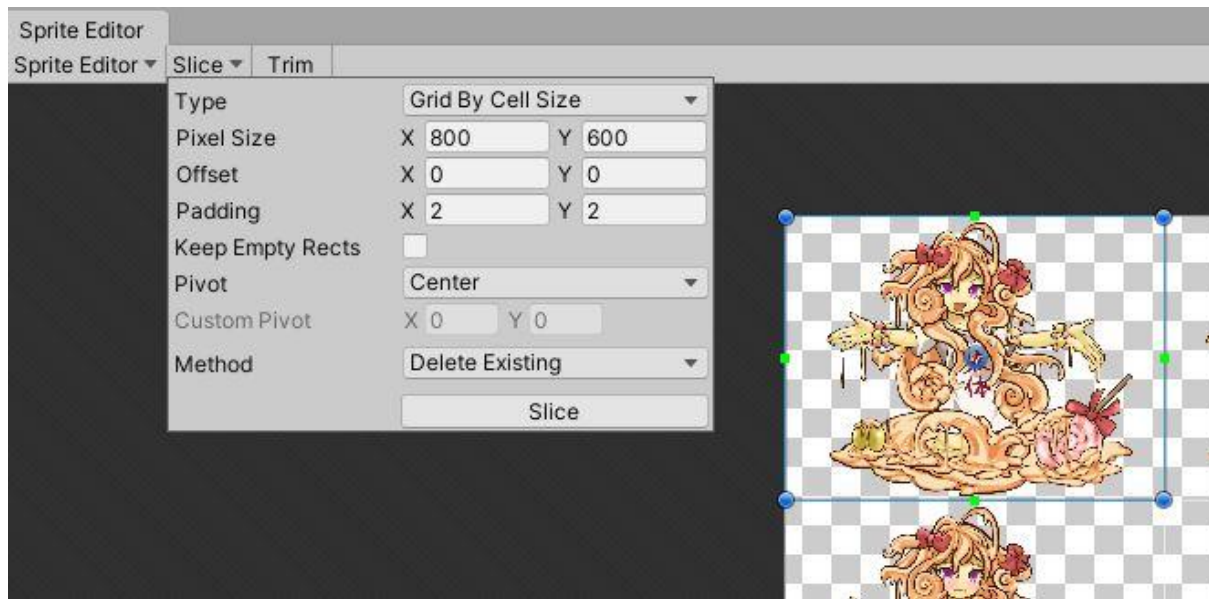
Type : Grid By Cell Size

Pixel Size 800 x 600

Offset 0 x 0

Padding 2 x 2

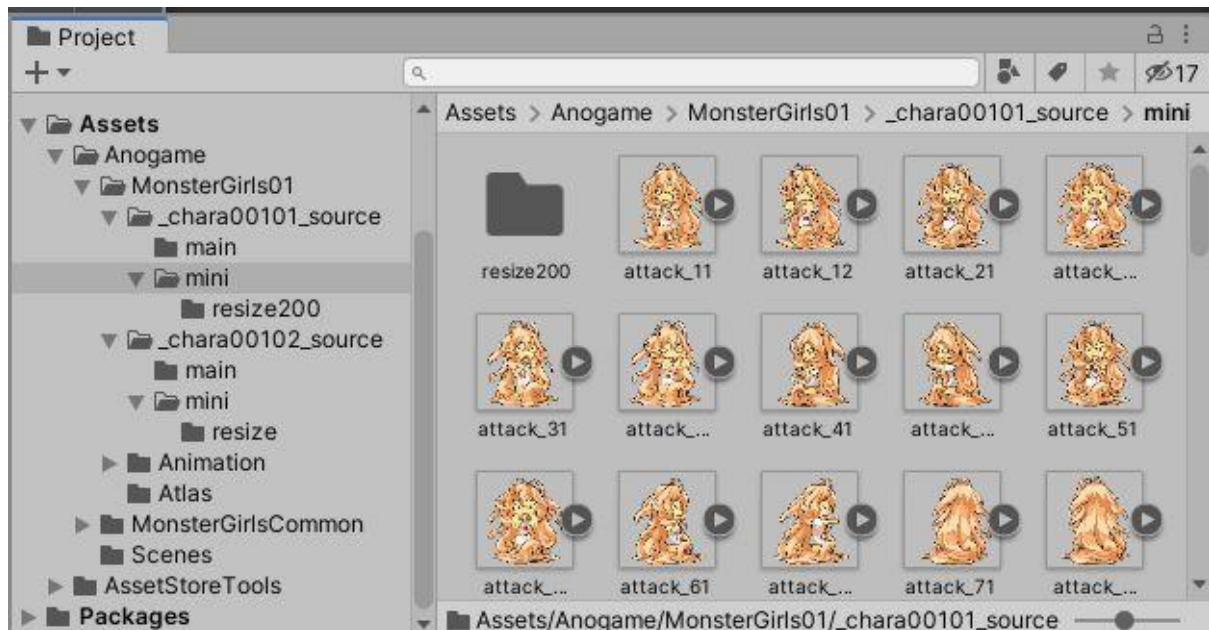
※Caution However, if you set up a slice of an existing texture, you will not be able to use the animation settings that have been adapted to the prefab.



About the disjointed images

You can use all of the previous images included in the Atlas images. The `_chara{ID}_source` folder contains the image material.

Within the folder, there are two folders, one for the main visuals and one for the mini-characters. The mini-characters are available in a large size before resizing and a 200x200 image in the resize folder.



About Demo Scenes

There are two types of demo scenes: one for checking the mini-characters and the other for checking the main visuals. You can check each image and animation.

Scene files are located in

The scene files are located under Assets/Anogame/Scenes.

For mini-characters: Demo.MiniCharaControll

MainChara for the main visual: Demo.

About the demo scene for checking mini-characters

In the demo scene for mini-character verification, you can check each animation. You can also experience switching character skins by changing the texture from one character to another.



- ①: You can switch the type of animation you want to play.
- ②: The animation set in (1) will be played.
- ③: Go to sleep mode.
- ④: Switches the skin.

Use the up/down/left/right keys or WASD to change the character's orientation.

About the demo scene for checking the main visual

In the demo scene where you can check the main visual, the character's difference image will automatically change when you play it.

Pressing the buttons on the left and right will switch the skin to a different character, etc.

