## 

Hello all! It’s no secret that we’ve got animations buried all over the place. WIP animations over here, uncomplete animation sets over there, and some oldies back behind the woodshed. As the animation tends to be the most time consuming portion of creating the artwork, it goes without saying that we should avoid doubling up. We need a place to keep track of it all. Oh, and somewhere to put those tricksy little animations that kind of, but don’t reeeaaally belong in the Jungle thread. In reality, frogs and jungles aren’t mutually exclusive things. And so, behold! The OPP Animation Thread! Here we can take completed art from other threads and bring it to life! Or, if you’re so inclined, create something new and animate it. Share your WIPs and lay claim to the pieces you plan to animate!

Below is an index of the which animations are needed to get a fully functional sprite. There are also a few animation templates. These are by no means a required base to build from, but merely a handy resource to save time on some of the more repetitive things.

**Technical Requirements**

* Typical size: 64x64 (feel free to make smaller or larger characters)
* Animations run at 8/100 seconds per frame (12.5 FPS)
* Typical walking animation consists of 8 frames

**Character Animation Templates**





Walking (Layered .gal and .psd files to come)

More animation templates will be coming in the near future, so keep an eye out!

**Playable Character Animation Index**

Basic

* Idle
* Run
* Attack
* Interact
* Jump/Fall
* Take damage
* Die

Additional

* Walk
* Talk
* Prolonged idle

**Passive NPC Animation Index**

Basic

* Idle
* Walk

Additional

* Talk
* Environment interactions
* Additional idle variances

**Enemy Animation Index**

Basic

* Walk/Run
* Attack
* Take Damage
* Die
* Jump/Fall

**Completed animations**

The following are a handful of completed animations that can be used as reference or inspiration.

