

Pixel character Maker

– Pixem Animal!

1. [Welcome!](#)
2. [Introduction](#)
3. [How to use Pixem animal?](#)
4. [Update Log](#)
5. [Create user character](#)
6. [Support](#)
7. [License](#)

Welcome

Hello,

We are ONWStudio, the developers of "Veiled Edge."

(https://store.steampowered.com/app/2447120/Veiled_Edge/)

We are excited to introduce this asset, developed based on our extensive experience in creating pixel characters and backgrounds. Even in this era of advanced AI, the demand for pixel art continues to grow. We hope that Pixem will be a valuable asset for your successful game development.

Thank you.

Introduction

Pixem 1.1v consists of the following components.

PARTS	SUB-PARTS	COUNT
<i>BODY</i>		7EA
<i>HEAD</i>	FACE	8EA
	FACE ACC	24EA
	HAIR	26EA
	HAIR ACC	21EA
	HEALMET	6EA
	CLOTH	31EA
<i>TOP</i>		
<i>PANTS</i>	CLOTH	22EA
<i>R-HAND</i>	BOW	8EA
	SHIELD	10EA
<i>L-HAND</i>	WEAPON	23EA
<i>CAPE</i>	CAPE	6EA
<i>TOTAL</i>		192EA

Animation List (TOTAL 9)

NAME	COUNT
<i>IDLE</i>	1
<i>RUN</i>	1
<i>JUMP</i>	1
<i>HIT</i>	1
<i>DEATH</i>	1
<i>ATTACK – SLASH</i>	1
<i>ATTACK – SHOOT</i>	1
<i>ATTACK – PRICK</i>	1
<i>SKILL – MAGIC</i>	1

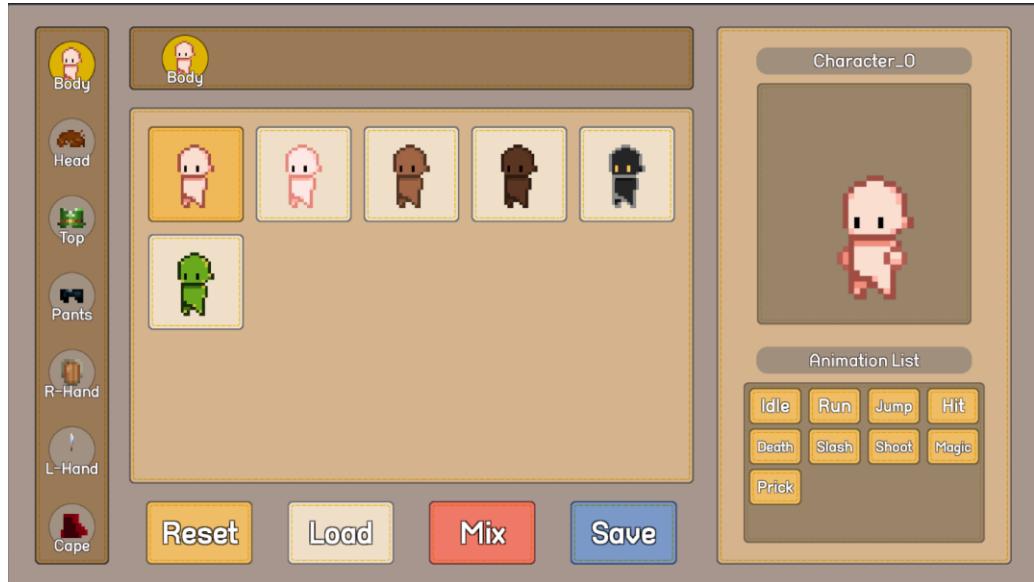
Features

Pixem doesn't simply animate by rotating or moving sprites—instead, it reconstructs each sprite and combines them into a single sprite sheet for output. This allows users to create games using sprite animations generated by Pixem.

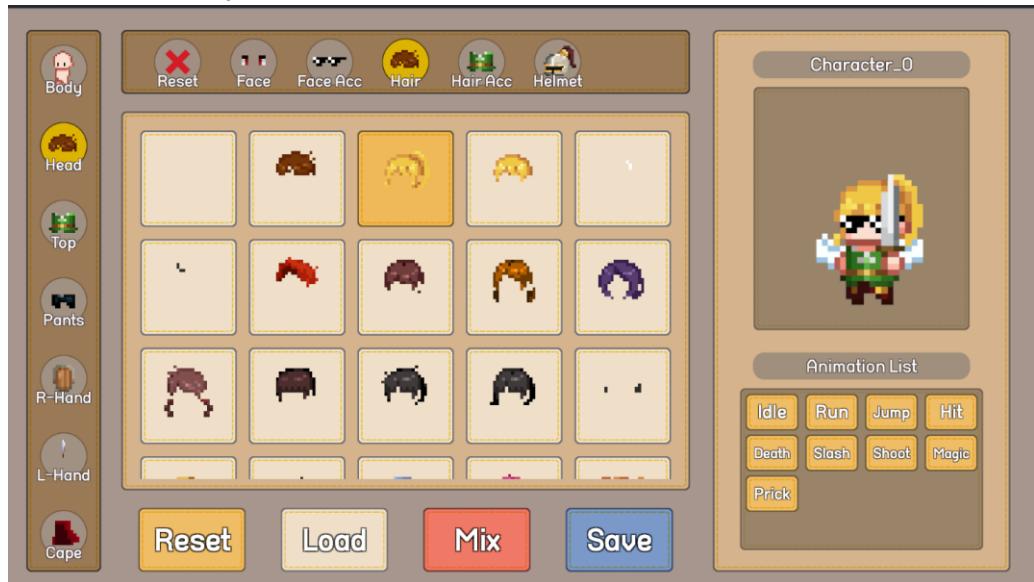
How To Use Pixem?

1. Create Character

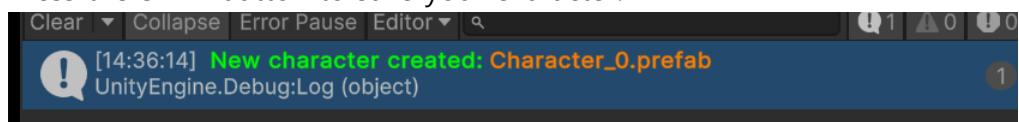
- Open the PixemScene file.
- Click the Play button.



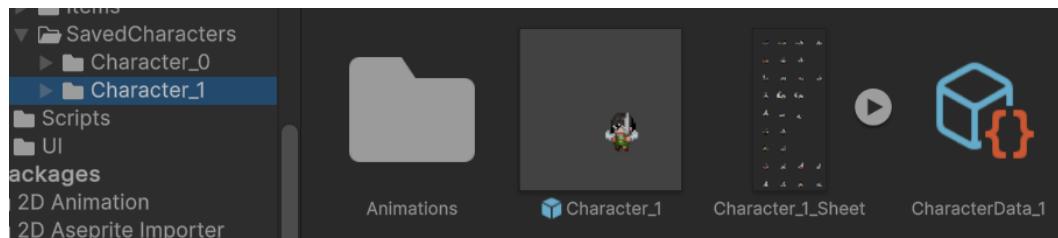
- Select the parts you want.



- Press the SAVE button to save your character.



2. Check Prefab



Check the saved character.

By default, it is saved in the SavedCharacters folder.

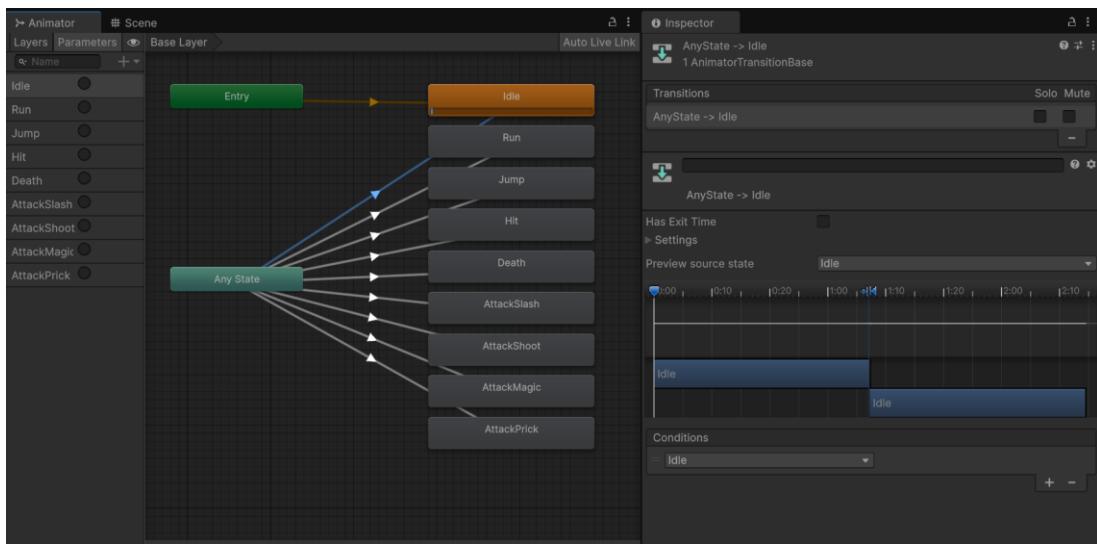
3. Use Character



The created character is provided as a single sprite sheet and is automatically sliced.

You can modify and use it as you wish.

4. Check Animation



Animations are set up to be triggered by default.

Update Log

v1.1 [2025.07.16]

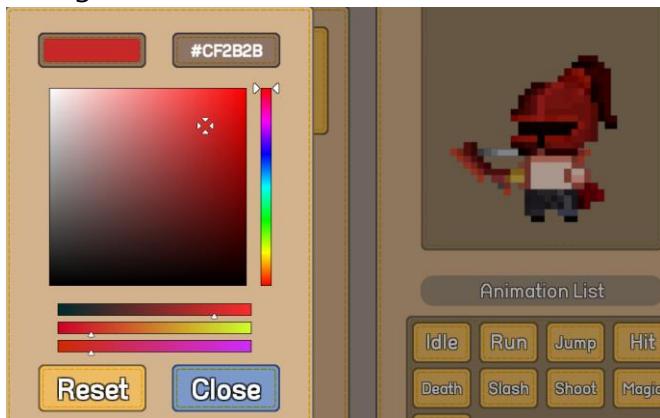
You can change the object's color!



1. Choose Item.

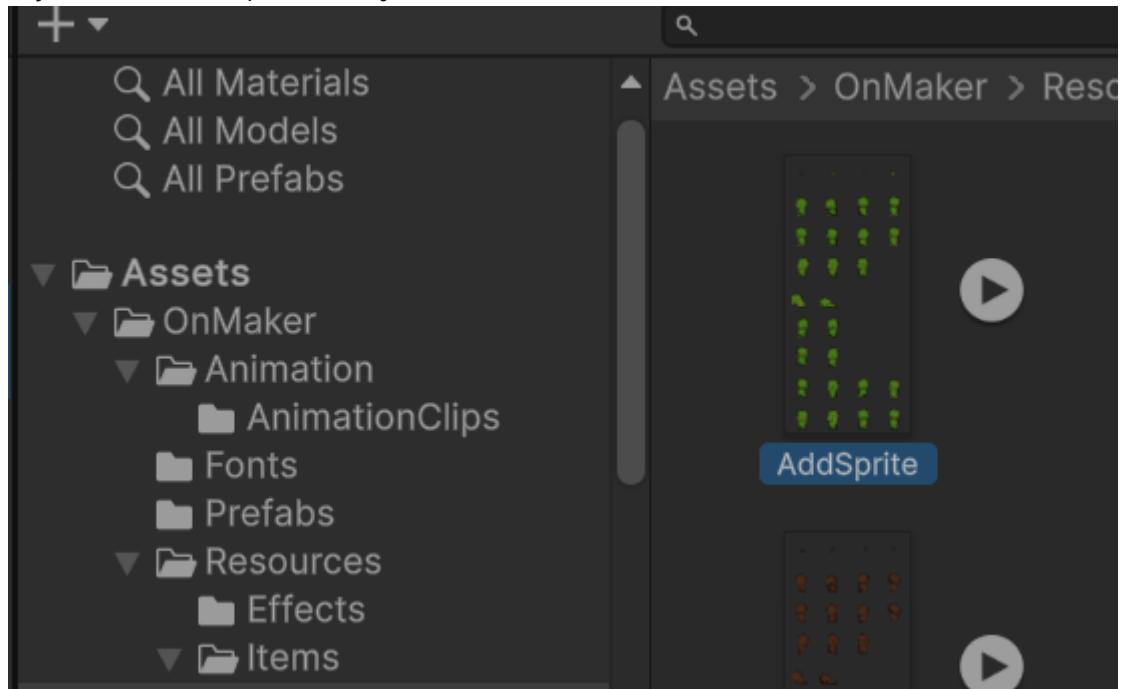


2. Click icon.
3. Change Color!



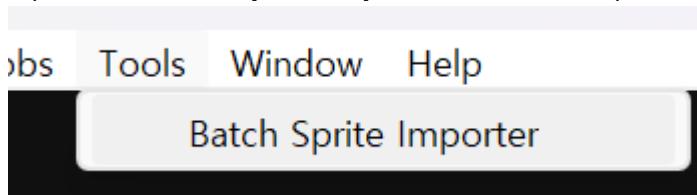
Create User Character

1. If you add a new part or object,



After adding the sprite,

2. Open the **Batch Sprite Importer** from the top menu.



3. The sprite will be applied successfully.



Support

E-mail : onwstudio@gmail.com

License for Pixem

You are free to use or sell any content created with this tool for commercial purposes, as long as it is used within a game. However, use for any non-game purposes (e.g., NFTs or similar applications) is not permitted.

All source code related to the Maker Tool is the property of ONW Studio. Redistributing, modifying, or selling the tool or any part of its source code is strictly prohibited.