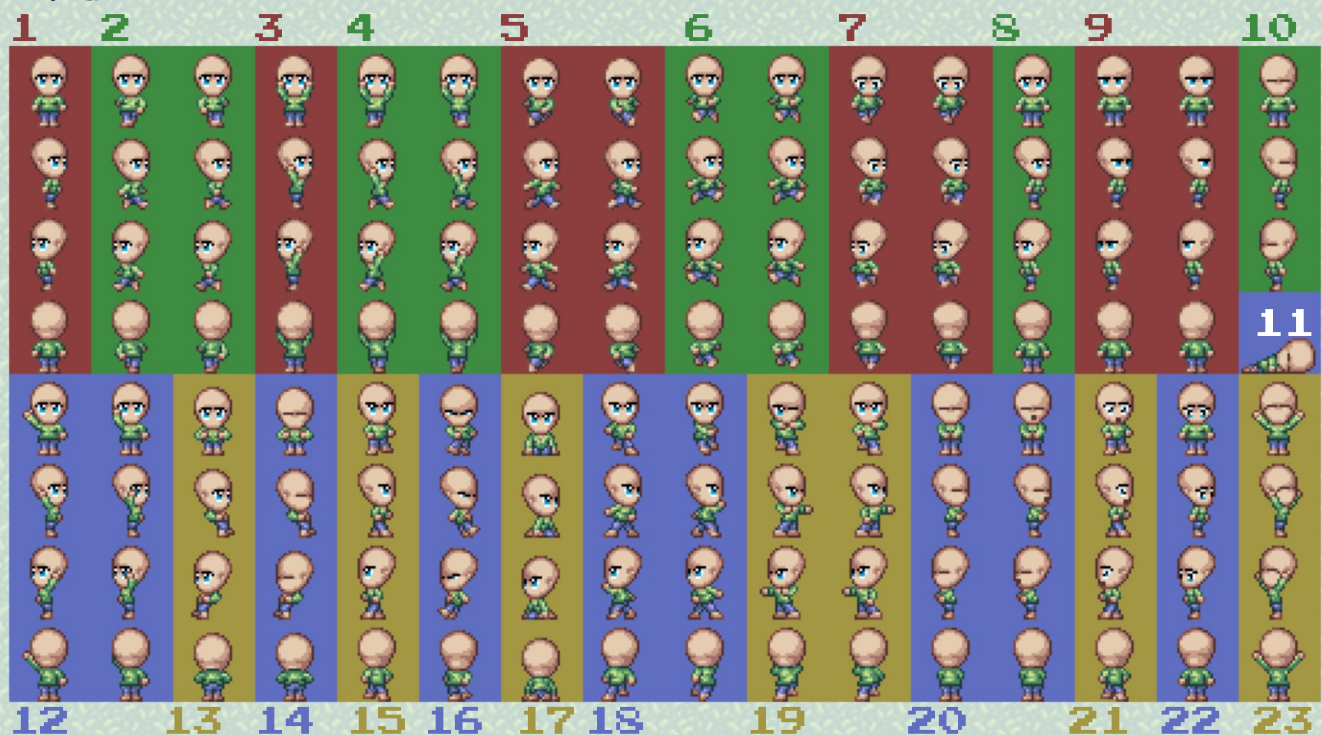# RETRO 2D CHARACTERS

Retro 2D Characters features male and female pixel art base characters with a bunch of different hairstyles, outfits, etc.
In order to make the use of these as easy as possible, this document contains a guide on how the spritesheets are laid out.
Below you can see the different animations and which frames they use. The spritesheets have been sliced with Unity's built in sprite editor. The source .PSDs are included, if you prefer to combine the elements beforehand rather than during run-time.

For any further questions, feel free to e-mail me at *marcus@perdiv.com*
Don't forget to review these assets on the Asset Store. I hope you enjoy the pack!

ANIMATION LIST:
1. Stand animation, 4 directional.
2. Walk anim, 4 dir. Use stand frame in between walking frames.
3. Carry stand, 4 dir.
4. Carry walk, 4 dir. Use carry stand in between walking frames.
5. Run anim, 4 dir. Use stand frame (1) between run frames.
6. Jump anim, 4 dir. 2 frames for clothes/hair animation.
7. Fall anim, 4 dir. 2 frames for clothes/hair animation.
8. Nod anim, 4 dir.
9. Shake head anim, 4 dir.
10. Blink anim, 3 dir.
11. Lying/slain anim.

12. Wave anim, 4 dir.
13. Sit anim, 4 dir.
14. Sit blink, 4 dir.
15. Battle stance/ready, 4 dir.
16. Taking damage, 4 dir.
17. Hurt/crouching, 4 dir.
18. Swing attack, 4 dir. (For swinging weapons, like swords.)
19. Shoot attack, 4 dir. (For projectile weapons, like bows.)
20. Magic chant, 4 dir. (Loop for casting spells.)
21. Shock anim, 4 dir.
22. Sad anim, 4 dir.
23. Happy anim, 4 dir.