

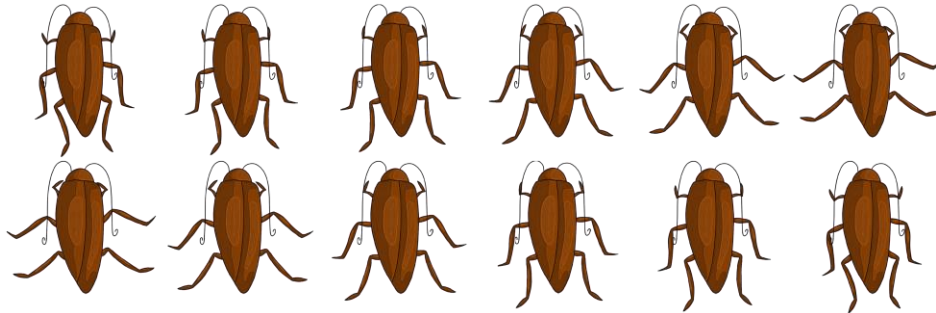
## Assets created by Veronika

I was trying to keep consistent swirl art style. The idea came from the wood texture. Later I decided that it would be nice shading detail.

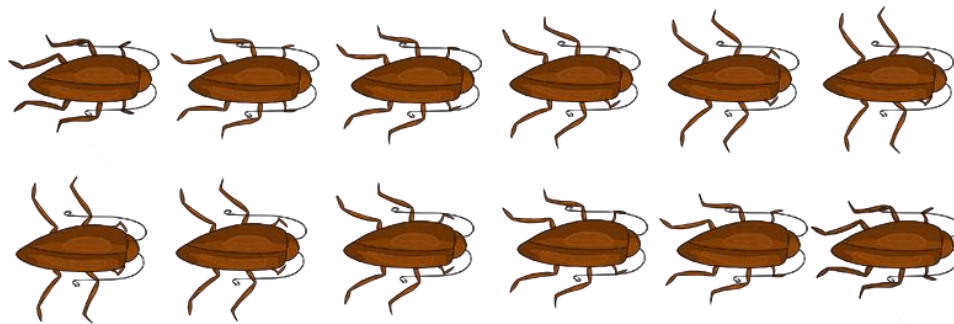
Cockroach- drawn and sprite sheet animated

Software: Photoshop

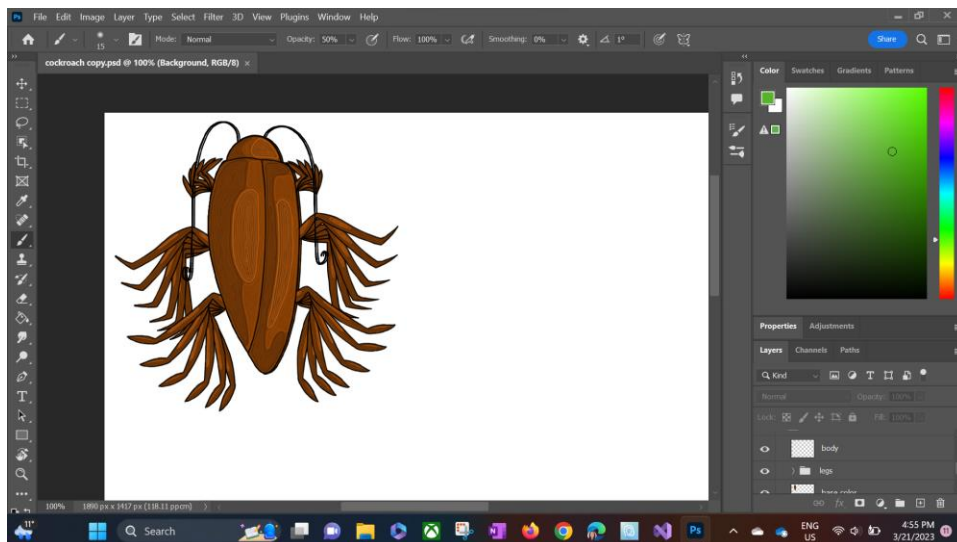
first I did wrong direction



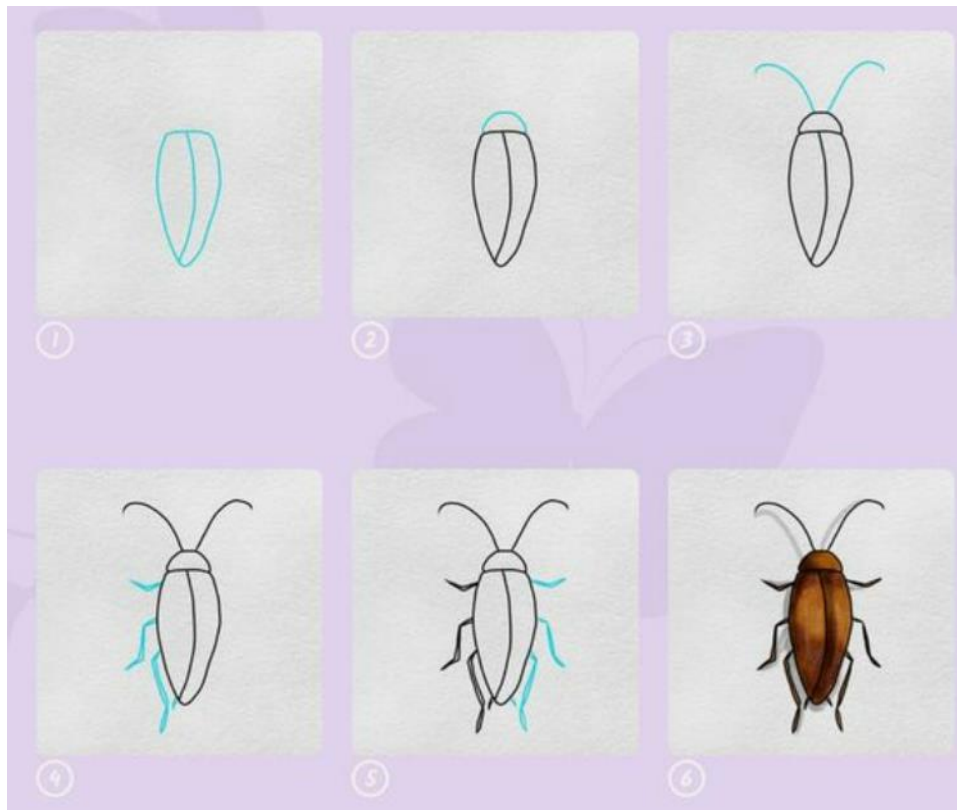
Correct direction



It in photoshop



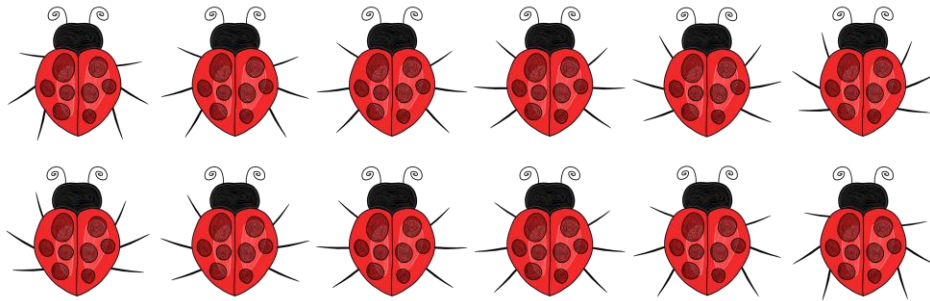
Reference:



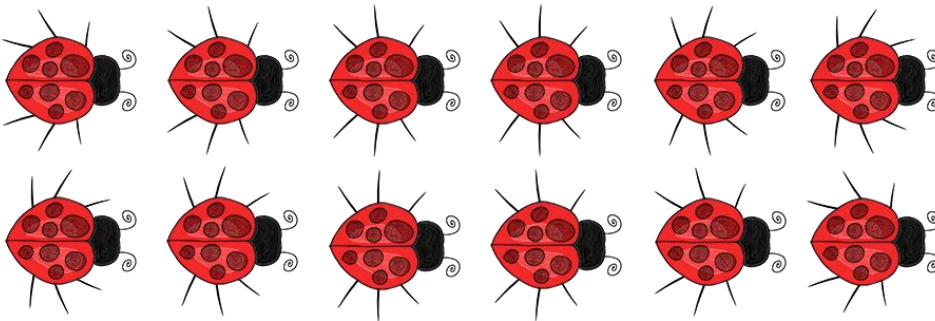
Ladybug – drawn and sprite sheet animated

Software: photoshop

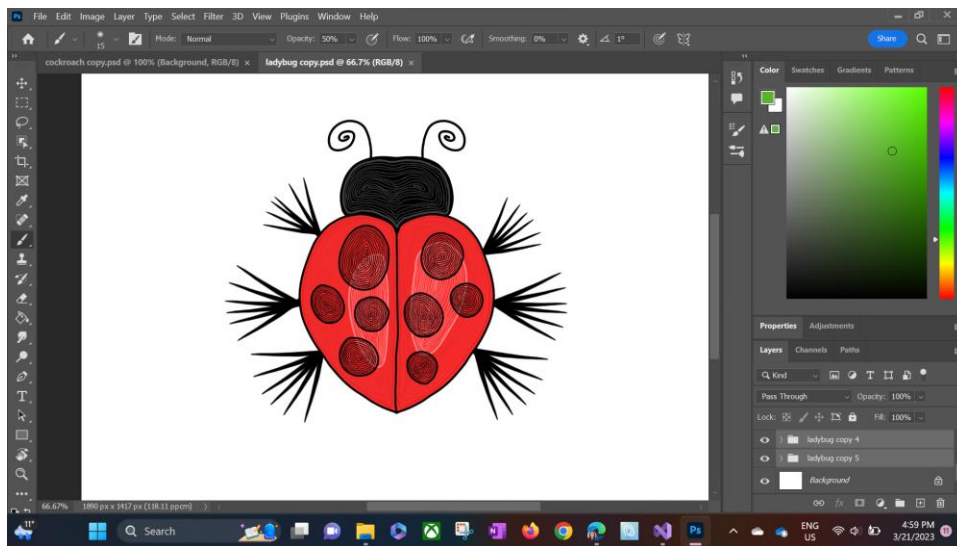
First I did wrong direction



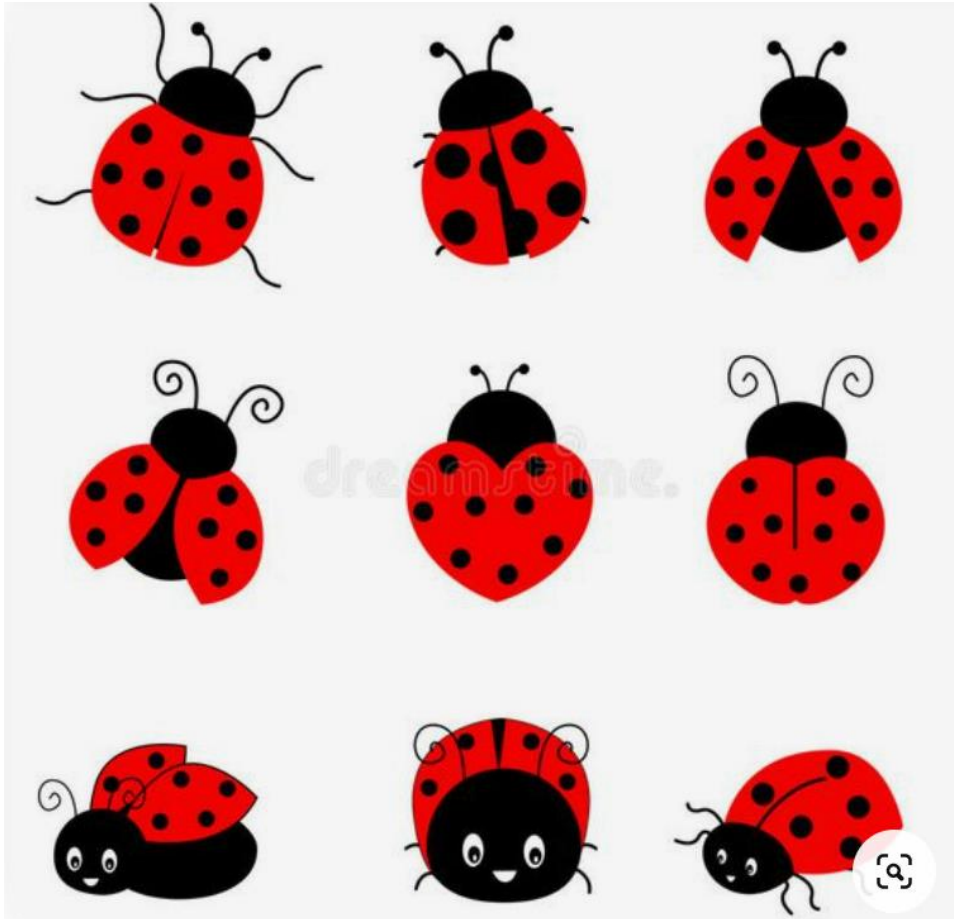
Right direction



It in photoshop



Reference:



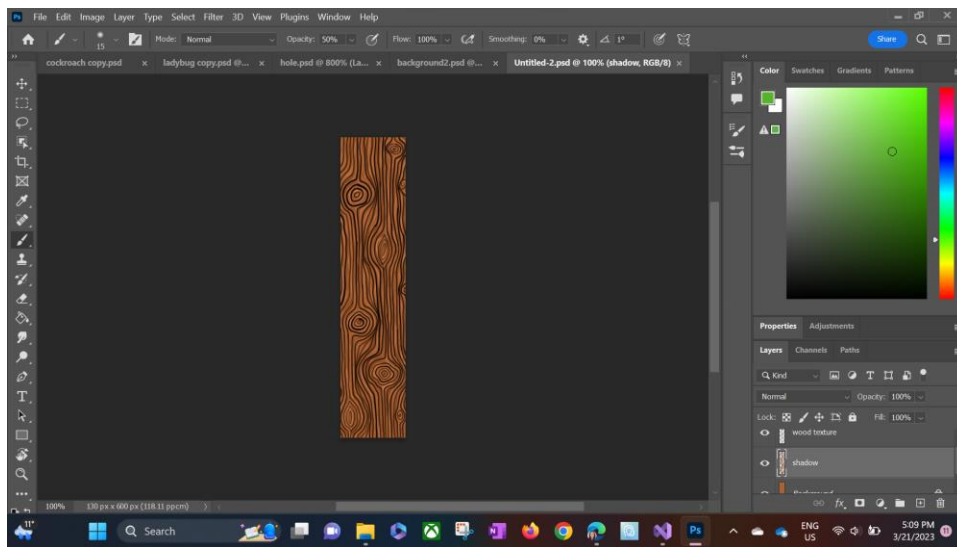
Wood – drawn

Software: photoshop

Wood texture



It in photoshop



Reference:

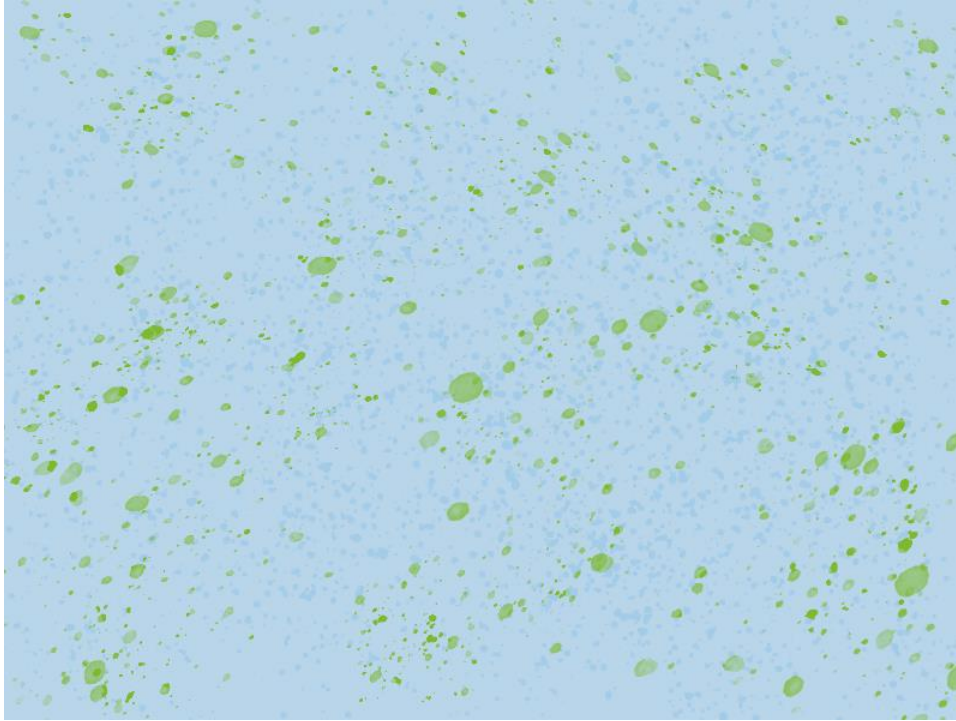




Background – drawn

Software: photoshop

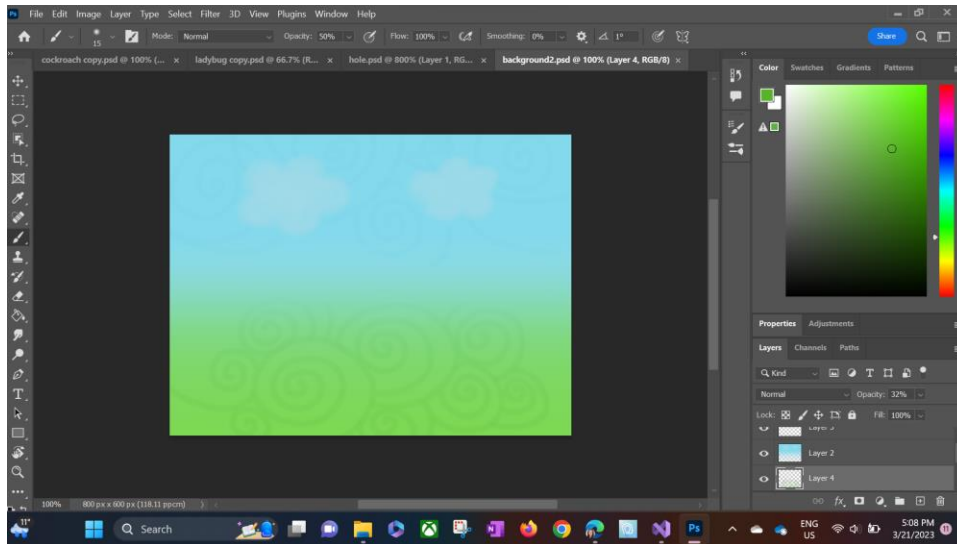
I wanted to keep it simple



However it didn't look good so I decided to do simple grass, sky w clouds and to keep the consistency-swirls



It in photoshop



Hole – drawn

Software: photoshop

It is supposed to represent a tree hole, basically marks the location of bugs



It in photoshop

