

## Sprite Parts

Animation frames arranged horizontally and separated as indicated by arrows:

**Facing south**

- Idle (1)
- Walk (2)

**Facing north**

- Idle(1)
- Walk(2)

**Facing sideways**

- Idle (2)
- Walk (2)

Eyes: 6 types

**Masculine hair/hat:**

18 types (1 type per row)

**Feminine hair/hat:**

18 types (1 type per row)

**Body: 5 types**

1. Unisex
2. Masculine
3. Robe/Cloak (Male)
4. Feminine
5. Robe/Cloak (Fem)

**Arm: 7 types**

The rows right below each body are just the standard arm combination but may be mixed and match accordingly

**Layering Guide**

Arm

Hair

Eye / Head

Body

## Built Character Samples

These are just sample combinations of eyes, body, arm, and hair combinations.

**Future pipeline:**

- More individual parts
- Colored versions

Male Variants 1

Male Variants 2

Male Variants 3

Female Variants 1

Female Variants 2

Female Variants 3