

1) Image Library

1.1) body-parts 1.2) accessories

There are 12 of them:

1)	tail.svg
2)	legs.svg
3)	arms.svg
4)	body-upper.svg
5)	ears.svg
6)	face.svg
7)	eyes.svg
8)	nose.svg
9)	foot-left.svg
10)	foot-right.svg
11)	hand-left.svg
12)	hand-right.svg

There are 7 categories:

1)	tails (folder)
2)	shirts-pants (folder)
3)	misc (folder)
4)	glasses (folder)
5)	mouths (folder)
6)	hats (folder)
7)	shoes (folder)

2) Order of Assembly

Below is the table for the order of assembly, ordered from **back to front**. A MonKey can **only have 1 accessory from each of the 7 accessory categories**. Accessories with some **[tags]** should be ordered differently even if the accessories are in the same category. Some **[tags]** can also remove some **body parts**.

1)	tail.svg
2)	tails (folder)
3)	legs.svg
4)	arms.svg
5)	body-upper.svg
6)	shirts-pants (folder)
7)	misc (folder) with [above-shirts-pants] tag
8)	ears.svg
9)	face.svg
10)	eyes.svg
11)	glasses (folder)
12)	nose.svg
13)	mouths (folder)
14)	hats (folder)
15)	foot-left.svg
16)	foot-right.svg
17)	shoes (folder)
18)	hand-left.svg
19)	hand-right.svg
20)	misc (folder) with [above-hands] tag

3) Tags

Below are the tables for tags. These are directives for how the accessories should be processed or ordered.

3.1) Body Tags

These tags appear only on **body parts**.

1)	[fur-color]	For all body parts that have this tag, the color string #7F6145 in their svgs should be replaced with the same random color .
2)	[eye-color]	For all body parts that have this tag, the color string #313CC4 in their svg should be replaced with the same random color .
3)	[shadow-fur]	For all body parts that have this tag, the opacity strings fill-opacity=".14" and fill-opacity="0.14" in their svg should be replaced with an opacity string that will be calculated based on the perceived brightness of the fur color .
4)	[shadow-fur-dark]	For all body parts that have this tag, the opacity strings fill-opacity=".24" and fill-opacity="0.24" in their svg should be replaced with an opacity string that will be calculated based on the perceived brightness of the fur color .
5)	[shadow-eye]	For all body parts that have this tag, the opacity strings fill-opacity=".13" and fill-opacity="0.13" in their svg should be replaced with an opacity string that will be calculated based on the perceived brightness of the eye color .

3.2) Accessory Tags

These tags appear only on **accessories**.

1)	[colorable-random]	If an accessory has this tag, the color string #62FFAA in their svg should be replaced with a random color.
2)	[unique]	If an accessory has this tag, it should occur much less compared to the others accessories.
3)	[removes-eyes]	If an accessory has this tag, eyes.svg shouldn't be included in the final image.
4)	[removes-legs]	If an accessory has this tag, legs.svg shouldn't be included in the final image.
5)	[removes-hands]	If an accessory has this tag, hand-left.svg and hand-right.svg shouldn't be included in the final image.

6)	[removes-hand-left]	If an accessory has this tag, hand-left.svg shouldn't be included in the final image.
7)	[removes-hand-right]	If an accessory has this tag, hand-right.svg shouldn't be included in the final image.
8)	[removes-feet]	If an accessory has this tag, foot-left.svg and foot-right.svg shouldn't be included in the final image.
9)	[above-shirts-pants]	If an accessory has this tag, it should be assembled above shirts-pants (folder).
10)	[above-hands]	If an accessory has this tag, it should be assembled above hand-right.svg.

11)	[w-{number}]	This tag tells the relative frequency of appearance of an accessory in a category. [w-0.9], [w-1.2] etc. If this tag doesn't exist on an accessory, it should be assumed to be [w-1].
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