

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.

<i>PARTS</i>	<i>SUB-PARTS</i>	<i>COUNT</i>
<i>BODY</i>		6EA
<i>HEAD</i>	FACE	9EA
	FACE ACC	19EA
	HAIR	26EA
	HAIR ACC	17EA
	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>		183EA

Animation List (TOTAL 9)

<i>NAME</i>	<i>COUNT</i>
<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

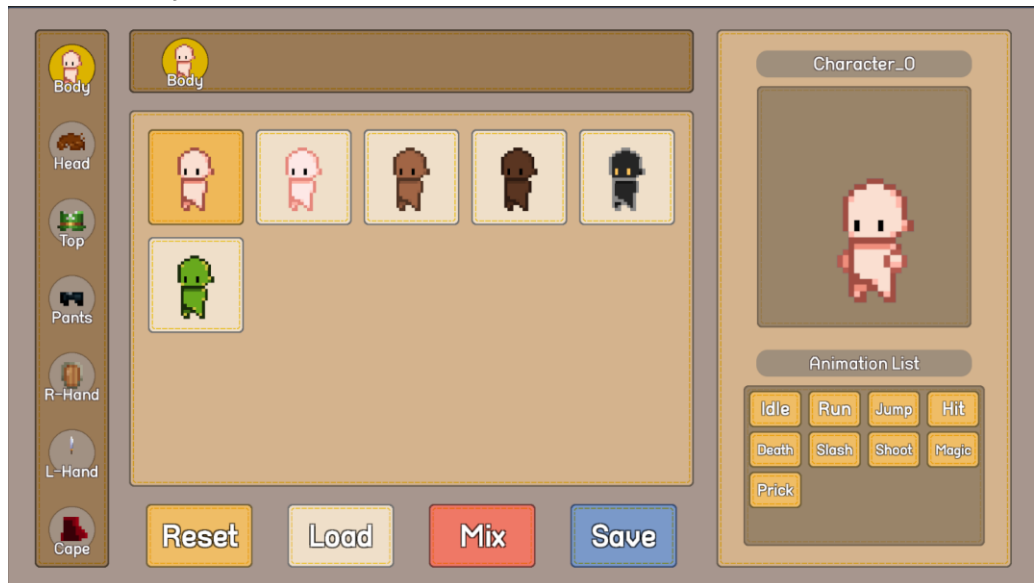
Features

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

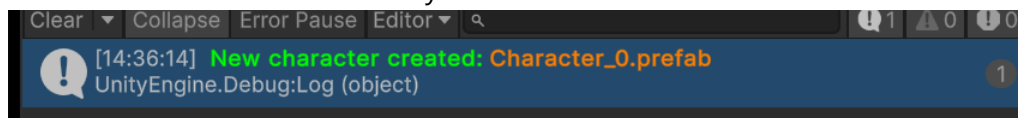
- Open the PixemScene file.
- Click the Play button.



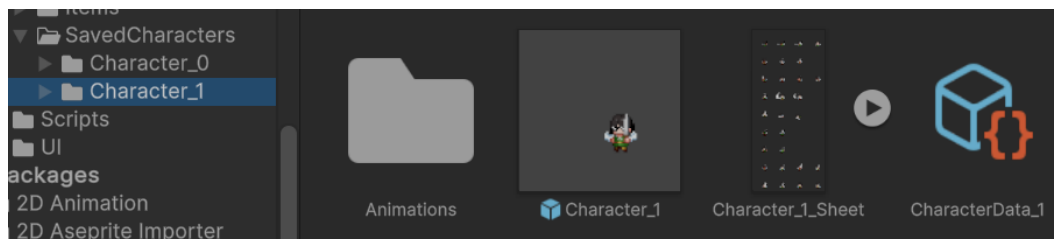
C. Select the parts you want.



D. Press the SAVE button to save your character.



2. Check Prefab



Check the saved character.

By default, it is saved in the SavedCharacters folder.

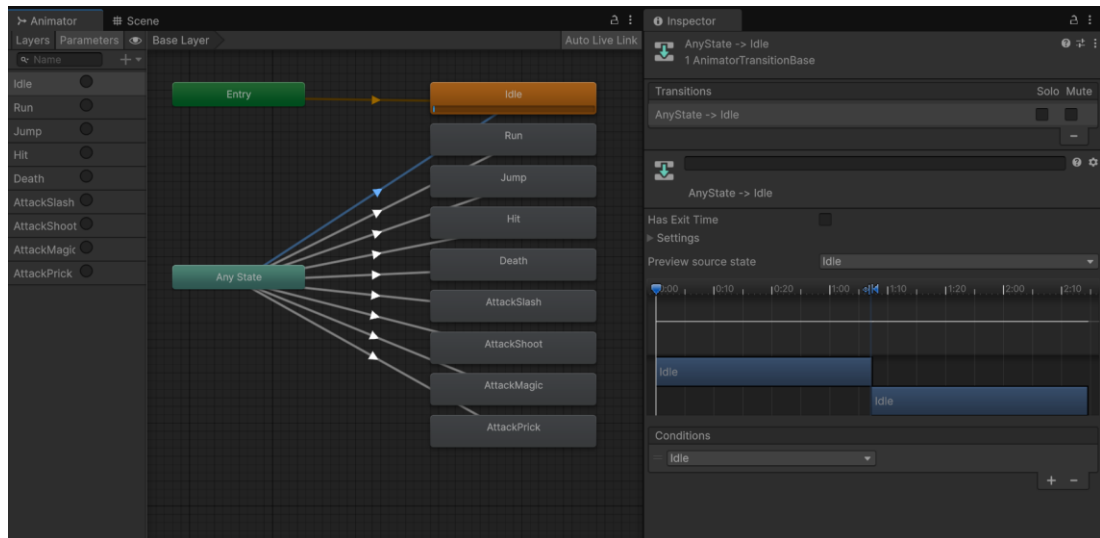
3. Use Character



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!

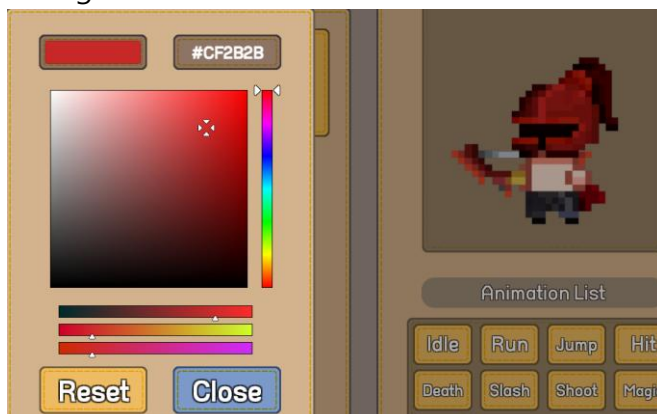


1. Choose Item.



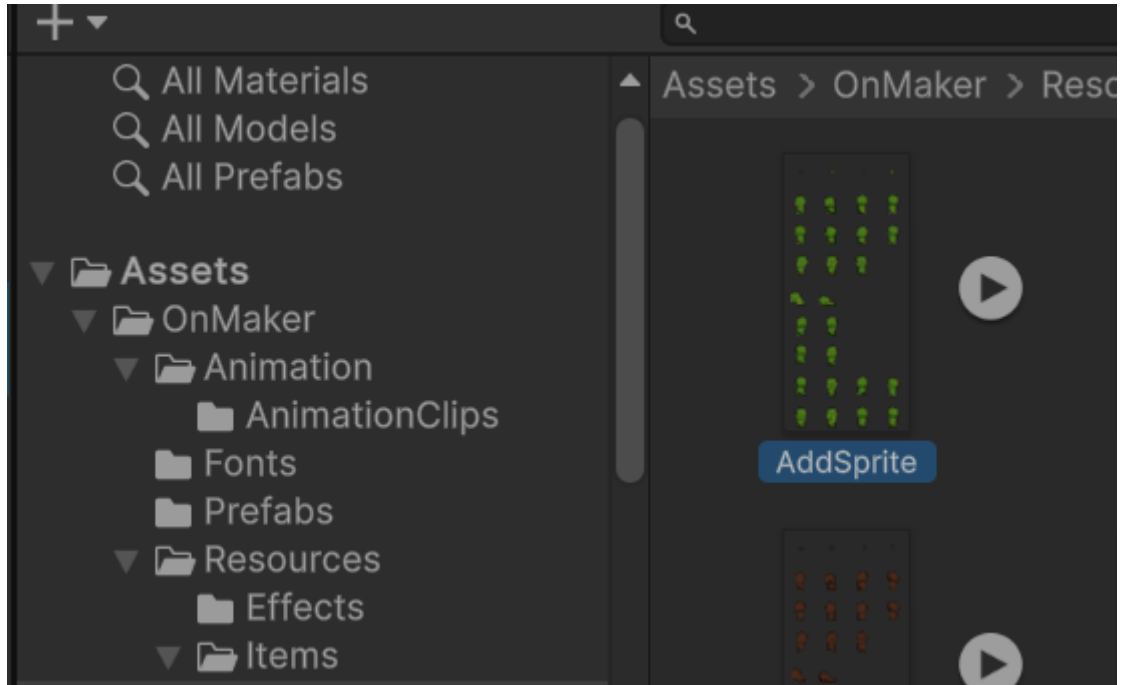
2. Click icon.

3. Change Color!



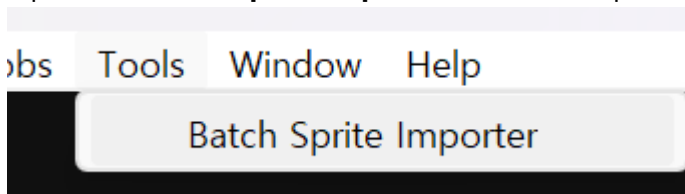
Create User Character

1. If you add a new part or object,

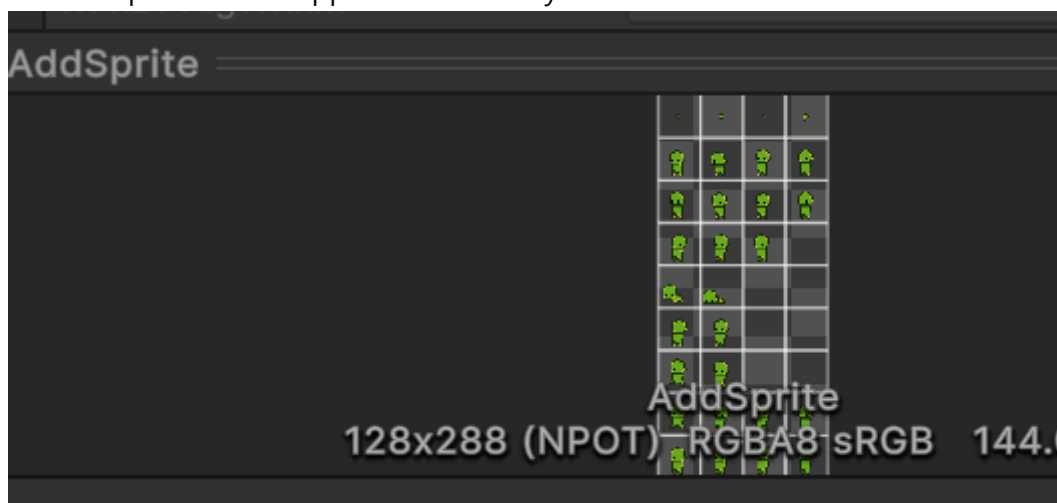


After adding the sprite,

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

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