

2D Animation and Assets

AniAssets

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Goals

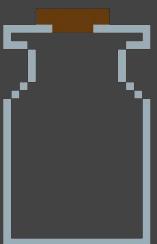
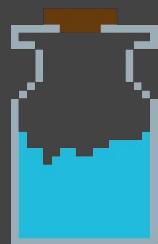
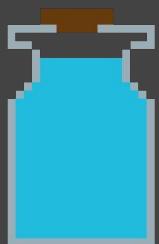
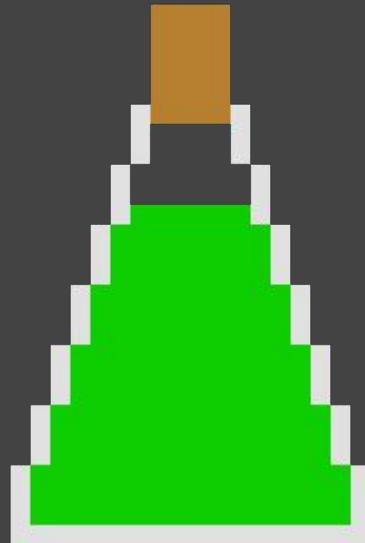
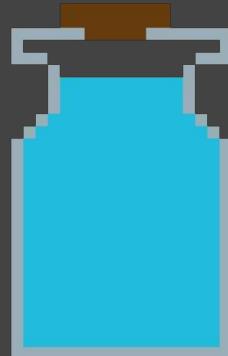
The goal is to create assets and animations

Using:

- Unity for animation tests.
- Aseprite
- Clip Studio for reference

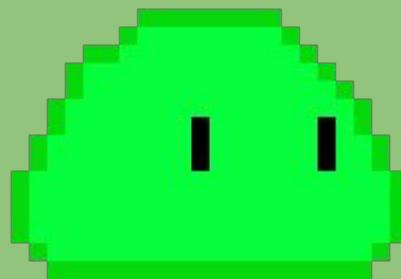
Sprite Sheet

Sprite of a potion. I wanted to make the potion be animated when you look at the UI.



Slime Sprite

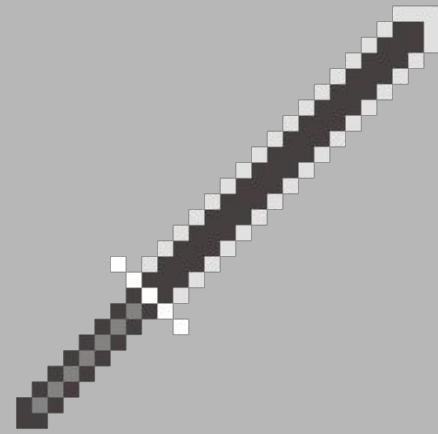
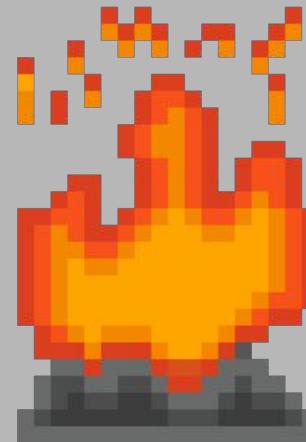
Easier to create like a slime animation so I can have a basis of how fast or slow I want it and also how much detail I want some sprites compared to others



Campfire and Great Sword sprite

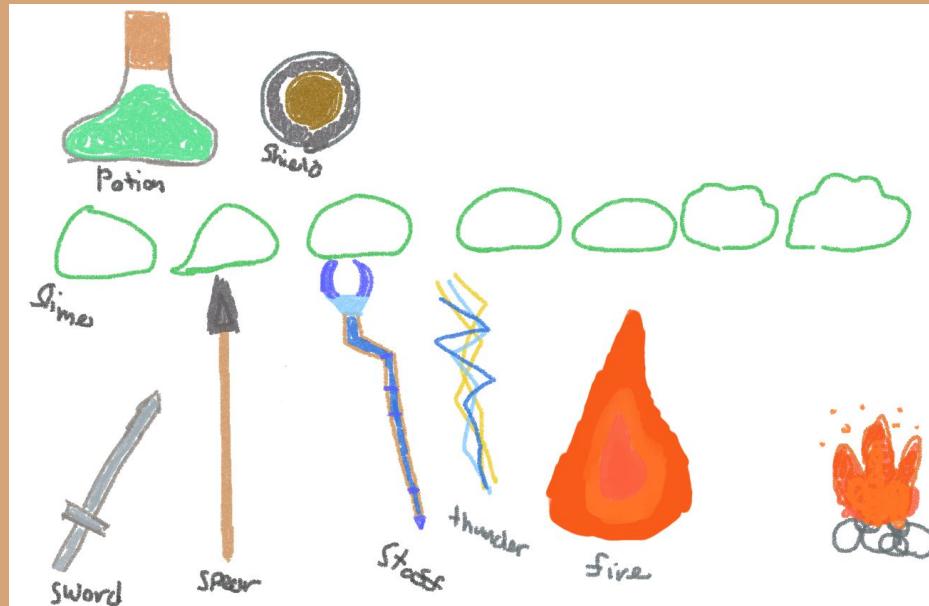
Animated the Fire

Greatsword sprite for how its
gonna look so I can at least get
the weapons ready for the
character



Reference for making the assets

Reference drawn so I can get an idea of how I want some things to look and animated.



Milestones

Short Roadmap (Feb–May)

- **Feb:** Artstyle finalized, weapon concepts, Unity import testing
- **Mar:** Player sprite + movement animations, first weapons, enemy sketches, VFX drafts
- **Apr:** Weapon animations, enemy animations, UI elements, Unity testing
- **May:** Polish animations, final VFX, build demo asset pack

Inspirations

