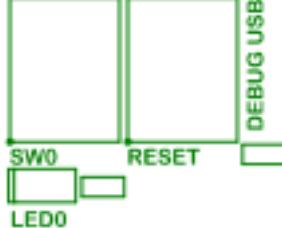


GND



GND



GND

Atmel®**ATMEGA256RFR2 X PLAINED PRO**

SPARE SIGNALS



ANTENNA 1



16 MHz



32768 Hz



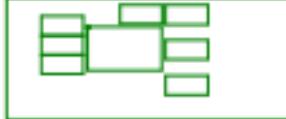
SPARE SIGNALS



ANTENNA 2



EEPROM & TEMPERATURE SENSOR



EXT3

19 17 15 13 11 9 7 5 3 1

GND

GND

EXT4

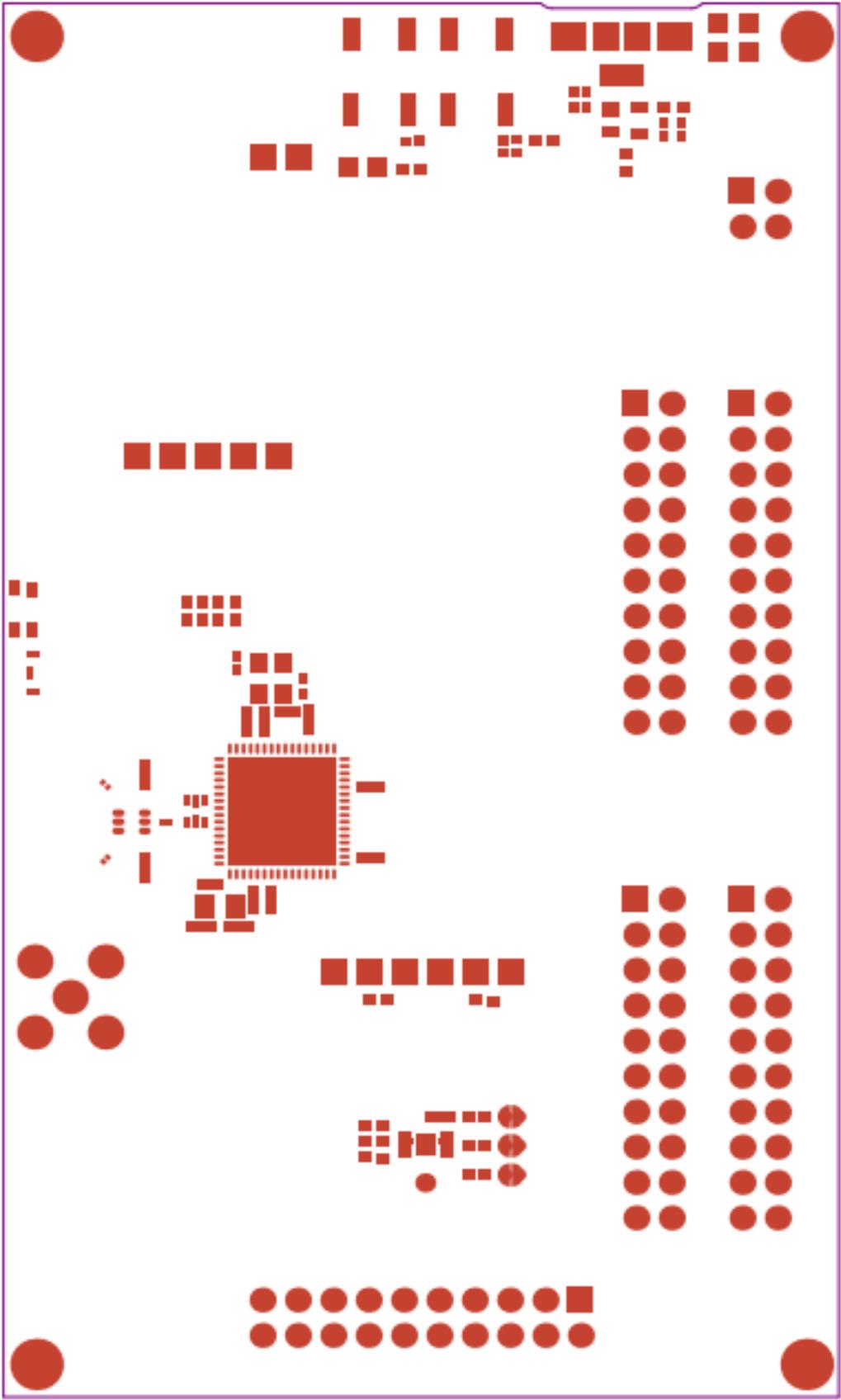
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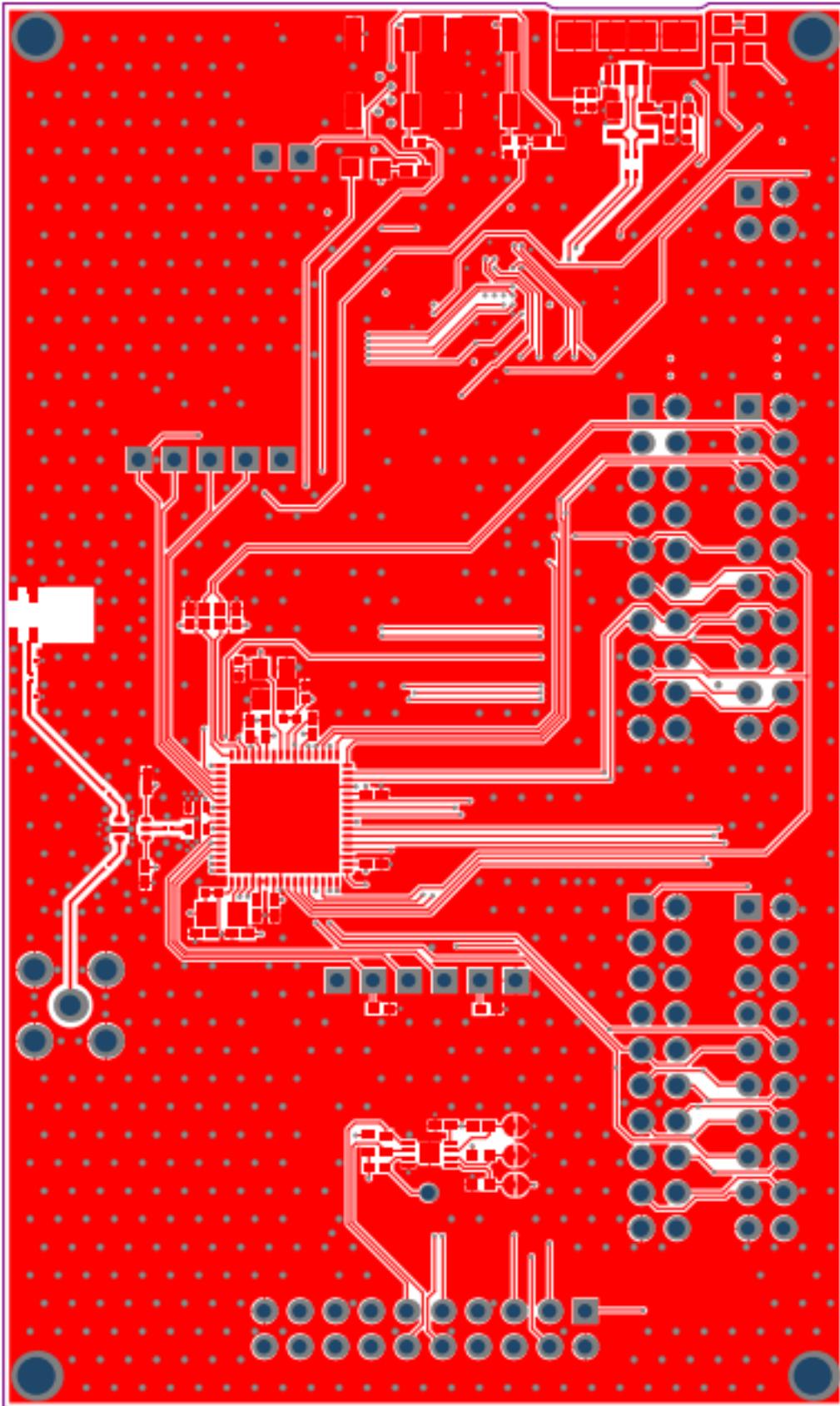
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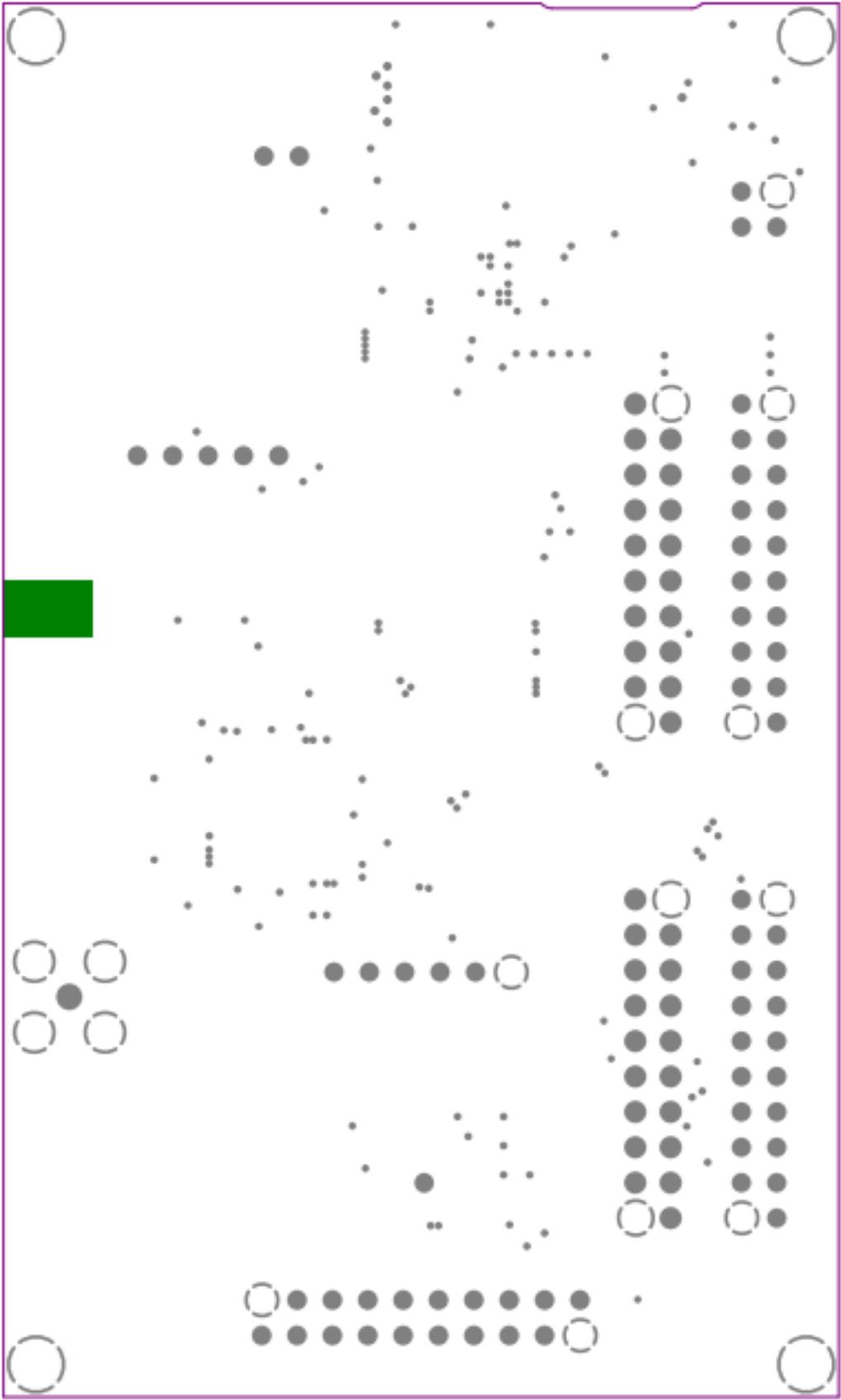
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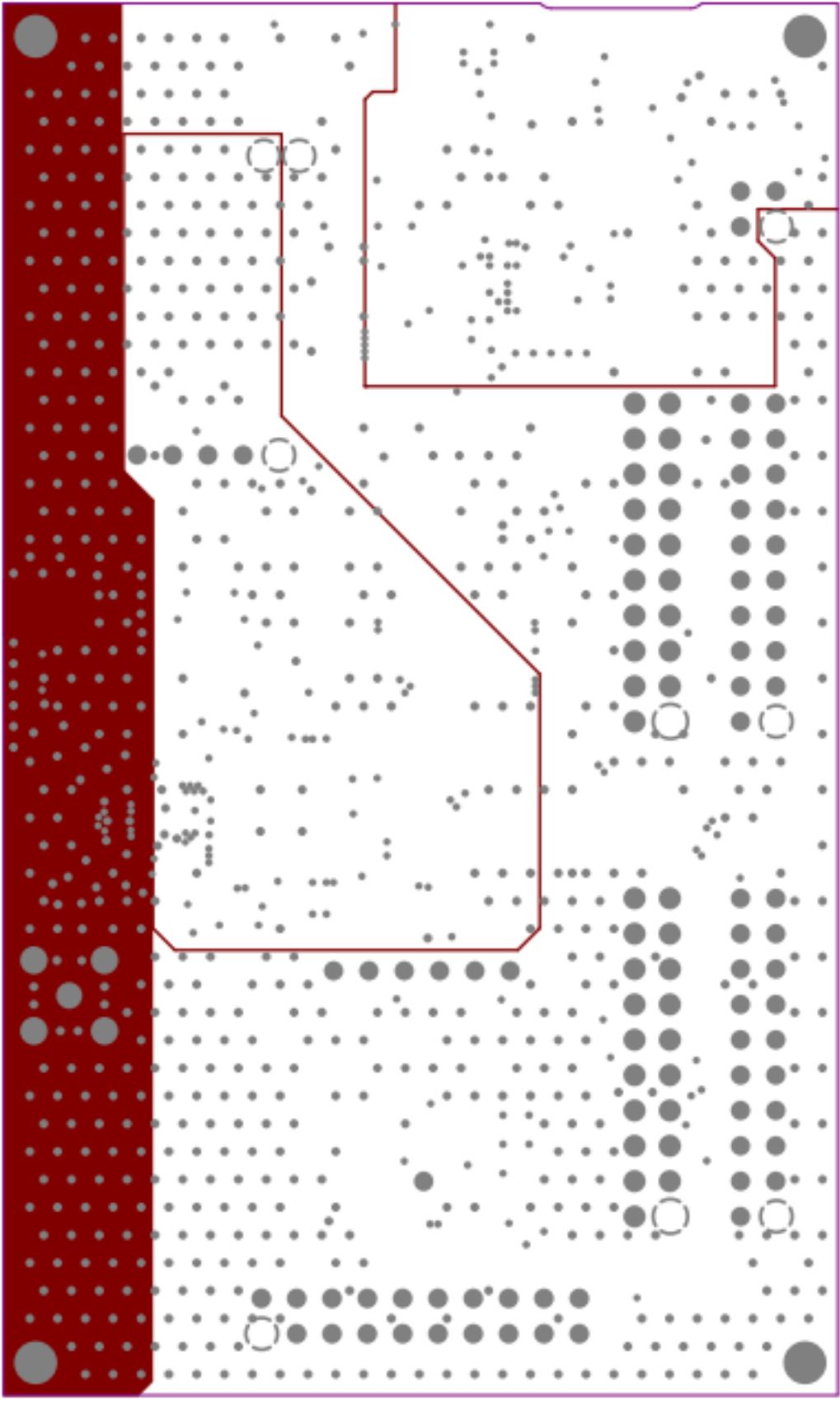
EXT2

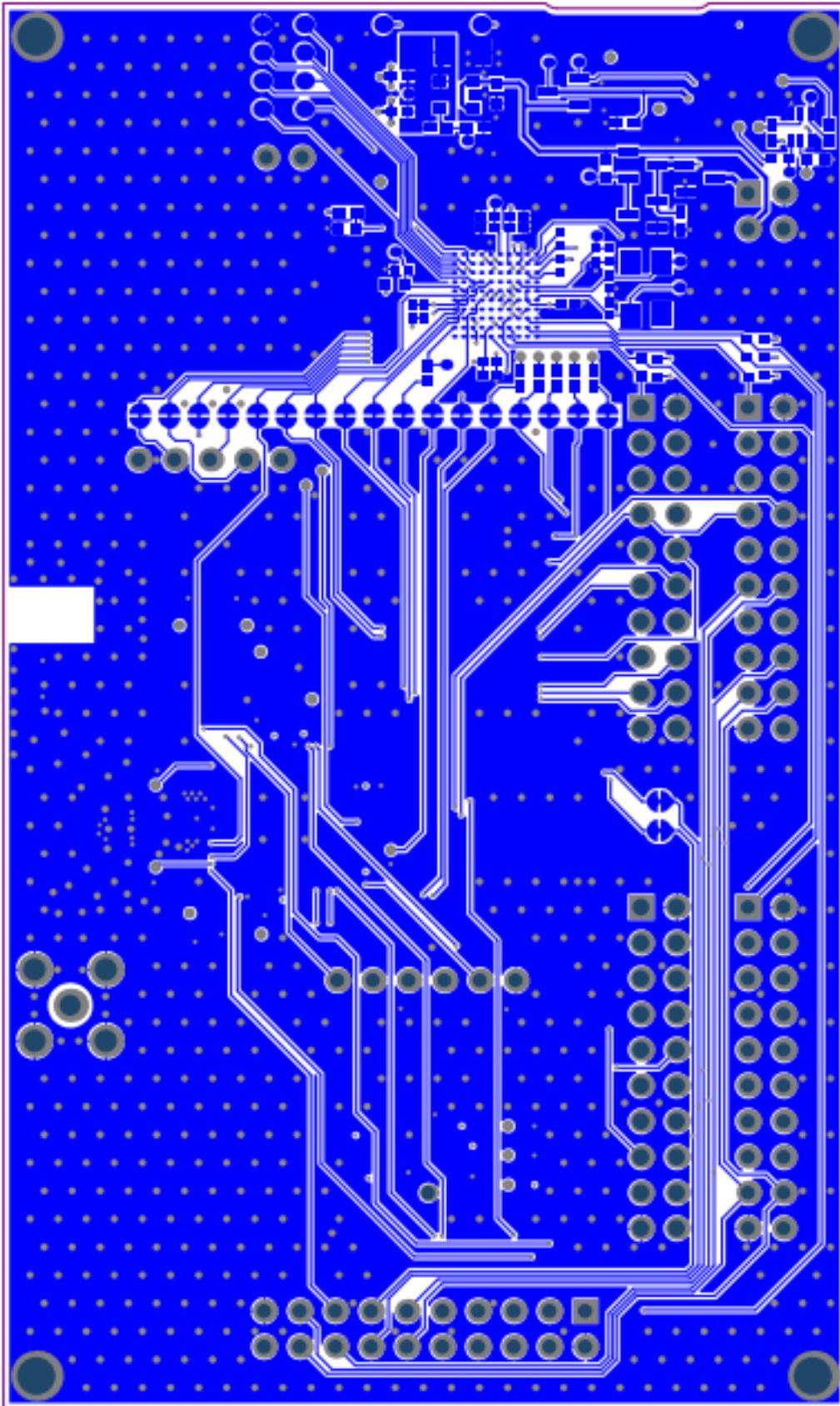
1	1
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11	11
13	13
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17	17
19	19

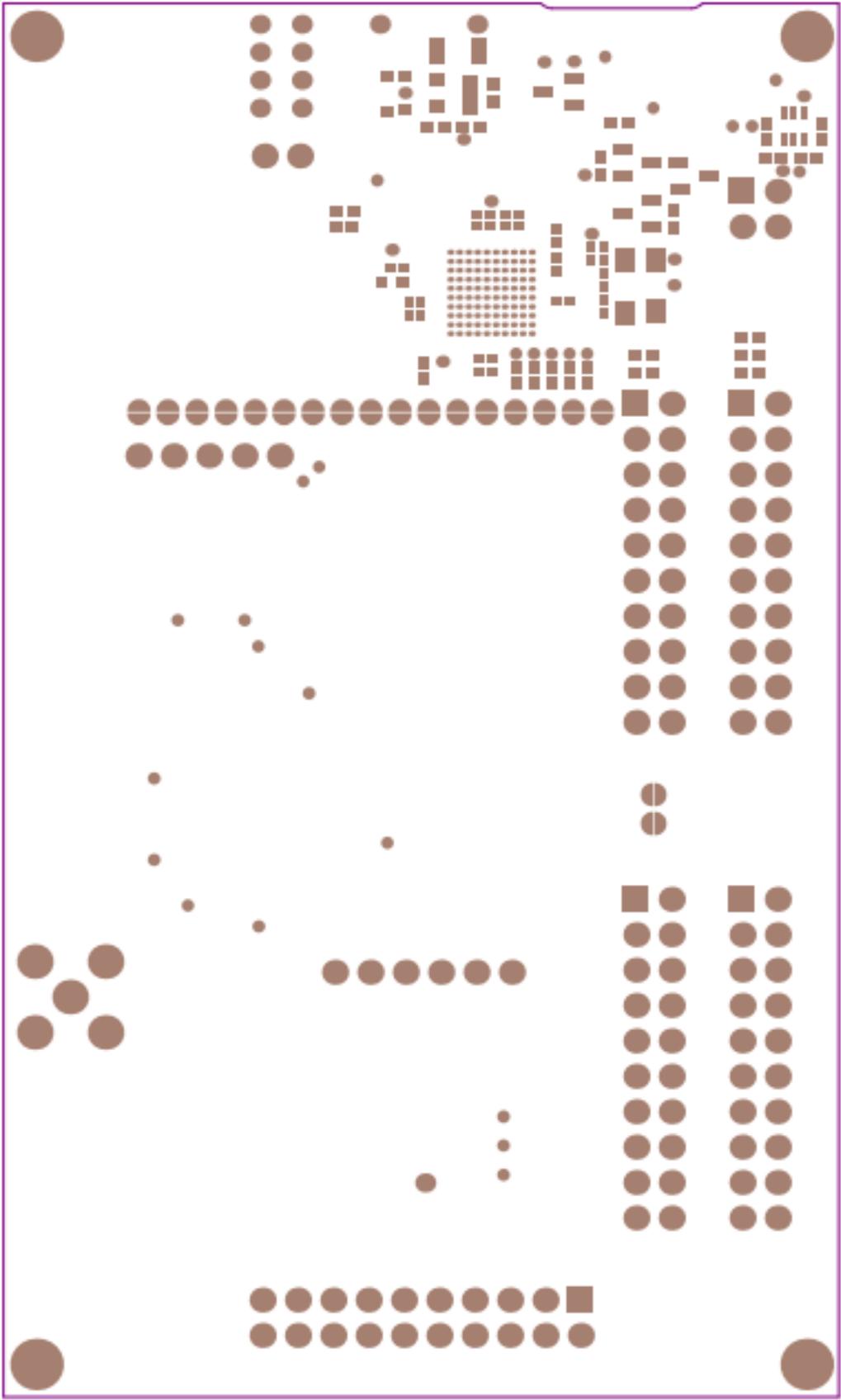












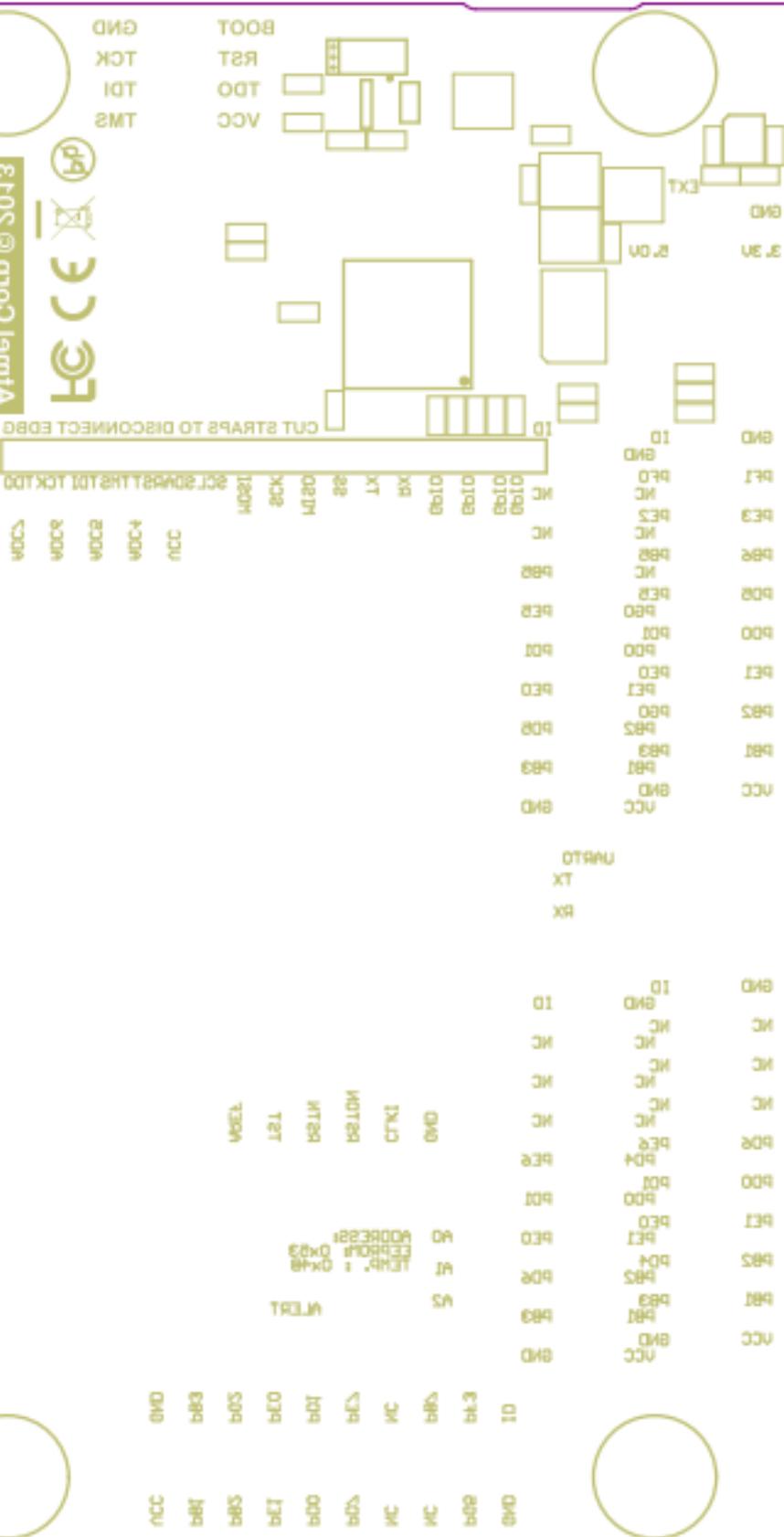


3 May 2008

JEL ABCDE

Amelia Cobb © 2013

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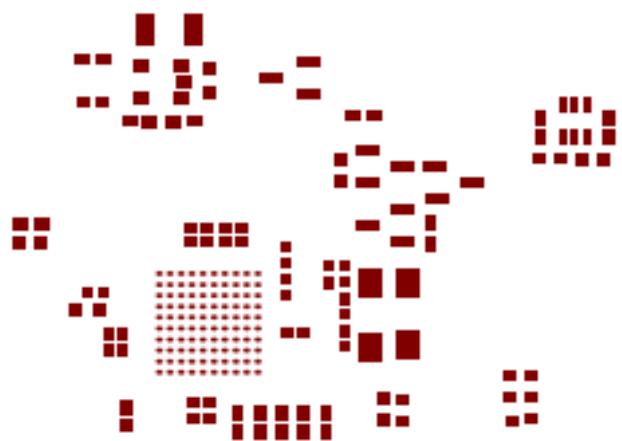


Figure 1. A 2D pixel art scene

Figure 1 shows a 2D pixel art scene. It features a large, multi-layered structure made of red and brown blocks, resembling a mountain or a large building, with a small figure standing at its base.

The scene is rendered in a low-resolution, pixelated style. The main structure is composed of several layers of blocks, with some areas showing more detail than others. A small figure stands at the base of the structure, providing a sense of scale.

This type of scene is often used in video games or other digital media to represent a specific location or environment. The pixel art style is popular because it can be easily scaled and rendered on various devices.

In this specific scene, the large structure could represent a city or a town, while the small figure could be a character or a player. The overall atmosphere is somewhat mysterious and intriguing, inviting the viewer to explore the scene further.

If you're interested in creating your own pixel art scenes, there are many resources available online, such as pixel art software and tutorials. You can also find inspiration by looking at existing pixel art scenes and trying to recreate them or add your own unique twist.

Overall, pixel art is a versatile and fun way to create digital art. Whether you're a beginner or an experienced artist, there's always something new to learn and explore in this exciting medium.