

Character generator

Version 7.3

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1 Universal character creator

Universal character creator based on Universal-LPC-spritesheet:
<https://github.com/jrconway3/Universal-LPC-spritesheet>.

1.1 Random character

```
(create-random-character [:gender gender]) → image?  
gender : string? = "r"
```

Creates a random character spritesheet. Optional argument *gender* can have value "m" for random male spritesheet, "f" for random female spritesheet, "r" for random gender character spritesheet.

Examples:

Random character, random gender.

```
(create-random-character)
```



Random character, male.

```
(create-random-character #:gender "m")
```



Random character, female.

```
(create-random-character #:gender "f")
```



1.2 Custom character

```
(show-character-options #:gender gender) → image?  
gender : string?
```

Generates a sheet with all options available for a custom character. Argument *gender* can have value "m" for male character options, "f" for female character options.

Example:

```
(show-character-options #:gender "m")
```

body



0



1



2



3



4



5



6



7



8



9

eyes



0



1



2



3



4



5



6



7



8

tops



0



1



2



3



4



5

bottoms



0



1



2

6



3



4



5

shoes



```
(show-hue-options #:gender gender
                  #:category category
                  #:item item-num) → image?
gender : string?
category : string?
item-num : integer?
```

Generates a sheet with various hue options for chosen character item. Argument *gender* can have value "m" for male character items, "f" for female character items. Value of argument *category* corresponds to the item category: "body", "eyes", "tops", "bottoms", "shoes", "hats", "hair", "belts", "arms", "misc". Item numeration for *item-num* starts from 0. User can get category and item-num from sheet generated by (show-character-options).

Example:

```
(show-hue-options #:gender "m"
                  #:category "hats"
                  #:item 3)
```



```

(create-custom-character #:gender gender
  [#:body body
   #:eyes eyes
   #:top top
   #:bottom bottom
   #:shoes shoes
   #:hat hat
   #:hair hair
   #:belt belt
   #:arms arms
   #:misc misc]) → image?

gender : string?
body : (or/c integer? pair?) = (hue 0 0)
eyes : (or/c integer? pair?) = (hue 0 0)
top : (or/c integer? pair?) = (hue 0 0)
bottom : (or/c integer? pair?) = (hue 0 0)
shoes : (or/c integer? pair?) = (hue 0 0)
hat : (or/c integer? pair?) = (hue -1 0)
hair : (or/c integer? pair?) = (hue 0 0)
belt : (or/c integer? pair?) = (hue -1 0)
arms : (or/c integer? pair?) = (hue -1 0)
misc : (or/c integer? pair?) = (hue -1 0)

```

Creates a custom character spritesheet. Required argument *gender* can have value "m" for male custom character, "f" for female one. Other keyworded arguments #:body, #:eyes, #:top, #:bottom, #:shoes, #:hat, #:hair, #:belt, #:arms, #:misc are optional and correspond to item categories. Those keyworded arguments can accept either item number within the category or procedure (*hue*). When just an item number is provided no hue will be applied to it, if (*hue*) procedure is provided as an argument item will be hued according to (*hue*) documentation. If item number is -1 no item in the category will be added to the character. Available item categories, item numbers as well as hue options are represented on sheets generated by (*show-character-options*) and (*show-hue-options*).

Examples:

Custom male character: base items (body, eyes, tops, bottoms, shoes) are default.

```
(create-custom-character #:gender "m")
```




Custom male character.

```
(create-custom-character #:gender "m"
  #:top (hue 1 160)
  #:arms (hue 0 160)
  #:bottom (hue 4 160)
  #:shoes (hue 1 160)
  #:hat (hue 3 160))
```



Example of a sprite when item from category "#:top" is eliminated.

```
(create-custom-character #:gender "f"  
  #:top -1  
  #:hair (hue 21 50)  
  #:misc (hue 5 20))
```



```
(hue item-num hue) → image?
  item-num : integer?
  hue : integer?
```

This function should be called within `(create-custom-character)` keyworded arguments `#:body`, `#:eyes`, `#:top`, `#:bottom`, `#:shoes`, `#:hat`, `#:hair`, `#:belt`, `#:arms`, `#:misc` to add hue to the custom chracter item. First argument `item-num` is the item number within a category, second argument `hue` is the hue that is an integer in the range [0..360]. A sheet generated by `(show-hue-options)` provides a reference for the value of `hue`.

Example:

There are following hue options for a male top 1.

```
(show-hue-options #:gender "m"
                  #:category "tops"
                  #:item 1)
```



0



20



40



60



80



100



120



140



160



180



200



220



240



260



280



300



320



340

Create a custom male character with a purple chest.

```
(create-custom-character #:gender "m"  
                        #:top (hue 1 220))
```



2 Sith character

Based on collection of full sprites by Sithjester at <http://untamed.wild-refuge.net/rmxpresources.php?characters>.

`(sith-character)` → image?

Generates a spritesheet for a randomly chosen sprite from Sithjester collection of sprites.

Example:

`(sith-character)`



3 Credits

3.1 Universal character creator credits

Following authors contributed to the Universal-LPC-spritesheet:

Luke Mehl

Most of the female assets All layers in the tiaras group All layers in the necklaces group All layers in the buckles group silver belt iron belt gold belt brown belt bronze belt black belt All layers in the robes group All layers in the slippers group

Johannes Sjölund

shield (cutout metal hat) shield (cutout body) spear dagger (m) arrow arrow (skeleton) bow bow (skeleton) gloves metal (m) helmet metal (plate) hat (chain) hat (leather) hood (chain) hood (robe) page (color removed by Matthew Krohn) page2 (adapted from page by Joe White) Casting Eyeglow belt leather (m) belt rope (m) arms shoulders (m) plate (m) bracers (m) leather shoulders (m) torso (m) jacket purple (chain) torso (chain) shirt brown (robes) shirt white (leather) pants metal (m) skirt brown (robes) pants greenish (leather, chain) boots metal (m) shoes black shoes brown (leather, chain) quiver The following base animations: Thrust (male) Shoot (male) Walkcycle (skeleton) Hurt (skeleton) Slash (skeleton) Spellcast (skeleton) Oversized spear Oversized male longsword Oversized male rapier

Marcel van de Steeg

bracelet orceyepatch bandana pirateshirtlady Tanned and dark skinned color tones orc

Manuel Riecke

ponytail loose swoop pixie bangsshort bangslong unkempt messy1 longhawk messy2 bed-head shorthawk bangs mohawk long

Thane Brimhall

dress with sash ghillies All layers in the Formal Male Attire group All layers in the Accessories group (except necklaces)

Matthew Krohn

Adapted the following dagger (f) metal gloves (f) leather belt (f) rope belt (f) plate shoulders (f) plate chest (f) bracers (f) leather shoulders (f) leather torso (f) robe skirt (f) metal pants (f) metal boots (f) golden armor layers (f) The following base animations: Thrust (female) Shoot (female) Oversized female longsword Oversized female rapier Oversized female saber Oversized female mace

Lori Angela Nagel

wings robe

Lanea Zimmerman (AKA Sharm)

overskirt blue vest underdress princess (color removed by Matthew Krohn)

Stephen Challenger (AKA Redshrike)

The following base animations: Walkcycle (male and female) Hurt (male and female) Slash (male and female) Spellcast (male and female) Orc heads adapted by Marcel van de Steeg from Stephen Challenger's original material

Daniel Eddeland

greatbow recurve bow Oversized male mace Oversized male saber Oversized trident Oversized dragonspear

Shaun Williams

Golden Armor (male) layers (separated by Matthew Krohn)

Joe White

brown shoes (f) black shoes (f) thrust and shoot animations for slippers layers green pants (f) ponytail2 hairstyle (f) plain hairstyle (m) hairstyle autoposition/recolor script

Mark Weyer

dark2 (male and female) grey eyes (male and female)

Barbara Rivera

bangslong2 (based on bangsshort) bunches (based on unkempt)

JRConway3

Curly Shoulder Hair (female) Female cloth bracers Maroon/Magenta pants (female) Sleeveless shirt (Female)

JaidynReiman

Shoulder Hair [based on princess/unkempt] (f) Cloth bracers (f) Sleeveless shirt (f) Tunic (f) Cape [back] (f) Trimmed cape [back] (f) Tattered cape [back] (f) Cape [behind body] (f) Trimmed cape [behind body] (f) Tattered cape [behind body] (f) Cape clip [accessories/neck] (f) Cape strap [accessories/neck] (f) Jewfro Hair Shortknot Hair Longknot Hair Xlongknot Hair Facial Hair Autoposition (Joe White's script extended) Full Hairstyle Frame Recolors (Joe White's script extended)

Nila122

darkelf (male and female) darkelf2 (male and female) extra long hairstyle red2, black2, purple, brown2, gold hair recolors

neo4cat6

Beard and Mustache

They are not responsible for any terrible job I do messing with color sliders for hair and clothing.

3.2 Sith character credits

Spritesheets used came from Sithjester.