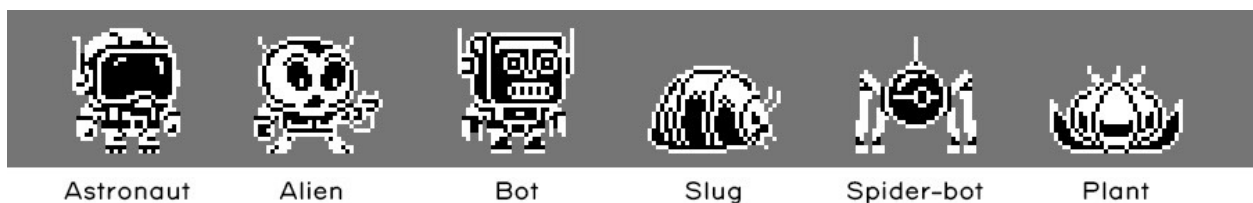


Astro Sprites 1B by Rumblecade®

ANIMATION FRAME NOTES:

These notes for the spritesheets may be helpful in creating different animations for each character. They are by no means a rule set and we encourage you to experiment or mix and match frames as you see fit.

Frame rates listed alongside are the suggested FPS that work well with low frame count animations, but again please adjust to individual needs.



LICENSE:

These assets can be used in both free and commercial game projects. If used, art credit to @Rumblecade is appreciated. Original artwork remains © 2020 Rumblecade LLC. Re-selling this asset by itself or as part of another asset pack is prohibited.

www.rumblecade.com

Twitter: <http://twitter.com/rumblecade>

tumblr: <http://rumblecade.tumblr.com/>

Facebook: <http://www.facebook.com/rumblecade>

Rumblecade® is a registered trademark of Rumblecade LLC.



Astronaut	Frame(s)	FPS
idle	1, 2 loop	2
shoot	3	~
walk/run	4, 5 loop	8
jump compress	6	~
jump ascend	7	~
jump apex, decent	8	~
jump land	9	~
walk/run shoot	3, 10 loop	8
recoil	11	~
death	12-14	8
blink* idle	15-16	2

Alien	Frame(s)	FPS
idle	1, 2 loop	4
walk/run	3, 4 loop	8
jump	3	~
recoil	5	~
recoil (flash alt)	6	~
jump land	9	~
shoot	7	8
shoot recoil	8	~

* Blink frames are for Astronaut alternates that have eyes.

Bot	Frame(s)	FPS
idle	1, 2 loop	4
walk/run	3, 4 loop	8
recoil	5	~
recoil (flash alt)	6	~

Slug	Frame(s)	FPS
idle	1, 2 loop	2
walk/run	1, 2 loop	4
recoil	3	~
recoil (flash alt)	4	~

Spider-bot	Frame(s)	FPS
idle	1, 2 loop	2
walk/run	3-6 loop	8
recoil	7	~
recoil (flash alt)	8	~
shoot	9	~

Plant	Frame(s)	FPS
idle	1, 2 loop	2
recoil (flash alt)	3	~

OPTIONAL 4-FRAME RUN CYCLE (Astronaut Only)

Separate sprite sheets are included for the Astronaut with a 4-frame run cycle, as one may wish for the “hero” sprite to have more fluid motion. This is simply a style preference and the frame count is still purposefully limited in keeping with the 1-bit approach.

Because of the additional frames, it is suggested to play the 4-frame cycle at a higher frame rate than the 2-frame cycle. This of course can be adjusted to personal preference.

Astronaut 4-frame	Frame(s)	FPS
walk/run	1-4 loop	10-16
walk/run shoot	1-4 loop	10-16