

Tiles for: dungeon floor, walls, edges of the map, and animated water.

dungeon_tilesset.ai: vector (AI CS6) tiles
dungeon_tilesset.eps: vector (EPS10) tiles
dungeon_tilesset.psd: 256x256 pixel bitmap tiles (grouped layers)
dungeon_tilesset_256.png: 256x256 pixel bitmap tiles
dungeon_tilesset_128.png: 128x128 pixel bitmap tiles
dungeon_tilesset_64.png: 64x64 pixel bitmap tiles
dungeon_tilesset_32.png: 32x32 pixel bitmap tiles

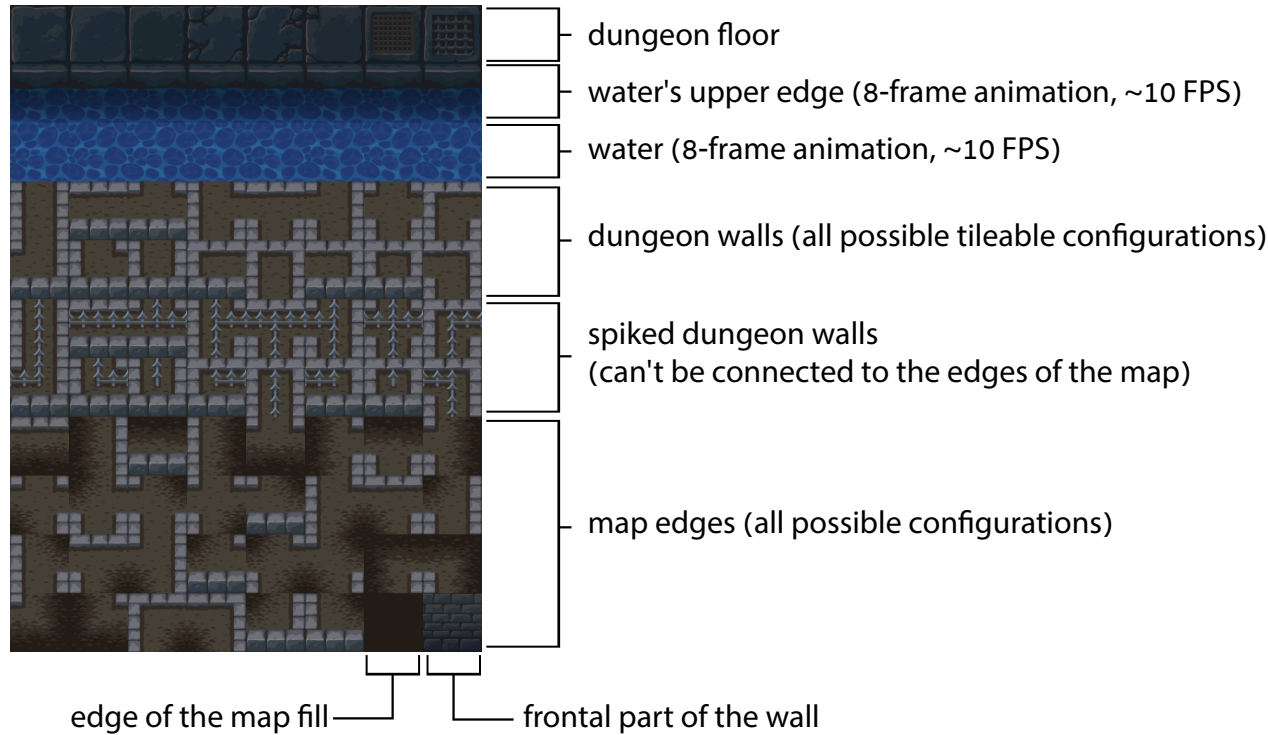
Tiled transparent shadow:

floor_shadow_tileset.ai: vector (AI CS6) tiles
 floor_shadow_tileset.eps: vector (EPS10) tiles
 floor_shadow_tileset.psd: 256x256 pixel bitmap tiles (layered)
 floor_shadow_tileset_256.png: 256x256 pixel bitmap tiles
 floor_shadow_tileset_128.png: 128x128 pixel bitmap tiles
 floor_shadow_tileset_64.png: 64x64 pixel bitmap tiles
 floor_shadow_tileset_32.png: 32x32 pixel bitmap tiles

Functional and decorative objects:

objects_tileset.ai: vector (AI CS6) graphics
objects_tileset.eps: vector (EPS10) graphics
objects_tileset.psd: pixel bitmap graphics sized and positioned according to 256x256 pixel grid (grouped layers)
objects_tileset_256.png: pixel bitmap graphics sized and positioned according to 256x256 pixel grid
objects_tileset_128.png: pixel bitmap graphics sized and positioned according to 128x128 pixel grid
objects_tileset_64.png: pixel bitmap graphics sized and positioned according to 64x64 pixel grid
objects_tileset_32.png: pixel bitmap graphics sized and positioned according to 32x32 pixel grid

Tiles:



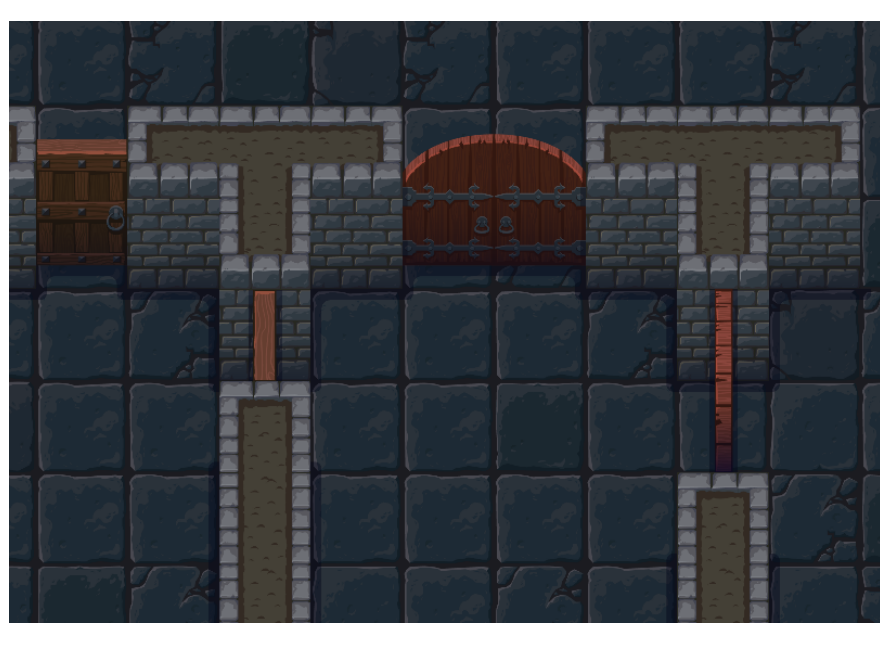
objects_tileset contains graphics for functional objects (doors, lever, treasure chests) and decorative objects, including an animated torch. Everything is positioned according to the tile grid; shadows are separated from the corresponding objects.



a locked state

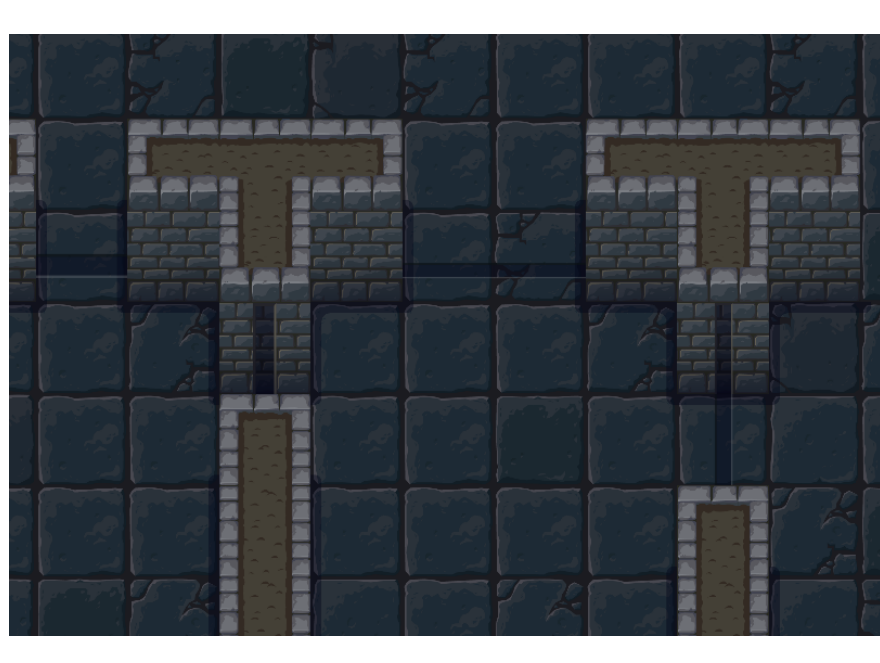


1 2 3 4 5 6 7 8 9 10 11 12

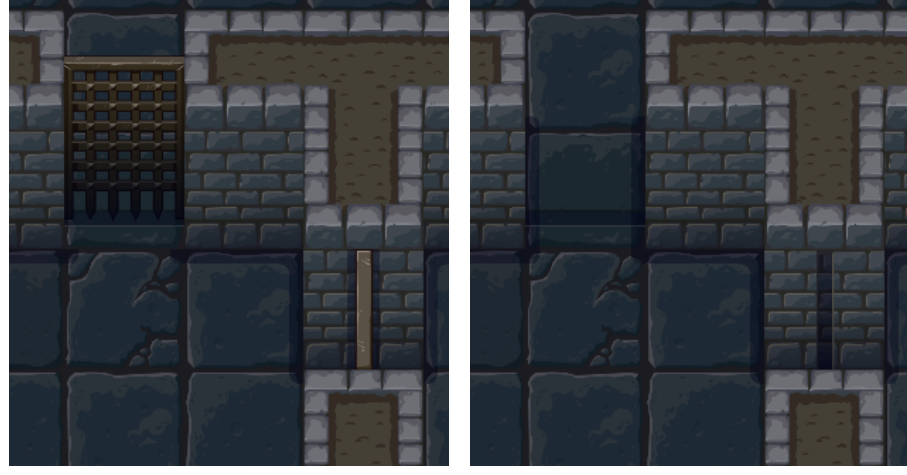


1. the closed door image is exchanged

To make an open side door, take the frontal closed state and position it accordingly, combined with the provided additional shadow.



The gate has a closed state and disappears when open, leaving a visible threshold.



Lever is a 4-frame animation



Torch is a 4-frame animation cycle (10-15 FPS)



If you have any questions feel free to contact me at carlathink@gmail.com