

DOCUMENTATION

Hi, thanks you for the purchase ♥

Here you have information that will be useful for you

The package comes divided into 11 folders, the sizes can be very different from one another, depending on the type and shape of the mushroom, it is made this way to add more variety to the package.

-Type1: A completely pink chubby design with bubbles filled with a strange red liquid.

minimum size: 15x15

maximum size: 66x44

-Type2: Shadowy, twisted and elongated, it gives the sensation that it is melting but in reality it is its true form.

minimum size: 9x21

maximum size: 51x89

-Type3: More adorable design, also bubbly, a little sweeter and brighter.

minimum size: 31x40 or 34x38

maximum size: 60x42 or 58x53

-Type4: These groups of mushrooms usually grow on trunks, they always grow together as a huge family.

minimum size: 55x76 or 52x96

maximum size: 68x96

-Type5: Another familiar group but with a peculiar similarity to honeycombs, they also grow on the trunks and their yellow color contrasts with the green of nature.

minimum size: 50x50

maximum size: 71x80 or 109x71

-Type6: Simple and cute classic mushrooms, with a soft gradient that could decorate the wet earth.

minimum size: 23x31

maximum size: 72x80

-Type7: Elegant and strange, with slightly more sober colors and oval shapes made with her veil.

minimum size: 44x55

maximum size: 96x93

-Type8: Usually small and brightly apple-green in color, they stand out wherever they appear.

minimum size: 15x25

maximum size: 44x46 or 30x48

-Type8.1 :A variant of Type8 but it secretes a transparent viscous liquid.

minimum size: 16x25

maximum size: 46x46 or 32x48

-Type9: A slightly more magical design, with iridescent colors and full of fantasy.

minimum size: 41x45 or 31x51

maximum size: 72x78

-Type10: Also full of magic, alluding to witches and spells, with shiny protuberances and completely colorful

minimum size: 17x43

maximum size: 44x64

It also includes a TileMap folder for each type of mushroom.

You must work in RGBA 32 bit format and remove the filters so that the assets are not blurred.

If you have questions or need to contact me:

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