Wickhead/lightbulb man sitting on a ledge

* This animation but maybe a lil adjusted
  + <https://www.mixamo.com/#/?page=1&query=swinging+legs>
  + Less cheery more melancholy
  + Less head movement, make head more downturned
  + Slower
* Big moon in background
* Maybe on a clocktower
* Moths (particle effect) circling around head
* Realtime lighting from character head
* Bulb person replacing their head
  + bulb head burns out
  + character unscrews their their head
  + character screws new bulb in

PSX stuff

* PS1 emulated rendering
  + low res
  + no texture filtering/antialiasing
    - Photo realistic textures heavily down scaled/compressed
  + affine mapping/distortion
  + segmented animation
* <https://www.youtube.com/watch?v=m3Wf-EegBgg>
* <https://asobu.medium.com/the-3-difficulty-levels-for-developing-a-ps1-like-game-3508f24410c7>
* <https://www.youtube.com/watch?v=_nxJ8olekBY>
* Affine shader: <https://www.youtube.com/watch?v=Tbe2niFQI2M>
* <https://www.youtube.com/watch?v=vubxL52NlAY>

CRT shader: <https://github.com/Cyanilux/URP_RetroCRTShader>

Retro assets: <https://github.com/Miziziziz/Retro3DGraphicsCollection>

<https://craigsnedeker.itch.io/classic64-asset-library>