Customizable Pixel Art Character Kit

CPACK

V2

What contains this Kit?

This kit contains a base Pixel Art style male and female character sheets with stand pose and walking animations in 8 directions (isometric perspective) + many clothes and hairs to customize your character. This is great for make a MMO or a classical 2D isometric - horizontal game.

Male character:
- 5 Skin colors
- 4 Eye colors
- 30 Hairs (8 Styles + color variants)
- 15 Shirts (4 Styles + color variants)
- 12 Pants (4 Styles + color variants)
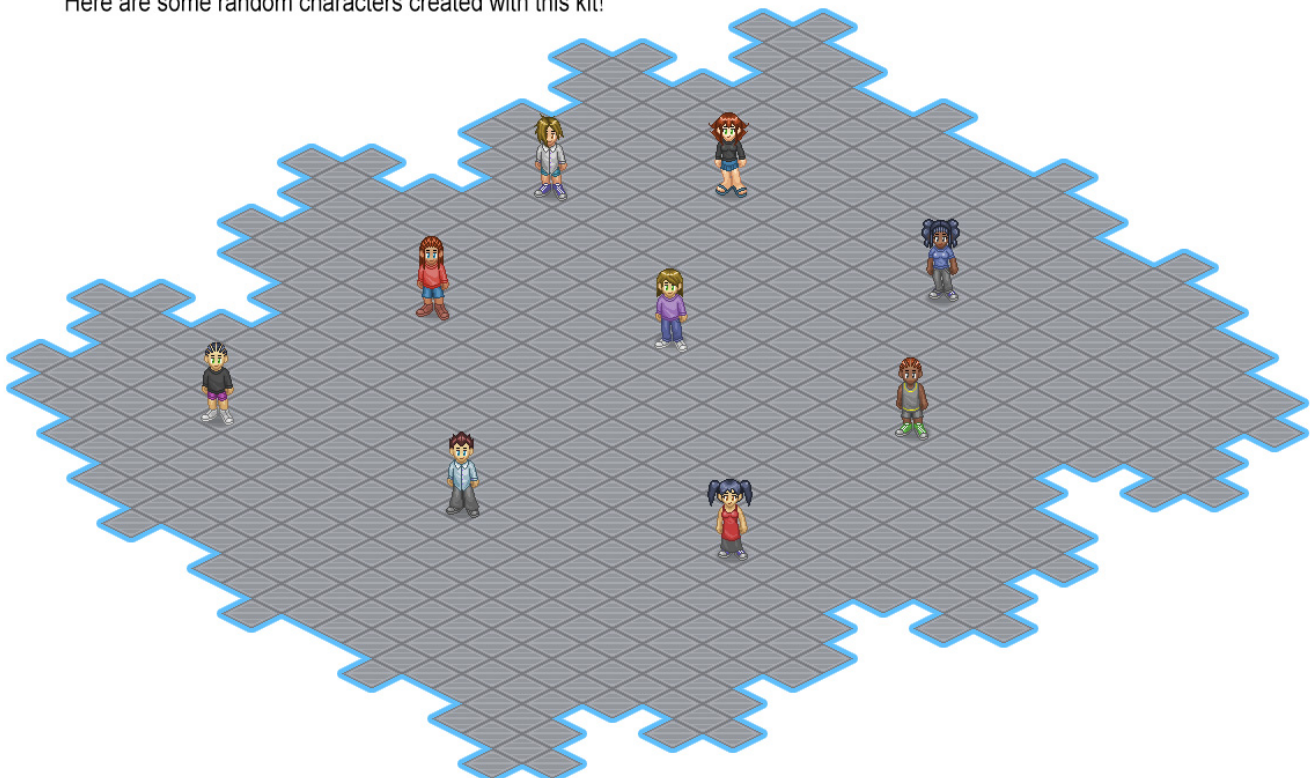- 12 Shoes (4 Styles + color variants)

Female character:
- 5 Skin colors
- 4 Eye colors
- 30 Hairs (8 Styles + color variants)
- 15 Shirts (4 Styles + color variants)
- 12 Pants (4 Styles + color variants)
- 12 Shoes (4 Styles + color variants)

Unisex accessories:
- 6 hats (1 Style + 5 color variations)
- 6 Glasses (1 Style + 5 color variations)

The character need to be created with various layers: 1 skin + 1 eye + 1 hair + 1 shirt + 1 pants + 1 shoes and you can also add hat and glasses. Each layer is a Sprite sheet in PNG. You will combine the layers to create your custom character, the possible combinations are huge!
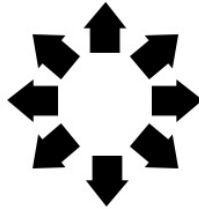
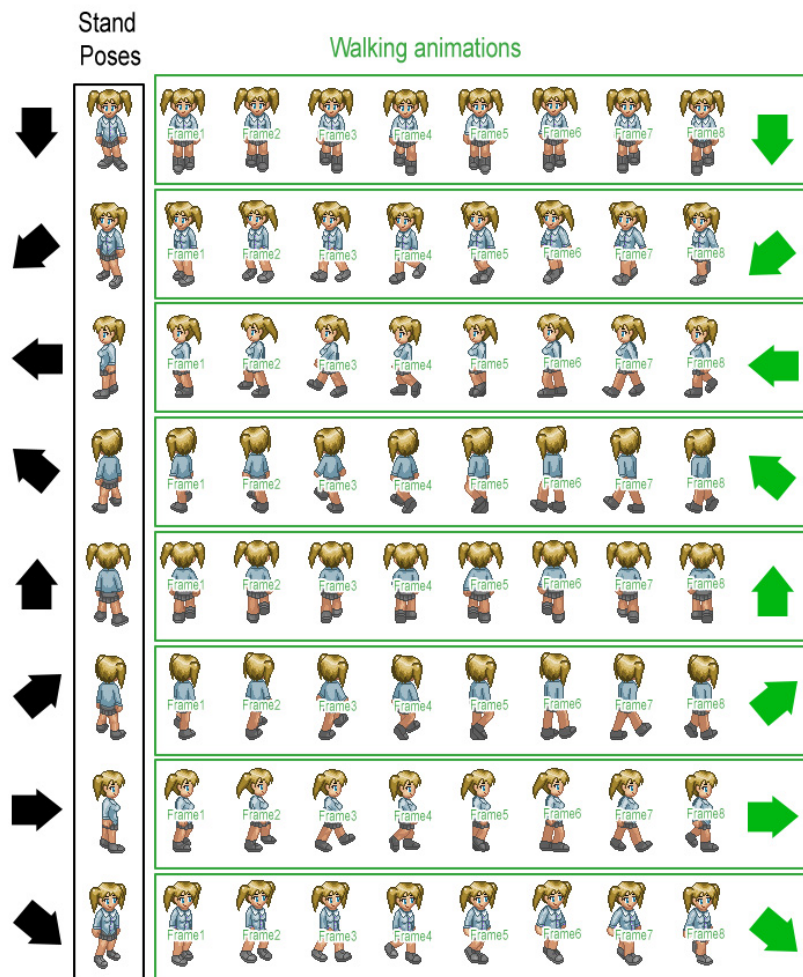Here are some random characters created with this kit!

Sprite Sheet Documentation

Each Sprite sheet contains 8 "Stand" poses + 8 walking animations.
The walking animations are for the 8 different directions in isometric perspective.
Each animation is a perfect loop and has 8 frames.

This is a sample of a female character sprite sheet complete (with all body and cloth layers)

The size of the Sprite Sheet is 576x784px.
The size of each frame (sprite) is 64x98px

How to create a custom character

You can create many different female and male characters when you combine the layers of skin color, clothes, hair and eye color and accessories.

Each character should be composed by 7 layers and the order of the layers is very important. This is a recomendation for layers order:

    Layer 0 Back hair (some long hairs needs to use this layer).
    Layer 1 Skin
    Layer 2 Eyes
    Layer 3 Shirt
    Layer 4 Front Hair
    Layer 5 Shoes
    Layer 6 Pants

In the case that you want to use hat and glasses, this layer order is recommended:

    Layer 0 Back hair (some long hairs needs to use this layer).
    Layer 1 Skin
    Layer 2 Eyes
    Layer 3 Shirt
    Layer 4 Glasses
    Layer 5 Front Hair
    Layer 6 Shoes
    Layer 7 Pants
    Layer 8 Hat

If you want to use CPACK in Unity you should create a 2D project.

On the sprite:

    - Compression: Truecolor
    - Turn off mipmapping
    - Use Point sampling

In Render Quality Settings:

    - Turn off anisotropic filtering
    - Turn off anti aliasing

Checkout this link to read more tips and tricks about how to setup pixel art in Unity3d:

http://blogs.unity3d.com/es/2015/06/19/pixel-perfect-2d/

Backgrounds for Pixel Art characters

This kit doesn't include any background but you could use any 2D style image, however a pixel art background usually looks better for pixel art characters.

You can buy my "Pixel Art Bedroom Kit" in my assets store. Here you can see a preview:

Pixel Art Bedroom Kit contains 150 sprites that you can use to create your 2D bedroom in isometric view! This is a "big gamer style room" with bed, videogames, computer, TV and sofas for relaxation!

- Original PSD and individual png images

- Sleep zone: Bed/Bed taken, night stand, alarm clock, lamp, wardrobe, wardrobe door.
- Entertainment zone: console, TV, gamepads, game library.
- Relax zone: sofas, table, magazine, books, library.
- Study zone: trash can, computers, keyboard, mouse, chairs, tables.
- Decorations: wall pictures, rug, door, plant, diverse floor tiles and one full detailed wood floor.
- Base room structure with walls and floor.
- Transparent background.

- Extra: a set of eight icons (chat, emote, help, mail, report, clothes, add friend, delete friend)
- Extra: furniture has three color variations

Backgrounds for Pixel Art characters

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You can buy my "Pixel Art Forest Kit" in my assets store. Here you can see a preview:

The Pixel Art Forest Kit contains 140 sprites that you can use to create your 2D pixel art forest in isometric view!

- Trees/Bushes
- Big and small stones
- Grass, flowers,mushrooms
- Butterfly, birds, rabbit
- Floor tiles
- Dice, gift, treasure chest
- Bridges
- River
- Bench

Animated sprites: dice, treasure chest, rabbit, snail, worm, butterfly, bee.

All the sprites are in 1 sprite sheet (1024x1024px size) with transparent background and also there is a zip with individual png images

Backgrounds for Pixel Art characters

This kit doesn't include any background but you could use any 2D style image, however a pixel art background usually looks better for pixel art characters.

You can buy my "Pixel Art Farm Kit" in my assets store. Here you can see a preview:

The Pixel Art Farm Kit contains 170 sprites that you can use to create your 2D pixel art farm in isometric view!

- Crops with 4 stages! (from seed to mature plant): corn, carrot, tomato, lettuce, potato, onion, watermelon, pumpkin, strawberry
- Fruit trees (lemon, orange and apple) and bushes with blackberries
- Animals: cows, pigs, rabbits, chickens and dogs (various colors)
- Tileable fence with door in two colors (wood and white)
- Seed rows in various sizes
- Meat, milk, bacon and eggs
- Tool house and small huts
- Straw, food feeder and wood sign
- Grass, flowers and stones
- Grass background
- Extra: pixel art text for crops and speech bubble

All the sprites are in 2 sprite sheet (1024x1024 px) with transparent background