

Asset list

This is a list of all base assets packaged for Liberated Pixel Cup.

Characters and base



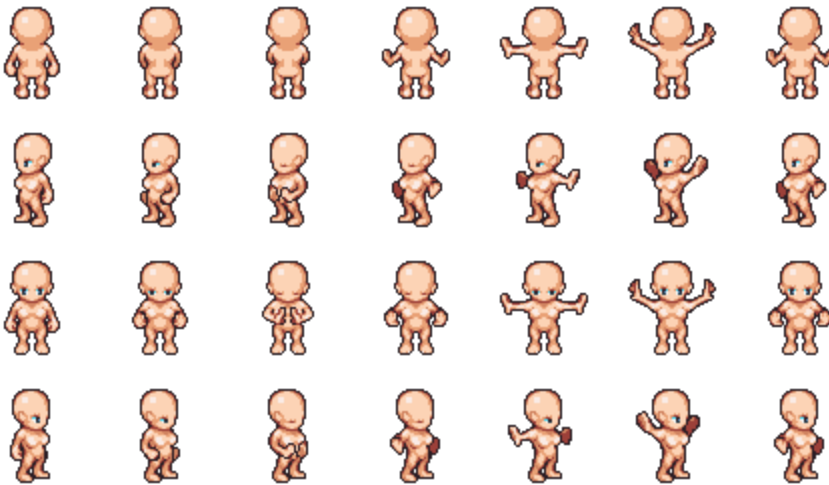
female character template / walkcycle



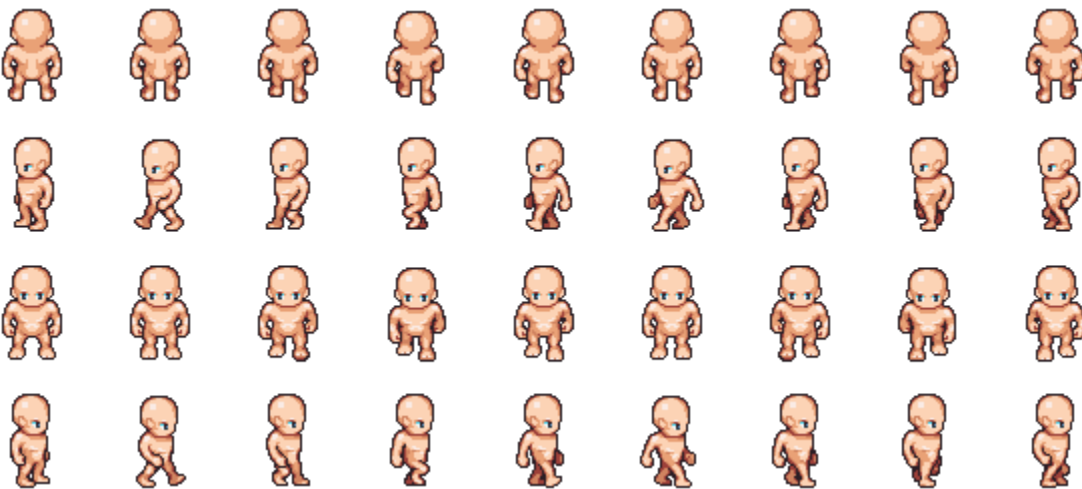
female hurt animation



female slash animation



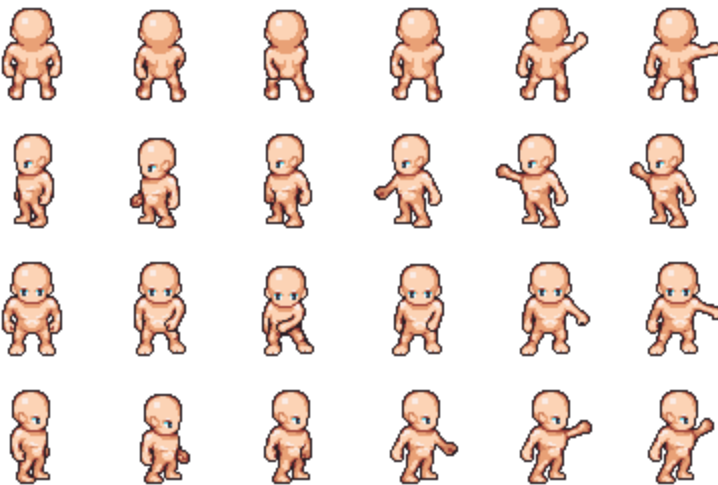
female spellcasting animation



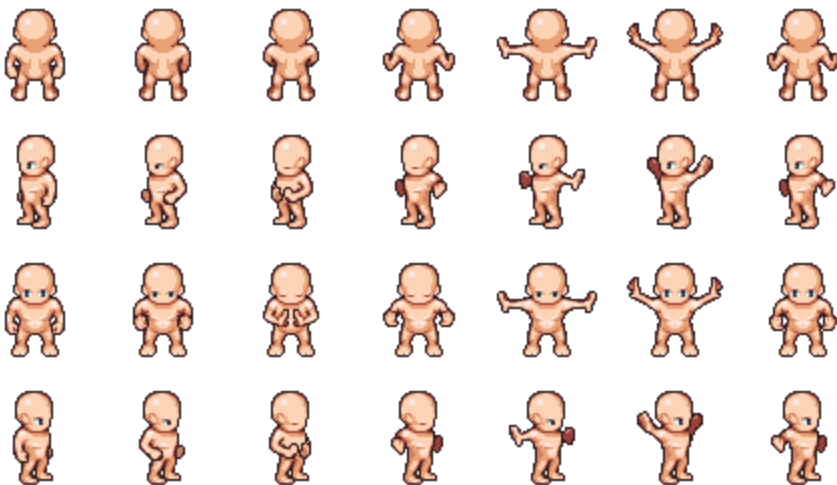
male character template / walkcycle



male hurt animation



male slash animation



male spellcasting animation



“princess” example character

Also comes with a [source XCF file](#).



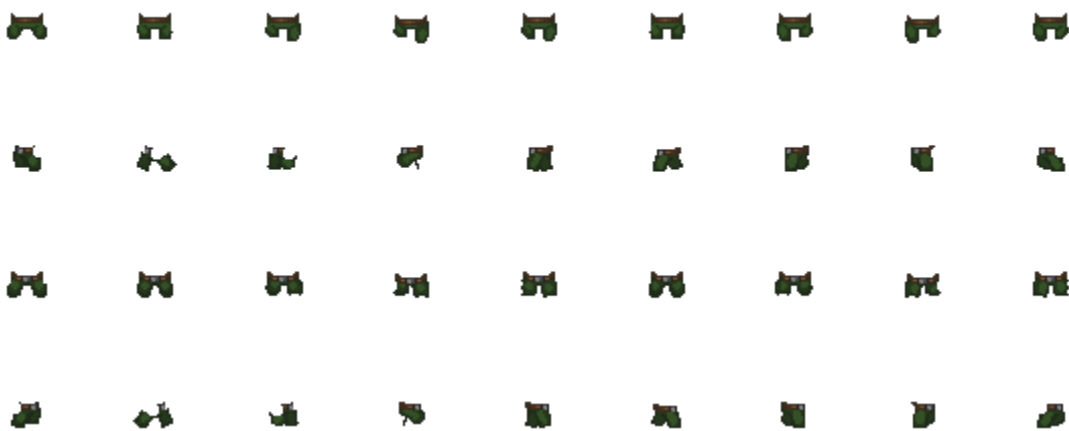
female hair examples

[source XCF file](#)

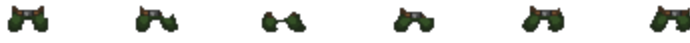


male hair examples

[source XCF file](#)



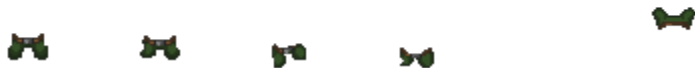
male pants (should be layerable over walkcycle)



male pants, slashing (should be layerable over slash spritesheet)



male pants, spellcasting (should be layerable over spellcast spritesheet)



male pants, character hurt (should be layerable over hurt spritesheet)

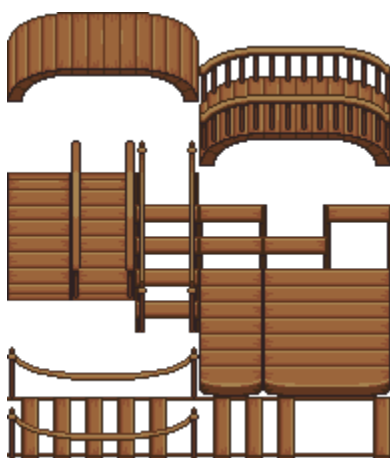


"soldier" example character

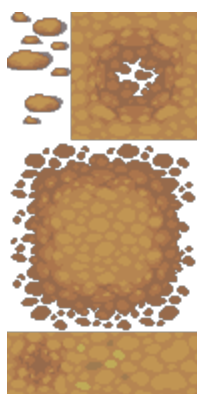


"soldier" example character, alternate color

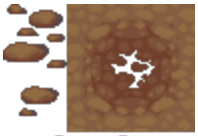
Outdoors



bridges



dirt



dirt 2



grass



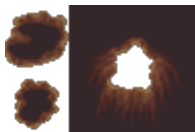
grass (alternate)



hole



hole, black



hole, mid lightness



house tiles (external)



mountains, cliffs, walls, and slopes



signs



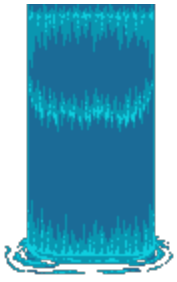
rocks



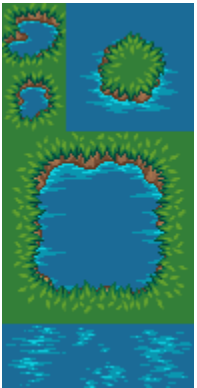
tree tops



trunks



waterfall

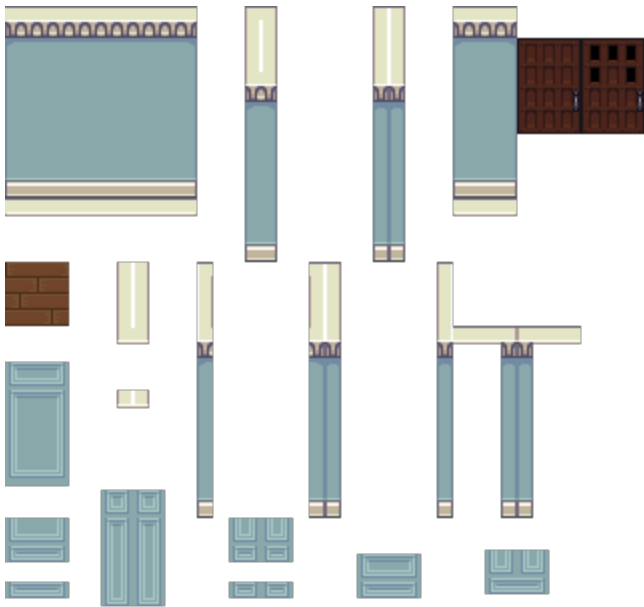


water and grass

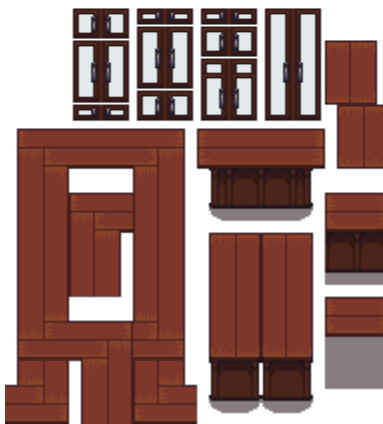


water

Building indoors



house tiles (internal)



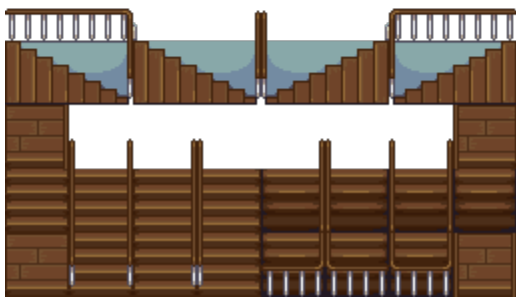
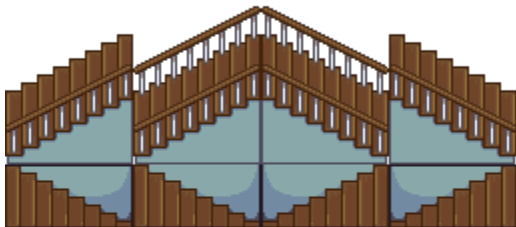
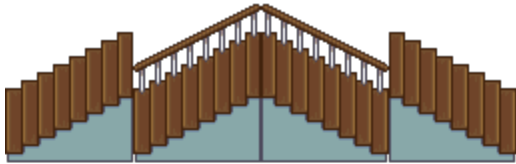
cabinets



country furniture



kitchen



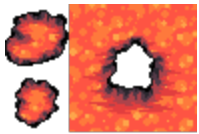
house stairs



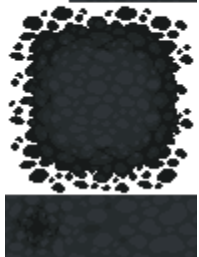
victorian furniture and decoration

Sewer / Dungeon

13 of 20



lava



lava rock

Objects



barrels



buckets



chests



the Liberated Pixel Cup

Creatures



bat



bee



floating eyeball



ghost



pumpking



slime



small worm



big worm



snake



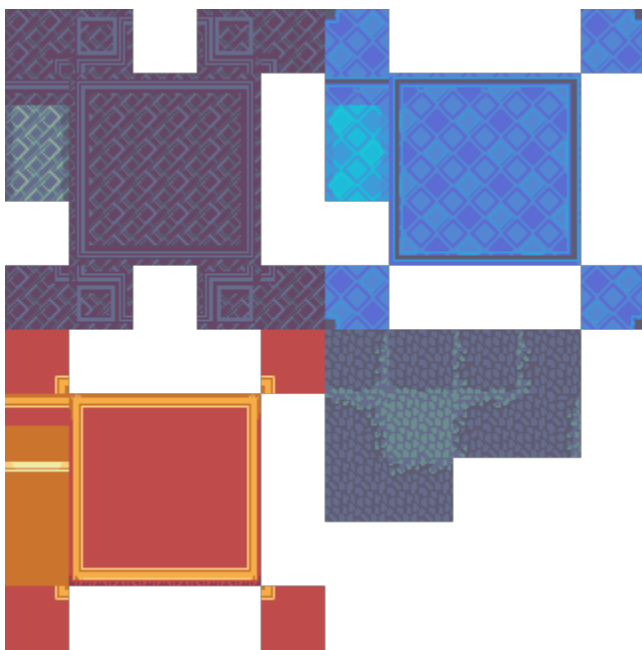
man eater flower

Castle

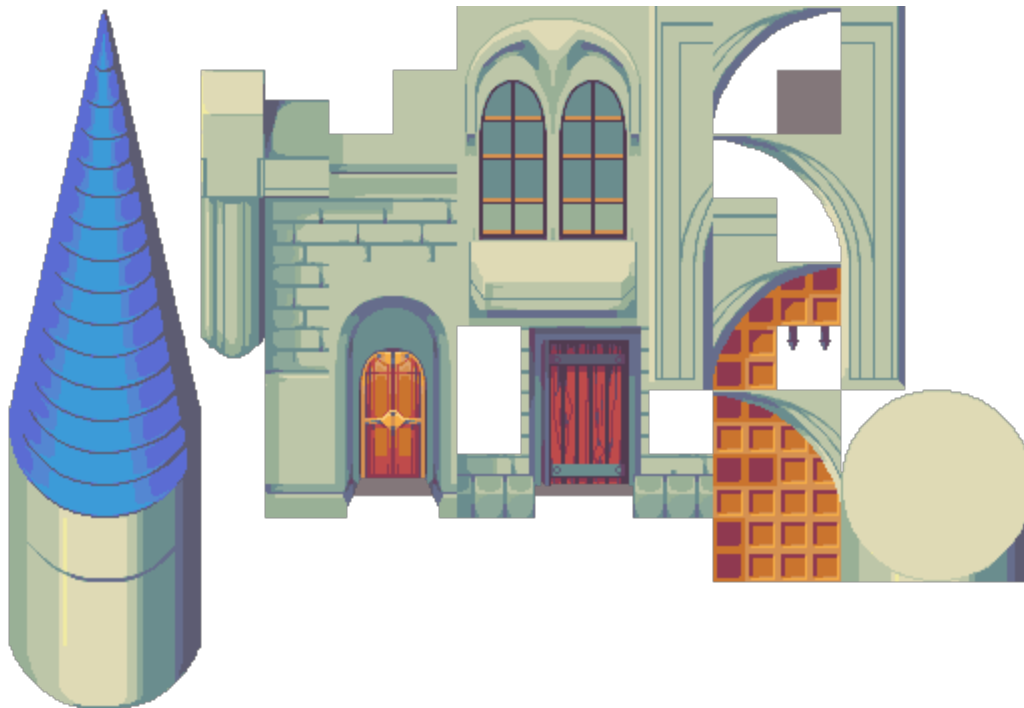
Note: we love these castle tiles, but note that they're a bit trickier to view as examples... some of them look like they have perspective lines, but that's actually a reflection of more complex geometry in the building. In general, it's better and easier to stick to simpler geometry that won't give this kind of illusion.



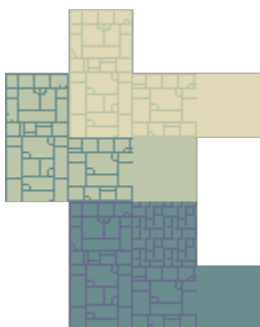
Castle (interior)



Castle floors (interior)



Castle (exterior)

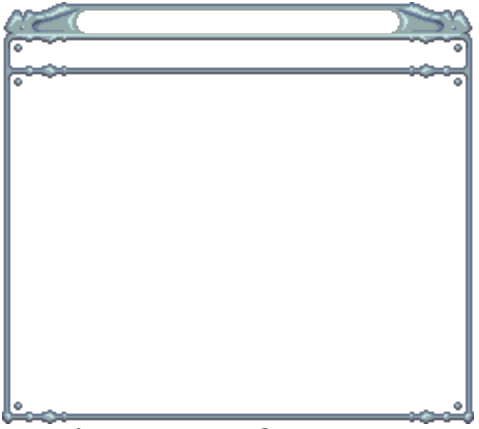


Castle floors (exterior)



Castle light sources

Misc



LPC homepage frame



LPC homepage artwork



shadows