

## Sprite Sizing

[1 Direction] 

Width: Sprite Frame Width \* Frame Count  
Height: Sprite Frame Height \* 1

[2 Direction] 

Width: Sprite Frame Width \* Frame Count  
Height: Sprite Frame Height \* 2

[4 Direction] 

Width: Sprite Frame Width \* Frame Count  
Height: Sprite Frame Height \* 4

[8 Direction] 

Width: Sprite Frame Width \* Frame Count  
Height: Sprite Frame Height \* 8

## Sprite Sizes and Recommendations

RPG Architect supports sprites of basically any size for single frames. Animation for character sprites works horizontally in a sequential row of basically any size.

Sprites should be aligned to the bottom of the frame for 3D display, and full sprite sheets can be made to include additional animations or poses.



## Sprite Direction Guide

 South

 West

 East

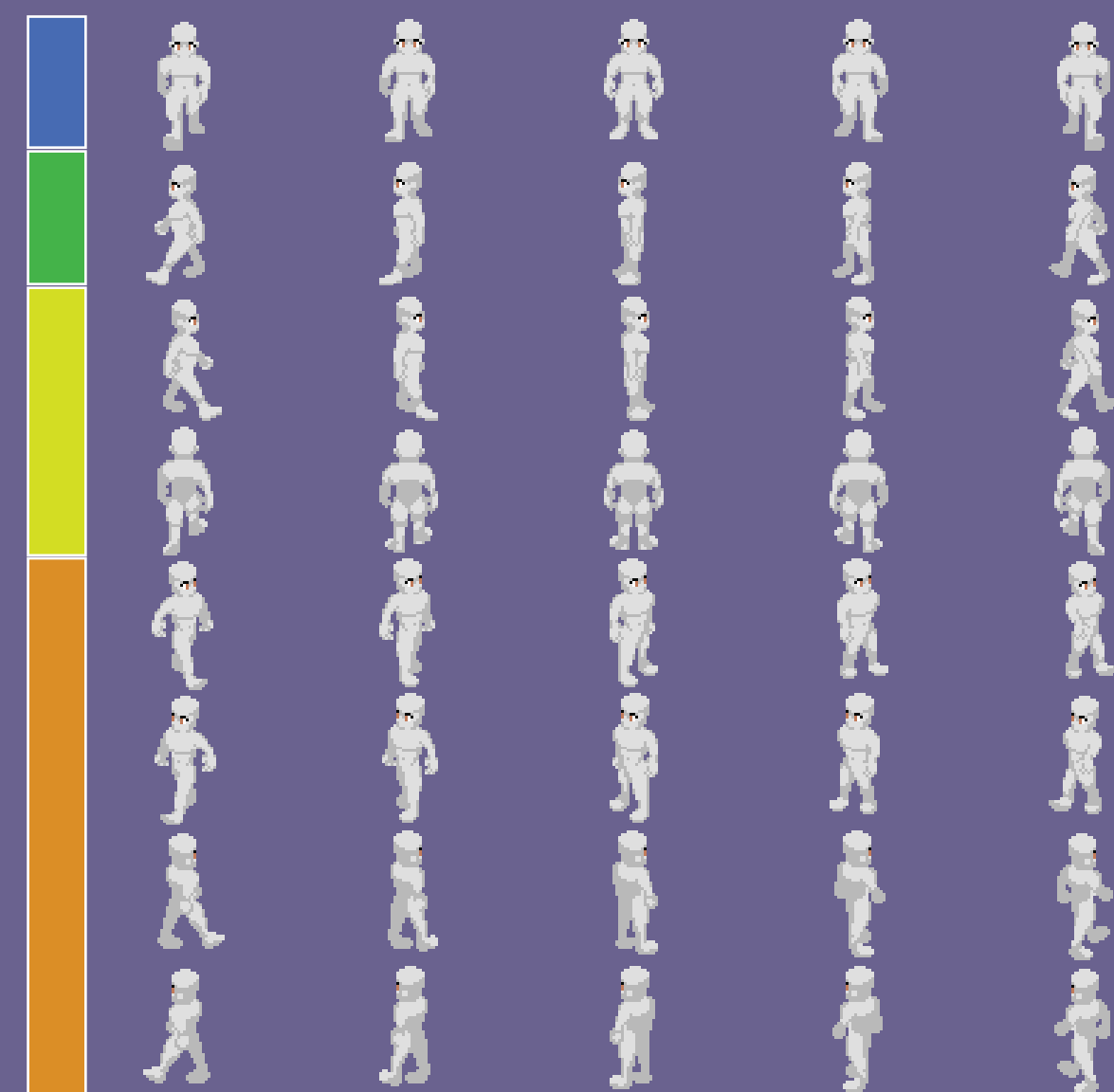
 North

 Southeast

 Southwest

 Northeast

 Northwest



5 frame walk cycle.

## Doodads

Doodads follow the same basic sizing conventions and rules for animation frames. Doodads are single-plane objects that allow for different display methods - billboard, locked to X axis [running west-east], locked to Z axis [running north-south], cardinal cross [2 planes] and complex cardinal cross [4 planes] - both commonly used for standing trees, etc.