

Pixel gardener-gnome characters

BIZ-020 / REV A / 2026.09.01

Create readable gardener characters that share one game-art system. Choose and freeze a shared pixel scale, canvas size, palette, anchor point and export naming convention before drawing. PNG transparency; integer scaling with nearest-neighbor display. Example canvas sizes are design choices, not recovered originals.

STATUS	Experimental
CLASSIFICATION	BIZ
MATERIAL	WEB / CREATIVE
DISPOSITION	SIDE QUEST / PUBLIC / EXPERIMENTAL
CATEGORY	Website / Business / Creative
RECORD TYPE	reference

TECHNICAL NOTES

Create readable gardener characters that share one game-art system.

GOAL

Run the first test described in this guide and record the result for pixel gardener-gnome characters.

SOURCE STATE

Proposed asset-production reference; original dimensions/files not recovered

PREPARATION / NOTES

Choose and freeze a shared pixel scale, canvas size, palette, anchor point and export naming convention before drawing. PNG transparency; integer scaling with nearest-neighbor display. Example canvas sizes are design choices, not recovered originals.

METHOD / STEPS

1. Choose a common standing height and ground baseline; sketch the silhouette first.
2. Separate gnomes by hat, beard, tool and one accent color rather than tiny texture.
3. Draw idle, walk and action poses on identical canvases with consistent foot anchors.
4. Preview at actual game size and export frames with character and state names.

THINGS TO WATCH FOR

Changing the canvas crop per pose makes characters jump. Fine facial pixels may disappear on a small screen.

FIRST TEST / WHAT TO RECORD

All characters remain recognizable at native size and share the same apparent world scale.

RESULT / WHERE THIS STANDS

All characters remain recognizable at native size and share the same apparent world scale.

TROUBLESHOOTING

- Changing the canvas crop per pose makes characters jump. Fine facial pixels may disappear on a small screen.

SPECIFICATION

CATEGORY	Website / Business / Creative
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TYPE	REFERENCE
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PUBLIC BOUNDARY	Safe summary only
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NEXT CHECK	Test the public workflow
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DEVELOPMENT HISTORY

2026.09.01 / Rev A

Imported as an independent manifest record; public copy keeps uncertainty visible.

RELEASED MATERIAL / SOURCE LINKS

biz-020-public-summary.txt

PUBLIC SUMMARY / RECOVERED NOTES

<https://u225x.com/downloads/manifest-records/biz-020-public-summary.txt>

RETURN TO THE LIVING RECORD

Pixel gardener-gnome characters

This PDF preserves the public notes at this revision. Visit the record for updates and attached images.

<https://u225x.com/record/BIZ-020>