

Pixel cats with different paw heights

BIZ-021 / REV A / 2026.09.01

Make the paw-height variation readable without shifting the entire cat. 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	Recovered/Partial
CLASSIFICATION	BIZ
MATERIAL	WEB / CREATIVE
DISPOSITION	SIDE QUEST / PUBLIC / RECOVERED/PARTIAL
CATEGORY	Website / Business / Creative
RECORD TYPE	reference

TECHNICAL NOTES

Make the paw-height variation readable without shifting the entire cat.

GOAL

Run the first test described in this guide and record the result for pixel cats with different paw heights.

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. Use one base cat silhouette and locked body position.
2. Draw low, middle and high paw poses around the same shoulder joint.
3. Keep the planted feet and tail placement stable unless the action requires movement.
4. Preview the poses in sequence and export with explicit paw-state names.

THINGS TO WATCH FOR

Moving the entire sprite to raise the paw creates foot sliding. Collision bounds should reflect intended gameplay, not every stray pixel.

FIRST TEST / WHAT TO RECORD

The paw changes height smoothly while the cat remains grounded.

RESULT / WHERE THIS STANDS

The paw changes height smoothly while the cat remains grounded.

TROUBLESHOOTING

- Moving the entire sprite to raise the paw creates foot sliding. Collision bounds should reflect intended gameplay, not every stray pixel.

SPECIFICATION

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

DEVELOPMENT HISTORY

2026.09.01 / Rev A

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

RELEASED MATERIAL / SOURCE LINKS

biz-021-public-summary.txt

PUBLIC SUMMARY / RECOVERED NOTES

<https://u225x.com/downloads/manifest-records/biz-021-public-summary.txt>

RETURN TO THE LIVING RECORD

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

<https://u225x.com/record/BIZ-021>