

Pixel day and night backdrops

BIZ-023 / REV A / 2026.09.01

Build matching backgrounds that change atmosphere without moving playable landmarks. 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

Build matching backgrounds that change atmosphere without moving playable landmarks.

GOAL

Run the first test described in this guide and record the result for pixel day and night backdrops.

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. Lay out horizon, ground and major landmarks on one master composition.
2. Create day and night palettes from that layout, preserving collision-related visual positions.
3. Separate foreground, middle distance and sky if parallax is desired.
4. Test character contrast and any background tiling seams at game scale.

THINGS TO WATCH FOR

A dark night palette can hide the player. Background art should not imply platforms that have no collision.

FIRST TEST / WHAT TO RECORD

Switching time-of-day preserves navigation and keeps important objects visible.

RESULT / WHERE THIS STANDS

Switching time-of-day preserves navigation and keeps important objects visible.

TROUBLESHOOTING

- A dark night palette can hide the player. Background art should not imply platforms that have no collision.

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-023-public-summary.txt](#)

PUBLIC SUMMARY / RECOVERED NOTES

<https://u225x.com/downloads/manifest-records/biz-023-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-023>