

Pixel blood splat

BIZ-025 / REV A / 2026.09.01

Create a stylized game-effect decal with readable contrast and controlled screen clutter. 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

Create a stylized game-effect decal with readable contrast and controlled screen clutter.

GOAL

Run the first test described in this guide and record the result for pixel blood splat.

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 small impact center and a few asymmetrical droplets.
2. Draw a short expansion sequence if animated, then a settled frame.
3. Use transparency and keep the anchor at the impact location.
4. Set lifetime and cleanup rules in the game so effects do not accumulate indefinitely.

THINGS TO WATCH FOR

Avoid blending so darkly into the background that the effect becomes visual noise. Keep it consistent with the game's intended age rating.

FIRST TEST / WHAT TO RECORD

The effect appears at the impact point and disappears according to its defined lifetime.

RESULT / WHERE THIS STANDS

The effect appears at the impact point and disappears according to its defined lifetime.

TROUBLESHOOTING

- Avoid blending so darkly into the background that the effect becomes visual noise. Keep it consistent with the game's intended age rating.

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-025-public-summary.txt](#)

PUBLIC SUMMARY / RECOVERED NOTES

<https://u225x.com/downloads/manifest-records/biz-025-public-summary.txt>

RETURN TO THE LIVING RECORD

Pixel blood splat

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

<https://u225x.com/record/BIZ-025>