

Pixel explosion

BIZ-028 / REV A / 2026.09.01

Build a short effect that expands, dissipates and ends cleanly. 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
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CLASSIFICATION	BIZ
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MATERIAL	WEB / CREATIVE
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DISPOSITION	SIDE QUEST / PUBLIC / EXPERIMENTAL
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CATEGORY	Website / Business / Creative
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RECORD TYPE	reference
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TECHNICAL NOTES

Build a short effect that expands, dissipates and ends cleanly.

GOAL

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

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 the maximum effect radius and keep its center anchored.
2. Draw anticipation/flash, expansion, debris and dissipating frames.
3. Use frame timing to emphasize the main burst without requiring a long animation.
4. Export a non-looping sequence and specify its cleanup event.

THINGS TO WATCH FOR

A looping explosion can become a persistent flashing distraction. Consider reduced-flash presentation and avoid rapid high-contrast strobing.

FIRST TEST / WHAT TO RECORD

The effect stays centered, completes once and releases its game object.

RESULT / WHERE THIS STANDS

The effect stays centered, completes once and releases its game object.

TROUBLESHOOTING

- A looping explosion can become a persistent flashing distraction. Consider reduced-flash presentation and avoid rapid high-contrast strobing.

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-028-public-summary.txt

PUBLIC SUMMARY / RECOVERED NOTES

<https://u225x.com/downloads/manifest-records/biz-028-public-summary.txt>

RETURN TO THE LIVING RECORD

Pixel explosion

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

<https://u225x.com/record/BIZ-028>