

Rules:

For joining:

- Code word: Aurora (also this isn't a character, it's what inspired the pallet, I guess this is a popular character idk who that is)
- No watermarks
- You can only have one part
- Ignore the code word at the top, and what is your favorite kitchen appliance?
- If I heart your comment you're in, I will also comment confirming this so please check for the comment in case I misclick
- Your part is due in two weeks after I've you've commented back confirming you know you got the part, once the time stamp above your comment hits two weeks, it is due at the end of that day
- You may have an extension of two days
- You may only get one extension
- Don't ask for a part if you think you'll be stressed, I will host more MAPS in the future, so it won't be the end of the world if you don't get a part
- If you can't complete your part tell me as soon as you can, please don't prolong it, I won't be mad, I've been in that spot but it's best to tell me when you know you can't/won't
- You need to be experienced, I will check your channel, though if you told me what you think your best work is, I won't judge you based off your channel and only what's in the link, whether it be a playlist or a video

For animating:

- use the pallet
- Add a two second long cutoff in the beginning, one at the end is not required
- You can animate anything in your part, ocs, fan characters, characters from franchises, and other people's ocs, but if your characters are not completely made by you say so in the description of your part to avoid confusion
- No watermarks, you may add your name in the bottom left corner if you'd like, but please don't make it take away from the animation itself
- Please animate in 8 FPS or more
- This is not a PMV map, please make your part lively and actually animated
- The parts with the melody are quite long, so really think if you're going to finish
- Be experimental, especially in the linework parts, in those parts backgrounds are not required, so experimental character animation and transitions are favored
- In the silhouette and pallet parts backgrounds are required, tip from lotus: if you want a melody part, animating a fight scene in the sky would take away a lot of background drawing and effort
- If you have FlipaClip and you get a lineart part: set the background to the fourth picture provided and animate using the eraser, that's the easiest way without using a clipping mask, which FlipaClip does not have

- There's no due date for the finished MAP as of yet, but I'd like it to be before I hit 5k (which will be a bit) when I have to host another MAP (as this was for 2.5k on my other channel)
- For the silhouette parts, only the whites of the eyes and special effects stay white, nothing else on the character, and I'd appreciate it if the background also didn't have white to help the character stand out
- Chromakey is epic but please use a bright orange or red to avoid glitches in the color
- These may get updated

About Backups:

- First off I don't really know how these work so I'll describe what I'm doing
- You can be a backup for any part, but the rules for joining are the same as with being a confirmed part.
- If the person who was scheduled to finish their part doesn't finish, I'll move you into the actual list
- Essentially it's a waiting list
- Only one person can be a backup for a part at that time, so there can be one person who has backup for 1, one person who has backup for 3, and one person who has backup for 14, but the same person cannot have multiple backups, and two people can not backup for the same parts.
- If this is confusing please ask me any questions.

Pallets:







