

# December 17, 2021: Paralives Developer Weekly Chat

This weekly chat is held on Discord for Hero and Legend tier patrons every Friday for an hour. Visit [www.patreon.com/alexmasse/](https://www.patreon.com/alexmasse/) for details. Thank you to the editors: Zahlea on Discord.

**@Sebastian's Festive Family:** Without revealing any specific dates, do you guys believe you're still on track for your internal release window?

**Jérémie:** Hello! This is a difficult question to answer (and I think I've talked about it in the past), but our internal planning is flexible and we'll probably just adjust it if it changes too much, so yes we are still on track as in the tracks are still vague (thus the "window" phrasing), thank you!

**@Gui:** Hi Alex! How are you? How was your week?

**Alex:** Hi Gui! I'm doing very well, thank you! Hope you do too? Very busy week but we're close to the vacations! I'm really proud of what we did this week with the video and we also signed and sent all the postcards. I think you'll like it!

**@Riza:** Hello dearest dev! I hope you had a wonderful week. Any amazing plans for the upcoming holidays?

**Jérémie:** I think I'll uhhhhhh try to learn deep learning for non-Paralives related projects, I might spend like 4 days cooking (mostly for myself) and maybe if I'm really lucky I'll see some family once.

**@Zahlea:** Hello! I hope you've had an amazing week and that you're all enjoying how much we love the PAM video. It was really really amazing!!

My first question is from Little\_Dragon: "I wanna know if it might be considered to be able to place things like cobwebs, cracks, water damage, mud, trash, etc. as things we could add to houses and would lower the value. You wouldn't be able to sell them to get rid of them but you can have your Para either clean them up or hire someone to clean

everything. If we could get dust too it might be cool to get a paint brush for dust to add a layer on the floor and shelves.

This could enable people to make run down houses that need doing up and that you'd actually have to put some effort into (or pay someone else to clean up for you)."

**Chloé:** Hi Zahlea! Hope you also had a great week!!

It's definitely something we are thinking about - especially in my head, eheh. We are testing adding damage to some materials and imperfections too! It's the kind of thing that adds a lot of dimension and storytelling to a little house. We will have to see what's in the scope of possibility though in terms of gameplay!

**@Tauras:** Hello Paralives Team! Merry upcoming Christmas! My first question: is asymmetrical body forming planned? At least for face?

**Anna:** Hi Tauras! Merry almost Christmas to you too!

For now, asymmetrical body forming is not planned, as it would be a little hungry on performances. I don't think it's completely ruled out though but that's not our main focus at the moment!

**@reIndier:** Hi!! Hope you've all had a wonderful week! What most surprised you about the reaction to the video?

**Étienne:** The amount of influencer videos we got! I knew we sent the video earlier to some influencers, but the amount that made videos/articles really surprised me!

**@Christmas Ent:** Seasons greetings to everyone! I hope everything is going well! This suggestion is completely out of season, but I was reminded recently of community gardening plots, where a community adopts a vacant lot and shares it as a space for gardening. Do you think we might see something like this in Paralives?

**Léa:** I think it could really work with the mood we are aiming for! Having community lots is a wonderful way to meet your neighbours and spend time outdoors. What I really like is that it could help players do a rags to riches challenge, for example. Thank you for the idea anyway, I will keep that in mind for our future discussions!

**@Riza:** Hello dearest dev! I hope you had a wonderful week. Any amazing plans for the upcoming holidays?

**Léa:** I'm going to spend time with my family in the Pyrénées (French Mountains)!

**Étienne:** I finally got a turntable, amp and speakers for my vinyl! I'm gonna install the system and play them!

**@Alex1724:** Hi everyone! I hope you all are having a great week. This first question is mainly for Alex because he said he was watching Money Heist. Did you finish it?? Did you like it?

**Alex:** Hi Alex!! Had a great week, hope you did too! I've been so busy with the Paramaker video and everything that I haven't been able to start watching the last Money Heist season! I'll definitely get started very soon though!

**@Rae:** What's the biggest criticism you're taking into account and might change with the new video that came out this week?

**Andrei:** Hey Rae! Thanks for the question! Personally, I'd love to retweak the sounds and music I did! Most of them are fresh and need improvement hehe. Concerning the visuals or tools, we are gonna make a lot of tweaking (like the Body Fat Slider for example). We'll keep you updated when that happens.

**@Zahlea:** Ok, so the new PAM diagram tool is mindblowing and makes me so excited I'm vibrating off my chair. Now that's out of the way - it looks amazing and like I'll be likely to spend countless hours just in PAM, creating my character before I start playing them. So my question is - are you planning on allowing us to save progress part way through PAM? So that if I want to spend 2 hours on my character, but then pause and pick it up later, I can save, close the game and next time I load the save, I'm back in PAM and can continue making my character?

**Jérémie:** Hello! Thank you for the positive comments about the diagram tool thingamajig! The flow of Para creation as it relates to the game as a whole is not fully defined right now so it's tough to answer. In any case, you can always save your character mid-editing and come back to it later. I'm not sure whether we would make it so you would load back into the PAM but it's interesting to think about!

**@Christmas Ent:** Another idea I had was regarding frosting of car windows. Responsible paras could clear their window, while irresponsible ones could drive while peering through a tiny viewing area.

**Anna:** haha, I love this little detail! Very Canadian (I hope we don't have to spend an hour to get rid of the snow around and on the car during winter though)

**@Taurus:** Idea: Parafolks would walk to different sets of modes (Body, Clothing, Identity, ...) in Paramaker as transitions. What do you think?

**Alice:** Hello @Taurus! This is a fun idea, thank you. One of the downsides is that it might take too much time? In the end it could become annoying if you have to wait each time you want to go back to a specific section.

**@reIndier:** Are any of you doing Christmas gifts/special treats for your pets or am I the only crazy one?

**Chloé:** I want to get some toys for my cat, but he's also terrified of most toys. I'm still on the hunt for the perfect toy for Christmas --but for now, he will be getting some special cat treats since he loves food (a bit too much)

**@Zahlea:** You showed us how we could change the size of the female chest, with Maggie. Is this something we might be able to do with male frames as well? Like a very muscular para's pecs or for a fat para?

**Anna:** A short and confident answer for once: Yes!

**@Rae:** I know that you've had trouble with the height differences in the past, how's it coming along now? Are Paras successfully bending down to kiss a shorter para, or are there still kinks to work out?

**Jérémie:** Good question, we haven't done much work on the live mode, so paras aren't actively doing things at the moment, we'll see how this goes when we test animations later on!

**@Gui:** Hi Alice! How are you? How was your week?

**Alice:** Morning @Gui! I am good thank you very much, I hope you are too. I had a great week, it was great to see all the feedback from the video! Happy to see that you guys loved it this much

**@Riza:** I am currently learning French, any tips on how to memorize those irregular verbs?



**Chloé:** Unfortunately there's no easy way. Even as native French speakers, we struggle with those! I can only recommend studying those verbs with flashcards or Anki, that helped me a lot when I was studying Spanish and Japanese! Alex recommends simply studying the "bescherelle" (guide to conjugate all verbs), ahah!

**@Tauras:** Two things I noticed in the Paramaker. Overview video: no undo or redo buttons as well as randomize buttons, they're planned right? And hair physics/animations seemed to be absent again...

**Anna:** Undo/redo buttons are planned! We can actually undo/redo some of the things right now but you can't see it as it's mapped to the Ctrl Z key haha. Multiple randomizing options are planned too! Hair physics will be in the game too.

**@Alex1724:** I loved the video, the new paras, and the incredible music. Everything was so well connected!! I'm wondering if we will see more music demos like the one we had a few months ago 😊

**Andrei:** Yes!! I'll probably be exploring more the style of the old demos for future videos or Patreon posts! For the PAM video we wanted to do something more jingle-ish and catchy to drive the video. We'll keep you updated on that!

**@Frost:** Aging. Is height dynamic or does it increase once per "life stage"?

**Alex:** We're still debating and designing how aging will work. Technically, we could make it gradual with the tools that we have built but on the gameplay side, there are a lot of implications of making it gradual instead of by life stages. It could be really cool to see Parafolks growing up slowly every day though, I agree. We'll get back with more info once we have worked more on that and have a better idea of what would be the best solution (gradual aging or a lot of life stages or something else)

**@IngeScrooge:** Nostrils: I've seen the mesh now and how it's like that to keep it to a simple dimple (I'm a poet). It seems to me there is a vertex just up inside the nostril so that could be pulled up a bit higher to make the nostril deeper without adding to the mesh complexity?

**Léa:** I know it really looks like something simple, but changing Charlie at this point would be a technical challenge since a lot of content has been created based on them and would need to be modified and re-exported accordingly.

The easiest solution would be to create a slider to make the nostril deeper, but it might create issues with other sliders if the vertex inside is too deep: it might start to clip through the nose depending on the shape that the player chose. We are going to study our options on the subject.

**@IngeScrooge:** Talking of height, will the game be able to calculate dynamically applied heights based on the height we chose for the age they were in PAM? Should we specify adult height when creating a child in PAM?

**Anna:** It's not completely figured out right now, as we worked a bit on children but not on the whole aging feature. There should be something like a height curve so that you don't have to specify the height on the adult version of a Para when you create them as a child, but it could be fun to be able to customize it anyway, as an advanced option of some sort!

**@Lune:** Hello everyone. This is my first weekly chat so Merry Christmas and nice to meet you! My question is: Are there plans or is it possible to separate the chest slider for Para with breasts? That way there can be one that controls the rib cage size while another controls breast size

**Sandrine:** Hello Lune! Welcome to the weekly dev chat, glad to have you among us! It's a question party on Friday here.

Yes it is possible to control the size of the breasts independently from the rib cage, there is a slider for both! It is also possible to remove the breast completely to create a more masculine body.

**@Possible Assassin (ReNydeer):** So since we saw two backgrounds for PAM will we get to just pick a room or will the background depend on how we entered PAM?

**Jérémie:** It's not decided at the moment, the two rooms were made specifically for the PAM video, so we will see where their inspirations bring us!

**@Sebastian's Festive Family:** When you guys made and showed Eli off, did you have a specific age range in mind? To me, based on his size, he looked 5 or 6

**Chloé:** We had a pretty vague age range in mind -- a child, but not a toddler!

**@Riza:** Hello dearest dev! I hope you had a wonderful week. Any amazing plans for the upcoming holidays?

**Alice:** Hi @Riza. As we can't travel outside of Canada (or at least it is not recommended these days), we'll be visiting Toronto! I've never been so I am really excited. What about you, any plans?

**@Zahlea:** Sneaky question - does this mean that you're trying to keep rags to riches gameplay into account (where possible) when thinking of new features?

**Jérémie:** We haven't started working on the live mode yet (but we did start thinking about some features of the game) and we try to have core design pillars we follow through our designs, but inclusion of rags to riches gameplay isn't something we constantly keep in mind while designing other things. That doesn't mean it won't be possible, but it's not a core pillar of the game.

**@Christmas Ent:** A little music question for Andrei: Have you ever noticed how well Rudolf the Red-nosed Reindeer transitions into the beginning of Star Wars end credits theme? Do you think any of the Paralives themes would do the same?

**Andrei:** No way that's on Star Wars 😊 I never noticed it haha. I need to check it after the chat 😊 I think it could happen that I put some fragments of known themes inside our music but most of the time its by accident 😊 One of the demos I did recently had the Wii Sports theme all over it 🙄

**@Riza:** I'm pretty sure people have asked this before but do you already know whether we'll be able to assign skill points at character creation?

**Jérémie:** We don't know yet! It's one way to do it, but it's not decided what we'll go with.

**@IngeScrooge:** If there is adoption in the game, could we make lone children in PAM for the adoption pool?

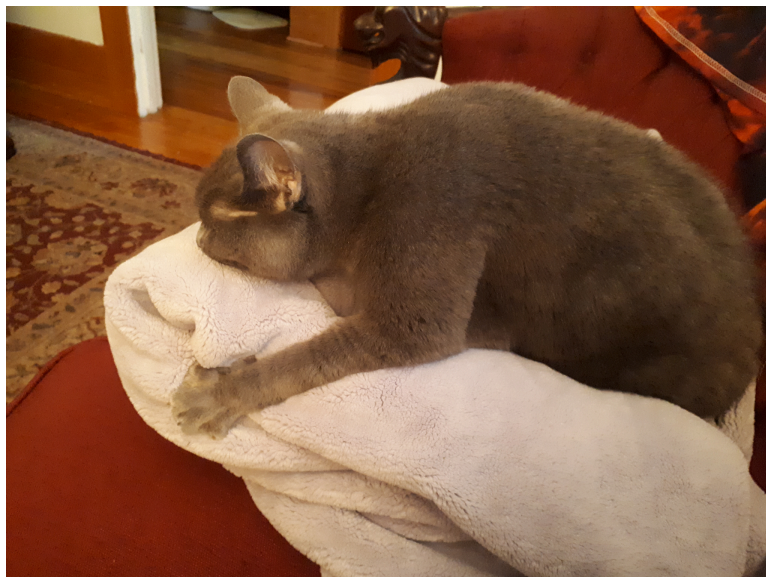
**Alice:** This is something I'd love to have for story telling purposes, but we haven't properly brainstormed on this specific matter yet. We'll keep you updated once we know more.

**@SnowiestPolarBear:** Can we see your pets one last time this year?

**Léa:** So this is Maestro, my big baby, he belongs to my best friend. He really loves to cuddle and be wrapped in blankets!



**Sandrine:**  
Kiwi loves this comforter



**@Tauras:** I was wondering if all Paralives won't have gender preferences when it comes to sexuality or they will and will it be random? Or maybe when creating you could

choose it OR maybe have an option for "random" and you would have to discover that while playing the game?

**Anna:** The preference system is not implemented yet, we still need to figure out those kinds of details. I feel like having a "fluid" sexuality by default would be better (i.e. no strong preference for a gender or anything really) and that the game shouldn't force you to stay in only one path. Preferences are good for when the Para is not controlled by a player and acts in autonomy, but when you control your Para, I think you should be able to do anything even against your own preferences! I like the chemistry system in Sims 2 for example, there's a little preference happening here but you're free to romance anyone in the end.

**@skywalkertas:** Sebastian's laugh felt really natural and realistic to me in the video at the end. It definitely felt different from other well known life simulation games.

**Jérémie:** Thank you! We are still exploring options for character voices, but we are glad you liked it!

**@Gui:** Hi Andrei! How are you? How was your week?

**Andrei:** Hey Gui!! I've been really good, thank you. And you? My week was actually pretty relaxed, haha. Spending more time with my puppy and planning for Christmas gifts.

**@Rae:** Is asexuality going to be in the game?

**Chloé:** We want to offer the option to the player! We aren't sure how it'll be done gameplay-wise for the moment though!

**@Gui:** Hi Anna! How are you? How was your week?

**Anna:** Hi Gui!! I'm good, thank you! Hope you are too! This week was pretty chill as we're wrapping up for the year and there weren't any more video deadlines and panic debugging. Also a few weeks ago, I went back to France and took a lot of trains. It was very nice!

**@Zahlea:** I sense a story. Was there some panic debugging for the PAM video?

**Anna:** Yes there always is just before recording the video.

**@reIndier:** How do you guys come up with/decide on names for the NPCs aside from Patreon polls?

**Jérémie:** We make internal lists and everybody throws their ideas into the ring and then we decide which ones we prefer and then someone goes forward with a name that they feel strongly that the team agrees on and if nobody has objections we go with that one!

**@Possible Assassin (ReNydeer):** So since it seems 2020 was the year of build mode, 2021 was the year of PAM, does that mean 2022 is gonna be the year of live mode?

**Léa:** Indeed, we are going to focus on the live mode for 2022 (don't forget that we worked a lot on the build mode during 2021, the Chalet was revealed this year!)

**@reIndier:** Thoughts on maternity wear? (in the game although if you have a hot take for IRL maternity wear this is your time to shine I suppose)

**Sandrine:** Parafolks will be able to wear the same clothes when pregnant. We've done some tests to stretch the standard clothes to fit a rounder belly, still to be polished but we're pretty confident it will work. However it would be nice to add some clothing options that could only be worn when pregnant or would look more like maternity clothes. And I like the idea of "Oh my Para is pregnant, time for a makeover!" haha!

**@Gui:** Hi Étienne! How are you? How was your week?

**Étienne:** I am doing good! Finally got to finish our Materials' system refactor before the vacations! Woohoo!

**@SnowiestPolarBear:** Will Doggo get a nice birthday present? Or is he a stray who will be out in the cold?

**Jérémie:** I think Doggo is a stray, but he's gonna have a warm spot to stay, he's fine.

**@Zahlea:** In the Diagram Tool, we can see circles for what the original value for that slider was - will the slider snap to that value so that it's easy to go back? Or can we click on the circle to instantly go back to that original value?

**Anna:** Right now it doesn't snap, we thought about it but I'm a little sceptical about it: the slider is already quite tiny so we wouldn't be able to fine tune a feature that we already like and want just a little adjustment on. There's always the undo button! However, maybe we could do something like with the build tools: have the alt key press to deactivate the snapping. So we'll see!

**@Taurus:** I have a feeling someone asked this before but is it planned to release a Paramaker Demo for Patrons or even publicly?

**Jérémie:** We have no plans for demos at this very specific moment. This could change in the future, but right now no demos are planned.

**@Riza:** That's it from me. I wish all of you happy holidays, take care, have an amazing time, all the love and happiness to all of you. I will see you in the new year at the latest!!!

**Alice:** Thank you so much for joining us today Riza! Enjoy your holidays too!!

**@Christmas Ent:** Yeah, a friend of mine has a theory that almost any theme could transition into the Star Wars end credits, and did Rudolf->Star Wars with his high school band an age ago... anyway, I figured you'd really like this little trivia

**Andrei:** I need to try that out! Your friend might be right about that! It's most probably because we are used to hearing the credits theme transition from a completely different tempo. It would just be a question of setting up the right harmony for the change.

**@IngeScrooge:** If not able to set the adult height as a child, I would probably create the para as an adult, in their final form, then ask PAM to age them down to how they would look as their child self. Do you think PAM will be able to do that?

**Anna:** I can't confirm for sure but I think so! Ideally, height genetics and some probability function will determine a height curve for your Para when you create it (whether it's an adult or a child), so you'll be able to do that instead of having "average height" Paras when switching from one life stage to the other.

**@Zahlea:** Oh, niiaaice. Is it already possible to change the size of both male and female chests in or is it yet to come? Can't wait to see that!! On the topic of muscular chests... Looking at Seb and Marvin, I feel like their pecs are sitting a bit low on their torsos, will we be able to edit the "pecs/chest height" for male frames as well as their, eh... "separation"? Like with having some space between the pecs.

**Léa:** Yes, we have sliders for both options! We also have those options for breasts. The width is tricky though, it can really mess with the clothes on top of it so the range is limited.

**@SnowiestPolarBear:** How do you guys balance work and home (like chores and stuff)?

**Jérémie:** A strict routine. I always do my chores more or less at the same hour on the same days. It works fairly well!

**Alice:** Hi @SnowiestPolarBear. Like Jeremie I try to stay organized and do a little bit every day. But luckily, Alex takes great care of us and we almost never do overtime. So on the work part, for me it is pretty easy! In bigger companies I used to work on Sundays as well on crunch times, which we had almost every week :/

**Sandrine:** I try to not do social media outside of work, I only have notifications for a couple of things on my phone so I don't always go back to social media. This way I have more time for chores, reading and watching movies!

**@Christmas Ent:** I have a question from Stef, although I'm also curious about the answer: "I'm very curious about the car parking spaces on the vehicle's gameplay... Do you think the paras will need to have a garage or an available road space adjacent to their lot to be able to own a car? What if my para's home was somewhere deep in the woods and far from the road? Could they have their car parked somewhere a bit far?"

**Chloé:** We have an idea of what we want to do and what could be done, but since we haven't worked much on the streets and their functionalities yet we don't want to confirm anything until we've started thinking more about it!

**@Gui:** Hi Chloé! How are you? How was your week?

**Chloé:** Hi Gui! My week was great, it was exciting seeing everyone's reaction for the PAM video! Did a lot of cooking (desserts) for the team, too!  
Hope you also had a lovely week!

**@IngeScrooge:** Will it be possible to have clothes that are not close-fitting, like a loose dress that does not go in at the waist or a baggy sweater?

**Jérémie:** Yes! We have that technology available at the moment but we didn't showcase it during the PAM video. Maybe we'll show it in the future.

**@Tauras:** Idea: Clothing images only, instead of labels in Paramaker I think it would look nicer..



**Jérémie:** Oh, that could be interesting, but some categories would be very similar and just having an image might not be as clear. We can't have the category tabs be too big, so we are kinda limited on the resolution we could use. Labels are pretty understandable and they don't take much space, so they're quite useful!

**@SnowiestPolarBear:** You guys ready for the holidays?

**Alice:** YES! Are you?

**Chloé:** Not at all! I made no plans at all for the holidays, I'm not quite sure what I'll do for Christmas yet!

**@Gui:** Hi Jérémie! How are you? How was your week?

**Jérémie:** Could be doing better, had a busy and stressful week. Thanks for asking.

**@Rae:** If you got to pick an expansion pack for Paralives, what would you want the first expansion pack to be? This is purely for fun, not asking what the expansion pack is going to be.

**Jérémie:** Masterchef Expansion where you can build and run a restaurant in its entirety.

**Alice:** @Rae I have a lot of ideas, but I'd love something related with beach/ocean activities! Like scuba diving, sailing boats, sand castle contests...

**@skywalkertas:** I'm visiting Dubai for the holidays. Has anyone here been? Any advice if you have haha

**Jérémie:** I don't think anyone on the team has been there, sorry! Hope you have cool holidays.

**@Zahlea:** I love the two styles of torso hair we see on Seb. I'm wondering though - have you considered having chest and stomach separated, so that we can mix and match how much of the chest and how much of the stomach is covered, density and maybe even style (though I expect that I'll want to match styles between the two )

**Léa:** We haven't yet decided how many options we want for pilosity. For now you can only choose a full body pilosity style. We need to think if we want to add a system to mix and match, or just create a lot of pilosity options, like enough to cover every option that we might need.

**@IngeScrooge:** My husband is covered with hair on every surface of his body including his back. Is there a setting for that in Paralives?

**Jérémie:** Not yet! That's part of the kind of content we'll decide if we add or not! At the moment we only have a few options in the PAM but having a fuzzy Para might be a possibility in the future!

**@SnowiestPolarBear:** Do you guys have made possible the clothing layer tech we keep proposing?

**Jérémie:** We are still having internal discussions about layering, but it's not something we have added to the game at the moment.

**@Christmas Ent:** Léa, I was curious: what do you do in the mountains? Skiing, snowboarding, or just blanket cocooning with hot chocolate next to the fireplace?

**Léa:** I LOVE to hike in the Pyrénées, the landscapes are gorgeous! So a lot of hiking, probably a bit of skiing (I'm not really good), and blanket/tea/fireplace/games!

**@Rae:** Can we add our own images as tattoos?

**Jérémie:** Right now it's possible through the magic of the mod system because tattoos are equipments

**@Gui:** Hi Léa! How are you? How was your week?

**Léa:** Hello! I'm fine, thank you. I hope you're having a good time with us today! My week was really exciting with the new video, there were a lot of emotions!

**@Christmas Ent:** Do you have any team building exercises planned for before your holidays? Among Us

**Étienne:** Well we're gonna play some games later today and do an escape game! So I guess you can say it will definitely be testing our team.

**@skywalkertas:** I'm not sure if this has been asked before but will clothes and groceries be something you have to buy or discover or just be available by default? Sorry if it's already been discussed.

**Chloé:** No worries! And it's definitely something we talk about in the team, because we understand some people want to have gameplay where you buy the items, and on the other hand some other players would rather have everything accessible in a singular menu. We are still debating what we want to do, if we want to have both available, etc!

**@skywalkertas:** Oh my God, having both available would be PERFECT. I'm SO excited to play this awesome game one day.

**Jérémie:** Yeah it would be cool!, but at the same time that means extra work for us haha, if we feel strongly that one method is better than the other, we might focus on it first and MAYBE do the other one afterwards, we'll see!

**@IngeScrooge:** Do you mean escape from work to start your break?

**Étienne:** Haha don't worry we don't need escaping from our work place. Nope. Definitely not held against our will inside the office. Not at all. Nuh uh I dunno where you got that idea. No need to call the police or anything. We are 100% fine over here yep yep

**@Gui:** Hi Sandrine! How are you? How was your week?

**Sandrine:** Hi Gui! Busy but good week because of the PAM video release and we got so many comments and messages! It was really rewarding to see all the positive replies. Looking forward to playing games with the team this afternoon. How was yours?

**@Christmas Ent:** Léa, has the new variant affected your moving plans at all?

**Léa:** I wish I knew. At this point I'm just hoping that everything will go smoothly for February 14th

**@Gui:** Question from Lily aka butibuti: She is wondering if the genetic system will be harder to make because of the amount of customization and if it will be affected?

**Anna:** No, not necessarily! Once the system is in place, it doesn't matter how many features there are to customize

**@Zahlea:** Ok, that makes me think of another tattoo question: will the rotation snap at certain angles? Like 0, 45, 90, 135, 180, etc? Or maybe it's enough that you can just type it in directly

**Jérémie:** Right now it doesn't snap, but maybe it could! A bit like angles for walls in the build mode. You can type it directly so it's simple to do it like that, but maybe snapping could be added. The tattoo system is very early in its development after all

**@Alex1724:** I want to thank you all for all you're doing. Enjoy your well deserved holidays. Maybe too soon but, how Christmas could work? Can we create our own Christmas event? For example, in my country, on New Year's Eve, we eat 12 grapes at midnight (one for each chime) to celebrate the new year with our family. All being said, happy new year and take care

**Jérémie:** Thank you for the wishes. It is a bit too soon to talk about holidays and creating holidays in-game. So far I can say that we do not want to have real-life holidays in the game and we will probably have equivalent ones instead, and it'll be possible to create them through the mod system. I don't know about coordinating grapes with the chimes of the clock though, that seems really specific, haha. Take care as well!

**@Christmas Ent:** What's one holiday tradition you'd like to share with us?

**Andrei:** Every Christmas, we do this traditional mexican dessert called Pelmeñes which look like small fluffy donuts but dipped in a special sweet sauce

**Étienne:** Under our Christmas tree at my home, we made our own Lego village! Every year there's some nice additions to it like a wind turbine, a train, and who could forget the classic frog army eating a turkey on top of the school.

**@JayLevin\_ART:** Hey Team! I had a question about the outlines on the Para's from the video. On darker Paras like Marvin, I noticed some of the skin detail lines got lost in the pigment. It was very hard to see them as they blended into the actual skin color. Will those detail lines also be adjustable so they can be visible on all skin tones?

**Jérémie:** We are still going to tweak our skin color swatches and the detail lines so it looks better in the future, but yes! The lines on the paras are adjustable like other components of the skin color

**@Gui:** And to answer everyone's question, I'm good and my week was fine. I wish everyone who celebrates an amazing Holiday Season! I also wish everyone a good week-end! I'll see you all next year! Love you guys!

**Anna:** Thank you so much for having spent time with us this year Gui!! Joyeuses fêtes!!

**@reIndier:** Happy holidays!! Thank you guys for a wonderful year!! Hope you have a restful break and see you soon

**Jérémie:** You too! Thank you so much, we hope to be back in full strength next year to para some more lives!

**@Jérémie:** Andrei: What's in the special sweet sauce?

**Andrei:** We call it "sirop d'érable"

(Translation: Maple syrup)

**@reinDeir:** Have a WONDERFUL holiday season and a great weekend everyone!!!

**Chloé:** Enjoy the holiday season Dei!!

**Zahlea:** I thought it's only fitting to end this dev chat with a question wrapping up this year and looking forward - this last question is for all of you (or as many of you who wants to answer):

What has been *the most fun* to work on this year? And what's the thing you're most looking forward to working on next year?

**Alice:** Thank you a lot for the sweet and kind words @Zahlea. We're very happy and thankful to have you supporting us, and sharing your awesome concepts and designs. On my side, I just loved working on the emotion animations, I also had a lot of fun working on the clothes with Sonia and Léa (the brainstorm and design part). Enjoy your holidayyyyyys and take care of you.

**Léa:** I absolutely loved to work on the design of the outfits of the Parafolks with Alice and Sonia. It was so much fun and exciting to tell more about them and their personalities through their outfits! I'm looking forward to working more on younger Parafolks in the future!

**Anna:** Thank you so much for being with us Zah! Hope you have a wonderful holiday too. We're very grateful for your support and your participation in this server!!

The most fun was definitely learning on animations and making lots of tests with Alice! Animation bugs are the funnier (and most cursed), but it's also a very special feeling to see our characters awkwardly trying to be alive haha