

Aurora Sprite Priority List

A.k.a. I'm looking at what needs to be done

1. Turfs and Walls

Extremely game-changing. This is likely a multi-spriter project and may involve coders.
Will determine the look and feel of Aurora.
Under no circumstance shall this be undertaken alone.

2. Structures, Furniture

Highly volatile and are the most obvious when resprited. Should only be re-sprited under scrutiny.

3. Aurora-specific things

A lot of lore items added are codersprites or very old.
Unused items from old lore arcs can be given a second life by giving it a fresh coat of paint.
For example, species-specific items. They need a bit of love.

Examples would be vaurca_items.dmi, unathi_items.dmi, tajaran_items.dmi.

Note : Examples may not be named the same.

If you're having trouble finding them, go look in the github for updates on species events. They will likely touch the files you're looking for.

Speaking of which, our lore events always need fresh sprites! Feel free to check in with the lore team if they need help!

Highly recommended for solo spriters looking for something to do.

4. Clothing

As of now our clothing pool is **EXTREMELY BLOATED**.

Do NOT add any more clothing that is already existing or can be made from a combination of existing loadout items.

ALTERNATE UNIFORMS MUST BE LINKED TO MEGACORPORATIONS.

Lore items are excused to an extent, but try to exercise moderation and good judgment.
Better yet, modularise ALL the clothing. Try to condense similar looking items, and try to break down existing outfits into separate clothing pieces that will achieve the same function when combined.

DON'T BLOAT THE LOADOUT WITH RECOLORS!

If you replace something, remove the old one!

If you are looking to use multiple colors, PLEASE use the recoloring loadout feature, in conjunction with worn overlays.

If not, use the color palette as used in the new departmental uniforms.

Old clothing is also recommended to use the palette and shading of the departmental uniforms.

5. Generic Items and Mobs

Easy to make, but probably the least of your concern when spriting things.

It is a better use of your time to port these kinds of things from other servers.

If you re-sprite things here, it is highly likely it will be replaced. You have been warned.

Aurora Spriter Gameplan

A.k.a. Modus Operandi

Stage 0 : The Port-ening (WE ARE HERE)

Currently, our codebase still uses r4407 era sprites and potential Goonsprites.

This is bad. At the moment, just port as much stuff as possible from other servers and modify if necessary (elaborated upon in the style guide).

Try to work fast and avoid making sprites from scratch, as it is likely they will be removed or replaced in future when we get around to unifying our artstyle.

Stage 1 : Turf Wars and Unification.

Redo all our turf sprites and get a color palette down. This is extremely important as they serve as a backdrop for literally everything and determine the look and feel of the entire server.

Stage 2 : Wall Things

Post-Turf change, likely we will need to update most of our wall-mounted things to fit the perspective.

Stage 3 : Nitty Gritty Itty Bitty Stuff

Finally, we get to the fun part : modifying all our objects and items to be consistently one with the palette. Counterintuitively, because it is the easiest, means it is the hardest to standardize as anyone can have a “good idea” and redo a simple item sprite on a whim.

Stage 4 : Stemming the Dark Tide

As with contributors and coders, codersprites are endless. It is our duty to keep our artstyle consistent, so it is a civic duty to ensure due maintenance and prevent the addition of bad sprites.