

Sticker club ideas

Stickers should be

Animals

High contrast

Have a general Appeal

good clean silhouette - ☆ > ✨

Stickers should NOT be:

Relying on yummy blues
dark

too detailed

have "Tails"

hard to peel



Possible themes -

1. Pastry Pets

6. Space Safari

11. Bakery buddies

2. Candy Crabs

7. Monster Mash

12. Fruit Frenzy

3. Farm Friends

8. Highway Hounds

13. Sushi Squad

4. Pirate Party

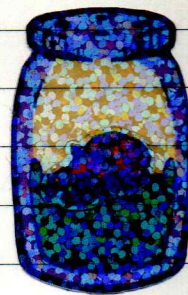
9. Desert Dwellers

14. Breakfast brigade

5. Jungle Jamboree

10. Enchanted garden

15. Candyland creatures



Papers

Print settings

Cut settings

With holo

Plain sticker

Prem. Gloss, High

Bld-3, F-26, Sp-3

Transparent

Vlt. Gloss, high

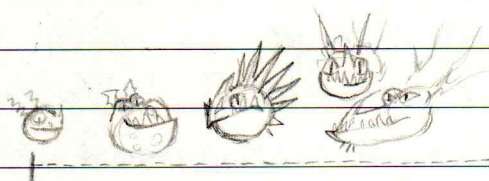
Bld-8, F-30, Sp-3

Notes:

-Transparent stickers should not have plain holo. Makes bubbles obvious.

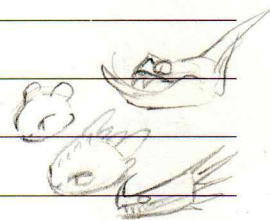


Loyalty - Dragon mechanic



Easy to bond with

like a minecraft week to fully bond



difficult bond

like 2 minecraft months to fully bond

I believe, and I may be wrong and will find out the hard way, that making the bonding goal take so long for some dragons makes it so that there's no way to cheese it, it's not just a resource, it's an experience. It forces players to truly bond with their dragons.

I want the bonding to feel like an immersive thing, not a resource. The benefits are just perks of you bonding with your friend. Just like you're more willing to fight for him, he is willing to die for you.

Completely bonding with the dragon may also be a way to get a book of dragons page of that dragon. Like you have observed your dragon long enough that you can confidently write about the species.



I'm hoping there will be more avenues to bond with your dragon than just time, such as treats, dragon nip, and spending time training / playing with your dragon.

Using the flight rising familiar bonding tiers might be good too. Wary, tolerant, relaxed, Indisitive, Companion, loyal, and awakened. In FR it also takes less cycles between wary & tolerant than companion & loyal.

Dragons in The Wild



What might the behavior of wild dragons be? Why? What is my goal / What gameplay function does it serve?



I want to avoid the dragons feeling like their only purpose is to serve the player, and I want them to exhibit life & personality before the player interacts with them, as opposed to simply waiting to fulfil their purpose from the player.



I think their behaviors can range from simple animations to mechanics such as foraging & hunting. However, I think we should avoid destructive behaviors, such as setting fire to things or blowing up the world. I think destructive behaviors would just be frustrating & anxiety inducing, & put pressure on players to mitigate the threat of a wild dragon as fast as possible.



My secret dream is that one day they can have systems that impact each other. Hunting other species, territorial dragons fighting, pack dragons congregating, fighting for food, attacking hunters... But that sounds really hard!



Right now I think a more realistic goal is to give enough detail to imply life & hint at these dynamics through individual dragons behavior, especially towards the player.

Dragon Individuality



I think dragon individuality is important to lend to the players bonding with their dragons. Not as a mechanic, just emotionally! I think its much easier to become attached if your dragon feels like a unique individual that you can't replace!

Lets take a night fury for example, since theyre currently our focus. What can we do to make them unique

Visually

- Scale color
- Spine length
- eye color
- Wing shape?
- Scars
- Patterns



Emotionally

Favorite foods



Bond with player (mechanic)

Personality (Animations)

Some of these may be details so small no one would notice, but an observant rider might! And then they might appreciate how special their companion is!



Dragon Scales

I would like for the dragons to shed Scales. I think they can be an easy bridge between the dragons and existing minecraft mechanics

For example, Potion crafting! Different scales could brew into different effects, such as!

- monstrous nightmare scale → Fire resistance
- deadly nadder scale → damage boost
- Gronckle scale → haste
- light fury scale → Invisibility
- Night fury scale → Night vision
- Deathgripper Scale → Harming



I feel a lot of pressure to make use of every page here efficiently. Too much, in fact. So I'm going to write whatever comes to mind. It probably won't be good, but that's okay. I'll live. I'm thinking about the past. I do it a lot, but I don't want to. I get these strong waves of yearning to go back, to give everything another try. I'm sure everyone feels that at some point, I just wish it weren't so strong. I get stuck in my own head. I want to play with toys again so bad. I miss it a lot. I feel disconnected from the world. I'm not enjoying technology right now, and that feels like almost everything. It feels oppressive and insidious, stealing my time and attention. Especially twitter, I might delete it from my phone. It feels bad now. I miss my boyfriend. He's so nice. I feel sad that I am alone right now, but not in solitude. I feel restless and exhausted. I guess I can feel a lot of things at once, or very quickly. I miss flash and a weirder internet. Facebook games too. I wish something like happy pets still existed. I wish I could remake it. I think I do want a legacy, and I want it to be my art. I want to collect things, especially small things, like bottle caps or stickers. I want my home to reflect so many things I love and myself. It would be hard to move though. But I shouldn't live my life like it's about to change. I want bean bags that look like boulders with moss & lichen, and moss rugs. Mushroom tables & shelves.



Tarval So far...

8/29/23

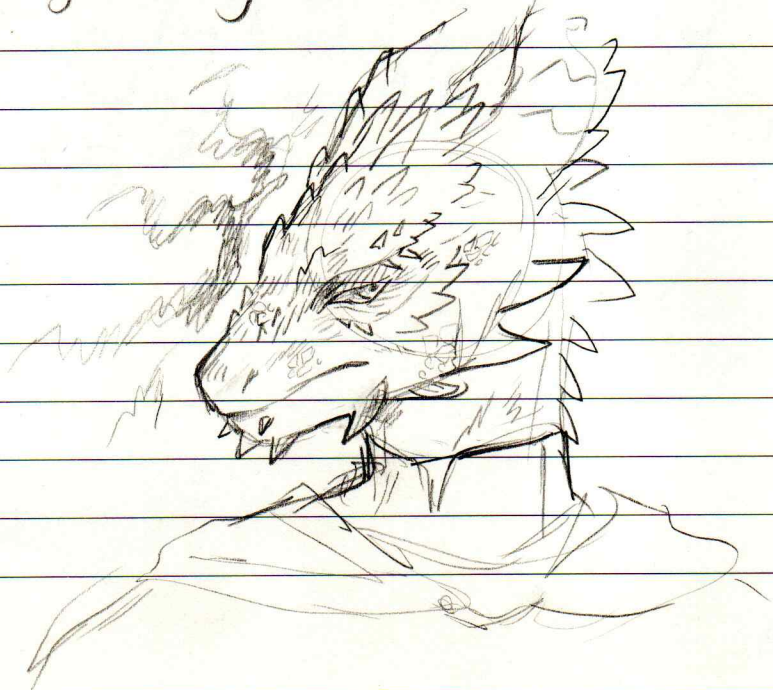
Tarval is a dragonborn druid, nonbinary, any pronouns, & a silver dragon. He has a knack for potion-making, loves learning about & interacting with nature, & has a strong desire to protect & heal nature.

Tarval... Though... Struggles. Shes hard on herself and feels like shes always falling short, like she needs to be doing more. Every time he makes a mistake it pierces him, Eats away. He could have done more, hes always falling short, Why?

While once Tarval only breathed in the beauty of Faerûn, almost calm with naivety, theyre drastically transforming on their journey. Harrowed and changed by the unimaginably powerful conflicts they find themselves in, they feel increasingly inadequate, and they are growing more desperate and afraid.

After being face to face with gods, goblins, ghouls, and messy politics, Tarval is desperate to be powerful, especially in a group of focused, exceptional members. Hes afraid, hes afraid of not being enough to protect his party, his friends, and nature. With every blunder his desperation grows... and he begins turning towards a more illithid persuasion...

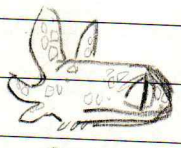
The road to hell
is paved with good intentions. -



I feel like im in a leadership position without knowing how to lead. I dont know how Im going to handle it. I think every week I may have to put aside some time to make weekly assignments for everyone else. Mga does small animations, I can make a list of animations (maybe with rough storyboarding) for her to chip at...

After that I talked to them and they agreed! Gotta figure out what to do... Focus on nf probably! Right now we want to fill out the nf feeling more alive

Starting turning is also important... Im thinking that you must at first approach a nf slowly with a fish in hand, sneaking. It will crouch and slowly approach you, and you can slowly approach it & feed it a fish. after it eats the first fish it activates its bonding system & puts it in the turning phase. once its bonding is high enough a Saddle can go on it.

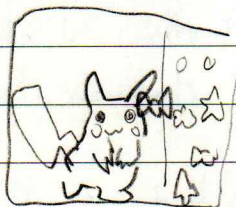
We'll need an alert head  + sneak dragon animation + I wanna catch up on what fish did with the stingers. Whoever made the last lens can make the NF one. I think I want to assign mga a few small animations, like sniffing, sneezing, I need to find something for growling. As well as yawns, scratching at the ground. Anyways. With that turning will be started & bonding ball will be rolling at

I'm getting an idea... A print on something like cardstock
with stickers to decorate. Like ponytown home style

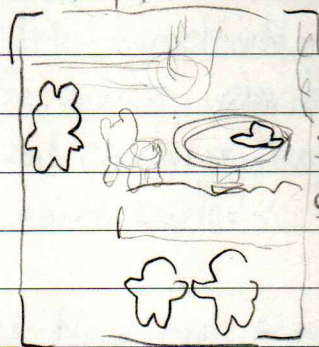
11/27/23 🐾

I have too many Ideas
I want to mix prints &
stickers, prints that
come with a sticker set
to decorate them. I
hope I can remember &
execute this idea. It gives
me a similar joy to game making.
I want to remember what inspired
me & keep it close.

Pokemon contest

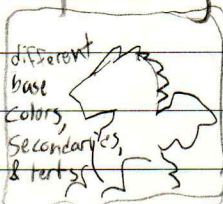


accessories you
can put on



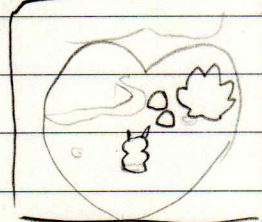
Iso
Scene
style

Flight Rising style

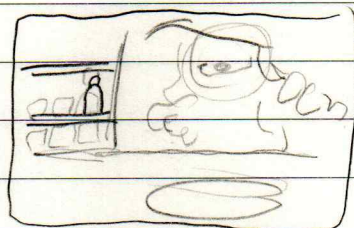


different
base
colors,
secondaries,
& tertiary

Polly pocket style



happy pets



Desktop style



Something
Sim antenak
inspired?

I want to write about my flight rising clan, but I don't know how. Where do I start, I want to talk about the clan as a whole, the history, the settings, the characters, their individual stories, there is so much, so much vivid imagery, I don't know where to start. I just want to write it all down, not necessarily connected or a story. I guess I'll just have to start with disjointed parts.

Characters - Pg. 1. 12/19/23

Riana	Gooby	Pomegranate	Apex	Fenrir
Kuroshi	Loki	Goldenhour	Quartz	Soraka
Corintha	Guinevere	Mischief	Fable	Ancientfury
Skylar	Spine	Stormstake	Crocodile	Thistle

Areas to touch on

Tavern?	Blacksmith	Clan placement*	Singers brook
Reedcliff Ascent	World Redesign?	Skylas Garden	

Concepts

Hunts	Patrols	Familars	Exalting	placeless packs
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The clan is placed in Reedcliff Ascent, though they are near the border of Singers Brook. It's not uncommon for dragons from this clan to visit the brook to clear their head. Riana has been known to visit after every hunt outside of wind borders. The clan has underground dens and open structures, but no above-ground structures with walls. Flags, statues, & art are common & celebrated. They believe in adventure, Journey, freedom. They hold windsinger values dear. Goldenhour makes glass wind chimes, Guinevere makes jewelry, most of the dragons value their stories, Fable keeps them. They love art & story.

Exalting

Exalting in the Vehemourn clan is honorable & respected. Dragons express desire to work under the Windsinger to Gooby, who will then coordinate affairs. The dragon will first be taught how to hold their own, usually by Riana & Pomegranate. Once they are deemed a worthy warrior, an exalting ceremony is held. Gooby gives the exalting dragons the clan blessings, the other dragons say goodbye, & they wish them off. Exalted dragons usually leave in packs so they can safely make the journey to the Windsingers domain. Often flags & windchimes are made to remember exalted dragons in the clan.



Familiars -

Familiars are different circumstances depending on the familiar & the dragon they're bonding to. Familiars often join the clan of their own volition, & are free to come & go as they please. Some are more like pets, and are taken care of by the dragons. Some have strong bonds to individuals, Hellclaw and Riana are inseparable! But some dragons only temporarily take care of familiars. Whether it be that they have no long-term interest in fostering a relationship with a familiar, or they haven't found the right one yet, it's not uncommon for familiars & dragons to part ways.

Placeless Packs -

Placeless packs, true to their name, are packs of dragons that do not have a lair or clan. These are most often made up of mirrors borne into the wild, but it's not unusual for other breeds to be mixed in. They're often small, each consisting of, usually, two to twelve dragons, though packs up to 20-30 dragons can occur.

A large pack may differ from a clan in that they lack any clan borders, and often lack enough organization to have a clan leader or founder. They also often do not ally well with clans, and do not try to. Not every Placeless pack is aggressive, and sometimes members or even entire packs can join an established clan.

A "Placeless Pack" is not a rigid definition, & are often self-identified.

Emo Dog Cheat Sheet -

Cool accessory -

Sick Ass collar

Sick ass piercings - face, ears, body

Sick harness?

tailbow?

flower crown

wrist cuffs

Necklace? → cool pendant
distinct chain/bands/rocks

bandana → Band
→ tie dye
→ camo
→ pattern

Wings? → L. Furry
→ Bird
→ Dragon

Bag/backpack

↳ what's inside?
any decor

Weapon/instrument

flower/plant crown

Cool legs

Sick bold black tattoo

↳ Symbols

↳ Shapes

↳ Sigils

↳ Spiky shit ~~stuff~~

Sick landscape tattoo

flower tattoo

bug tattoo

Animal tattoo

Weapon tattoo

banded markings

words

marbled markings (like mood)

Body markings

- cool landscape

- Pretty color blending

- Piebald

- Natural-ish marking shaped cool
(symbol, animal, scene)

- Wing marking ♥

- marbled patterns...

flowers, spiderweb, ...?

- Glowing / light looking markings

Emodogs are interesting & not
used as a blank canvas often enough.
often it is treated in a formulaic way,
rather than creative. Also, often only
old trends are used / recirculated, instead
of new trends forming...

less thought of.

glasses/goggles

silly hood

tail rings

cloak

emo dog hood

cuffs

Misc:

Wings

plates/scales

instrument

Emo Dogtober? lol...

what if I did a ~~challenge~~ challenge where I tried to upload an emo dog batch (or multiple smaller batches) of emo davy

my own prompt list... hm... first I'll think of a bunch of prompts I like, then later whittle it down & brainstorm with some of them.

maybe can mix & match?

- | | | |
|-----------------|--------------|---|
| 1. sword | 9. Fav Song | 17. Sky |
| 2. candle | 10. Rainbow | |
| 3. collar | 11. Dinosaur | → can easily be a batch |
| 4. Tattoo | 12. Fossil | → expand on batch ideas on a later page |
| 5. piercing | 13. chimera | |
| 6. shark | 14. flower | |
| 7. vampire | 15. Edible | |
| 8. snow leopard | 16. Bone | |

→ try to design an emo dog snap without leaning on pop design conventions

While im here - potential prompts for Dragonfolk / humans / elves

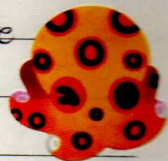
- | | | |
|-----------------------|---------------------|------------------|
| - alchemist | - Book store owner | - pet shop owner |
| - Blacksmith | - Librarian | - museum sponsor |
| - Bookbinder | - cartographer | - Potter |
| - Butcher | - horse tamer | - scribe |
| - fisher | - other mount tamer | - sawmill worker |
| - Farmer (of?) | - executioner | - leatherworker |
| - Travelling merchant | - Guard | - Locksmith |
| - carpenter | - Herbalist | - Dragonslayer |

Thinkin Bout Crush



6/25/25

Normally I'd write or ramblings in my other journal now, but were moving ---. In pen cuz it helps me get over shit & move on!



I've been thinking a lot about Crush lately. Sometimes I wonder if I'll ever stop fearing portraying him incorrectly. Maybe, oh well.

Anyways in both worlds dude is very quite incredibly big & strong. Like peaking out. The only people that have him beat are using cheats. His presence can be very threatening. He's not trying to look threatening he's trying to look cool! And he likes getting stronger & looking & feeling cooler B). He knows hes threatening & hes at peace with it. He figures he can disarm when he needs to & use it to his advantage when he needs.

In both worlds he has to eat a lot & loves food, cares to make sure its good & nutritious when he can. In FIC he works hard most of the time to make sure the fridge is well stocked always, including meals for Tarish. In unchained, he's constantly on the lookout for food + ingredients, especially from humans & their civilizations. He likes to provide for Tarish :3 especially knowing Tarish loves food but is not always motivated to make something nutritious for himself.

It makes him feel good to be able to bring other people safety & strength & joy & to help them, especially for Tarish. He loves little dude so much, he cant help it. He thinks hes cool & strong & skilled & funny & tough. He's ~~not~~ impressed with the fact that nothing really can knock him down in a way that dampens his spirit. If he gets knocked down, he doesnt dwell on it, and tries to get to his feet and move forward the best he can. Sometimes "too well". I dont think anybody knows all of what Tarish feels, cuz he wont talk about most of it. He doesnt see the need to, never feels necessary.

Thinking on Crush Cont...



He loves Tarish he loves him & he feels like he can't say it. He fell for him pretty hard & fast after meeting him, and as their relationship developed it only deepened. He pretty quickly found him cute & endearing, the way he would speak & carry himself, the way he seemed to be full of surprises! Crush knows Tarish has got a lot more going on behind the scenes than shows, and he's very interested in it. He found he worked really well with him on teams, and training with him made him more creative & smart with his abilities!

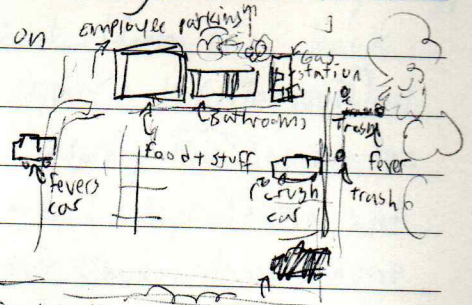
He wants to kiss him So BAD!! He's not super good at dealing with it. He's really really close to the dude & shares a lot of his life with him already, and tries to convince himself that's enough! He lives with him, eats with him, sleeps with him, shares all of his darkest & brightest moments with him, & even fucks other people! So in his mind, that should be enough!! He feels kinda guilty & dirty for how he wants Tarish :(. He often sleeps with Tarish in the same bed, as it helps Tarish not have intense nightmares & sleepwalking. But the proximity sometimes makes Crush... Distressed. He feels dirty... Bro is scared of his boner </3...

Tarish feels loved & protected by him though. Internally, he feels a little guilty. He feels like Crush is so good to him &... he still wants something more from him. He feels like he shouldn't "lock Crush into a relationship with him" cuz Crush can do so much better, in his mind. He wants Crush so bad it hurts sometimes.. But pain never motivates him. He doesn't want to shatter an already good thing. Tarish definitely developed feelings much slower than Crush, though.



< that cont... (non canon)

Start over, Crush & Tarish are passing through a place on a trip. They're at a rest stop in... Nevada or something. Crush is inside, or going to go inside? Maybe I'll start... I'dk. He's going to go inside for food & snacks. Tarish is looking around & stretching his legs. Fever is chillin... map, hold on



So ya Fever can see everything... maybe start with his pov included.

Crush & Tarish are in the car, after Crush fuels the car up on gas, he pulls into a nearby spot. "I'm going to get some food, wanna come with? or stay?" "mhm I'm gonna stretch my legs out here, I want fresh air" "mhm. Okay, I'll be right back." they both slip out of the car and on their way.

Fever is smoking under a tree. He'd be in the shade of it if the sun were out. It's a cool night. He watches them pull up, and glances as Crush fills his ~~gas~~ tank, and goes back to smoking and thinking. He's passing through & trying to figure out where to go next. He has a few ideas, and is trying to weigh them against each other. The car parks ~~in~~ not far from him and he sees them both get out. He watches Crush walk off for a moment before looking onto Tarish. Fever tilts his head. Does that boy look familiar? Tarish walks past & has his back to Fever again before he can fully register, but he's very intrigued. Fever moves up to the nearest trash can and taps his smoke into it, still watching Tarish. When Tarish turns around again, Fever has a flash of recognition & feels excitement swell in his chest. "You... I never thought I'd see you again..." he thinks. He looks at the building Crush walked into. 'So he must be...' He looks at Tarish again & begins calculating risks... And then thinks about Crush again. 'Will he figure it out, I wonder'

← That page can split down a few paths for me... Several are fun.

I think I gotta write out a few ideas for... stuff tho.

- Crush & Tarish being sent to a dungeon together

- WHO is the administration -- mix of humans, dragons, dragonfolk?

I understand Blackwing & the Hunters but not many steps between. who are the Team coordinators? Retired Blackwing?

ARE there retired Blackwing?... Maybe... Helieth & Co is meant to be only a few generations into dragonfolk existing.

- Helieth & Crush sent to deal with false dragons, like a Swamp hydra

→ - I think some humans work for Blackwing for sure... I think dragonfolk in part give Blackwing accessibility to the human world & human resources. NO hunters are humans, but maybe some communication positions & sailors & such are human.

- Some dungeons being generated by the object sacrificed at the entrance. Dungeons being somewhat non-euclidean & the object determines + the presentation "seed"



- Sacrificing the same object can produce predictable-ish results

- Small variations in the object will cause changes.

- often humans don't understand what's going on. It's not totally demystified to elves, either. But I think elves mess w/ em less.

- "Dungeons" in the world are variable, though ~~even~~ in how they look, how to access them, how magical they are, what's inside, etc. I think Slime girl's dungeon does not have that ^ "mechanic" or a sacrificial entrance at all lol

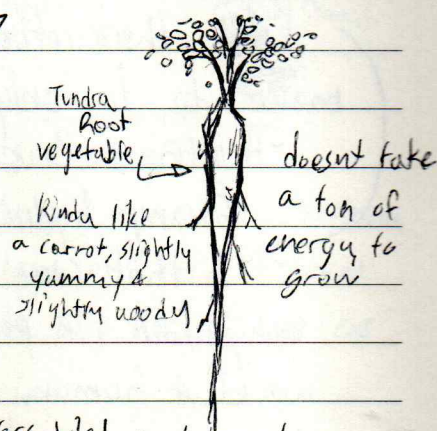
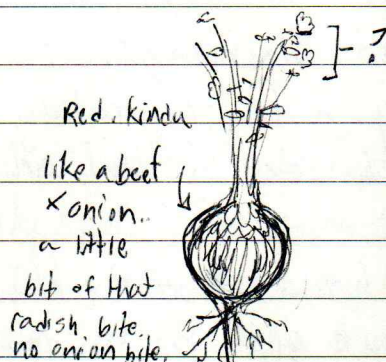
- Slime Girl's dungeon I think was crafted by some super powerful wizard as his final act to seal away himself & his enemy. I think designing it was his life's project - I think the artefact with the souls is not actually accessible at all, even at the "end" of the dungeon.

Thinkin' some more

- Stickers that I can use for this. Stickers of in-universe plants, maybe some lesser dragons, some fish, some minerals... maybe even my ocs ♥
- Also smaller bullet points & such ✨ ☞ ☙ ☼ ♥
- Human dragon hunters, their relationships to other humans & dragons...

Hmmmmmmmm

Foods of Sledge... see if potatoes & cabbage can grow there, & onions



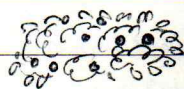
Dusty smokes a lot of food he can't eat immediately, especially fish & meat

Kinda bright & tart compared to a lot of other things available in Sledge...

Versatile! good sweet or savory, good roasted/grilled/boiled, & lasts a good while stored! Favored by some of the people of Sledge

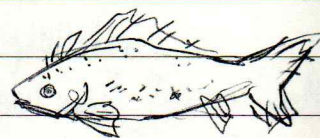
Fish stew, onion & potato soup, roasted vegetables & smoked fish all common in Sledge

Shrubby berries...



grow in the cold. tiny & pretty tart & kinda hard. In

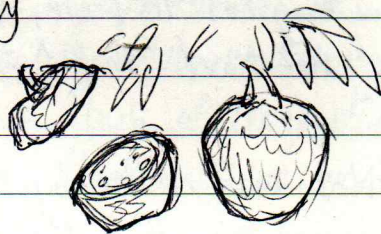
Sledge it's a popular flavor for jam/filling.



Fresh! Good smoked, salted, dried, grilled, etc.

Smoked fish is popular with werewolves, dragonfolk, and humans.

Dusty's family sometimes trades for ~~ingredients~~ ingredients like flour, oil, salt. The werewolves surrounding Sledge are in a decent trade situation



fruit, tough exterior, thick skin, & creamy inside w/ seeds.

In Sledge there's tons of salted fish & dried fish.

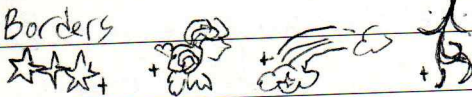
Thinking Cont.

- Reusable background pieces/elements

- Base Shape



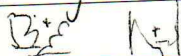
- Borders



- Stage pieces / background props

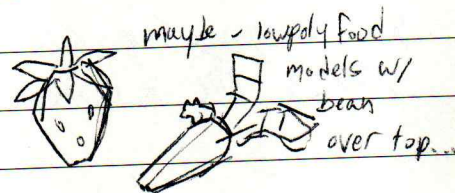
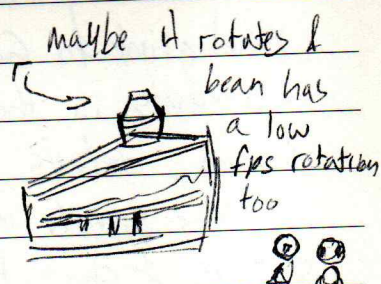


- Background

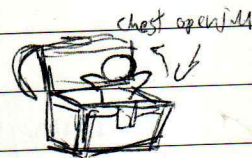


- Sparkles ♡ ✨ ✨ ✨

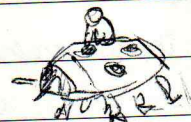
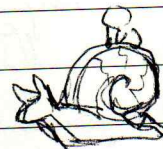
- should remake the NF...



Riding Jelly



Riding snail



Emo dog batches

Some concepts can be easily extrapolated into batches

Dinosaur - prehistoric?

Some inspired by dinosaurs, classics, like trikes, velos, & trexes, "wooly" emo dog
Suberfooth emo dog, Stego.

Edible -

wide theme, can be broken down into batches

Berries Snack bar Snack foods

Nonstandard animals w/ emo dog tropes - llama, dragon, kangaroo, hedgehog
etc. can be done many times. easy.

Pokemon trainer batch...

DND party batch

Fantasy tropes - knight, dragon, unicorn, magician, etc

Aesthetic tropes - e.g. grrr

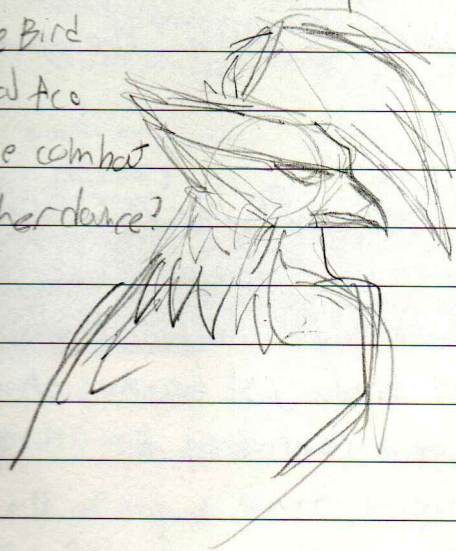
Aesthetic Tropes -

2014 Tumblr - vaporwave, soft pastel goth, swag, soft grunge, etc

Pokemon met in pixelmon sept 2025

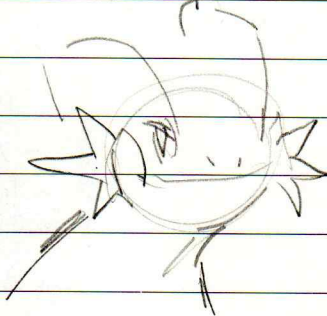
-Hawk, a lonely Staraptor

Brave Bird
Aerial Ace
use combat
weather dance?



DESROYA!

Sassy

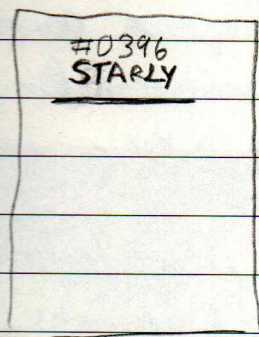


Swipe

A Galar zigzagoon



Bridget - human teen
w/ a very strong
clefairy & poor
battle sense



Idea - Pokemon "library"
somewhere with books
with concepts in game

Like - ~~PREP~~

Grassland Pokemon
Includes info on what Pkmon
can be found in the biome,
& their spawn rate &
drops maybe?

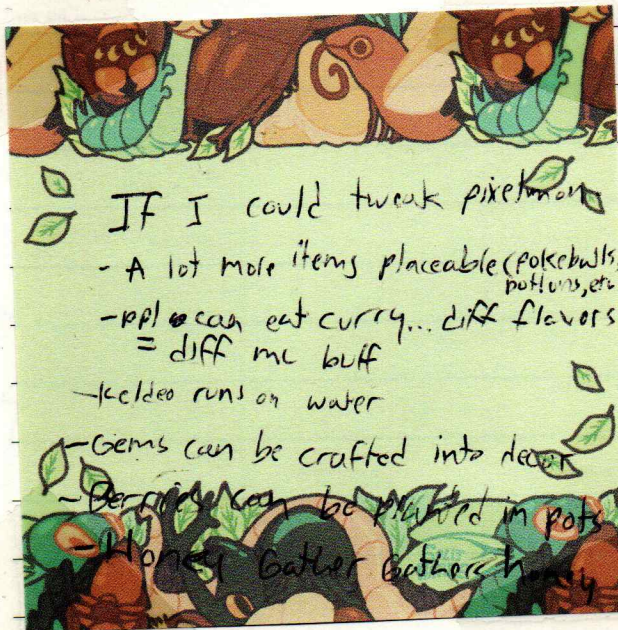
more info can be found
in the book about
that species, all the
biomes it spawns in,
abilities, catch rate, etc...

Wiki x Pkmon DB

Snak

will steal ur
berries





IF I could tweak pixelmon

- A lot more items placeable (pokeballs, potions, etc.)

- ppl can eat curry... diff flavors = diff mc buff

- keldos runs on water

- gems can be crafted into decor

- berries can be planted in pots

- keldos gather berries

If I could tweak pixelmon...
like make a patch for myself, to bridge what I wish the game had...

- more functionality & versatility for some things... especially like, the gems & some held items & stuff maybe? stuff that kinda just becomes chest fillers if you don't need it...

- food you can share with your pokemon + more food for the player!! I think more food that you can both give your pokemon (maybe for diff effects, healing, happiness, etc.) would be cute & fun for survival minecraft, and make it feel more minecrafty is to me.

- more decor! A lot more items placeable, decor like plushies / more pokemon photo decor, & maybe decor craftable with drops & berries & apricorns & metab

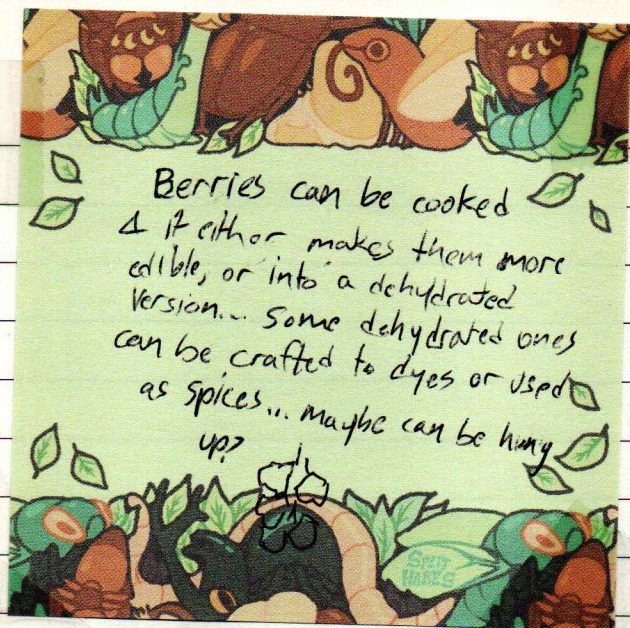
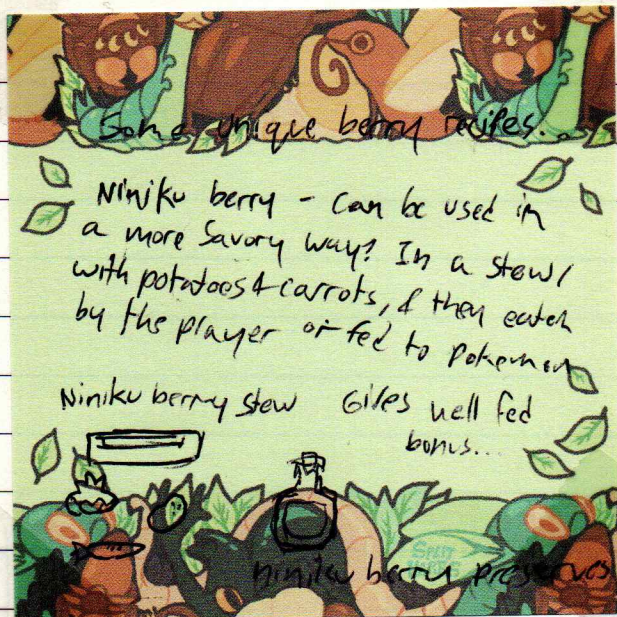
- metal nuggets / lanterns :o

- fix certain things # I think should be fixed <3 keldos should run on water according to its pokedex

- Piggy bank of the pig pokemon is hold gold, diamonds, relic coins... pokedollars maybe?

- scrapbook, can put a pokemon photo next to a little bit of text!

- pokemon clothes / armor!



Expansions on berries, some consistent for all of em, & some unique recipes. Goal is to use berries to bridge the food mod gap, and give berries more & special uses. They're already quite useful!

niniku berry + cooked



=



cooked niniku

cooked niniku + cook

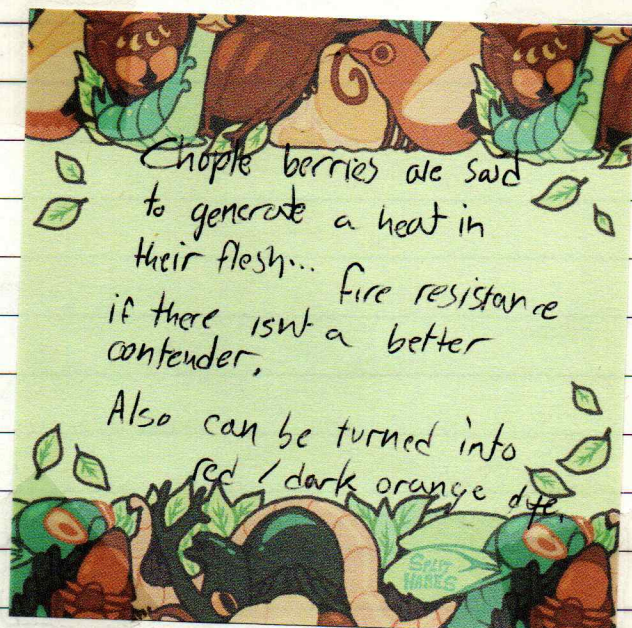


=

Dehydrated niniku



= ingredient



chople + smelt = cooked chople

cooked chople + smelt = dehydrated chople

dehydrated chople = dye (dark orange)

Dye can maybe be used on furniture for specific variants?

Treating berries like Flora that can be expanded on & like it can support the world, makes me excited

All berries have preserves!

& a pie



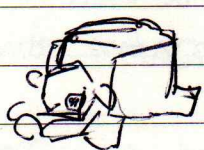
MUCH MORE DECORS!

Pixelmon has the wrong kind of decor for me - I almost never use it. I'd love to make things that are more to my tastes, and have unique crafting recipes/requirements from some pokmn

- Start with more of the existing items can be placed. Many things. - Gems, stones, berries, foods, displays for pokeballs & item sets...

- Then more pokemon photo furniture! Maybe some... what word to use... "Base" items that have variants if crafted with a pokemon photo... like

plushie parts x poke photo of wooloo
(+ maybe some wool!)



wooloo plush!

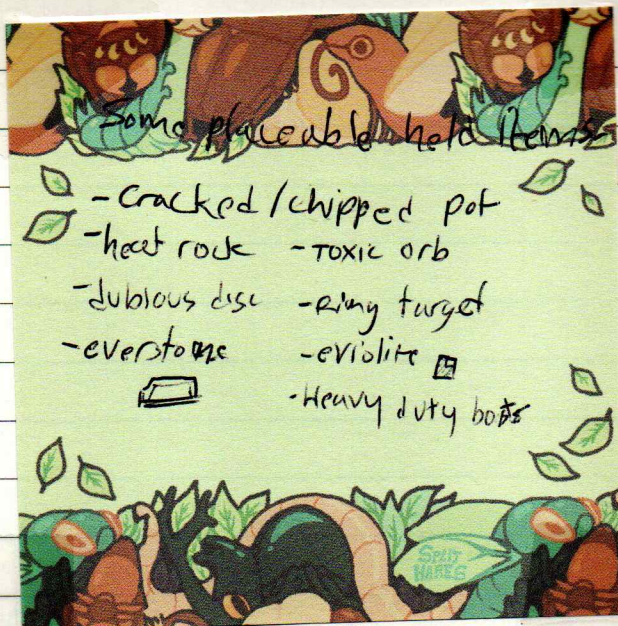
fine art tools x pokephoto of pikachu



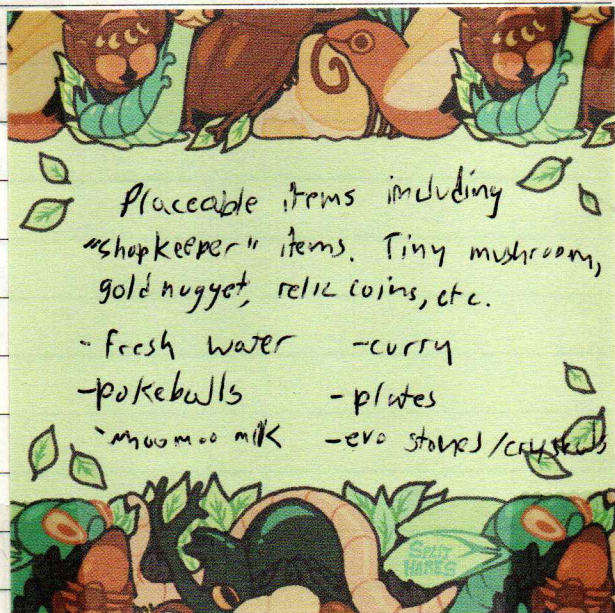
= fine painting of pikachu

poster tools x photo

figure tools x photo etc.



- cracked / chipped pot
- heart rock
- dubious disc
- everstone
- toxic orb
- ring target
- eviolite
- heavy duty boots



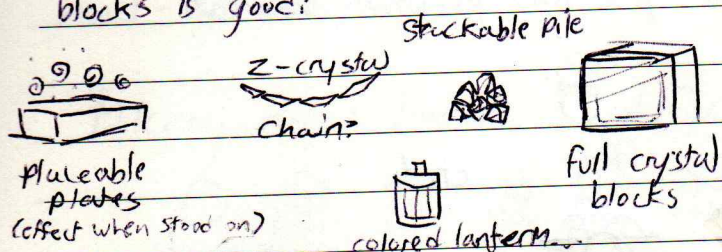
- Placeable items including "shopkeeper" items. Tiny mushroom, gold nugget, relic coins, etc.
- fresh water
- pokeballs
- moomoo milk
- curry
- plates
- eva stones / crystals

But also more unique furniture! more chairs, tables, rugs, lanterns, lights, etc... more use with pokmn photos... this is a fun mechanic that can be deepened!

fish wall trophies,,
Speedw beds!

MORE USE FOR SHINY JUNK
THAT TAKES UP A LOT OF ROOM!

Especially oreos plates, type crystals,
and Z-crystals. Starting with decorative
blocks is good!

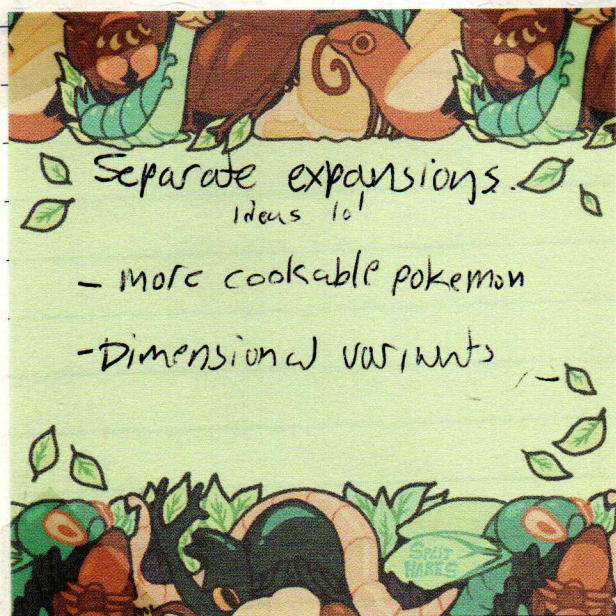
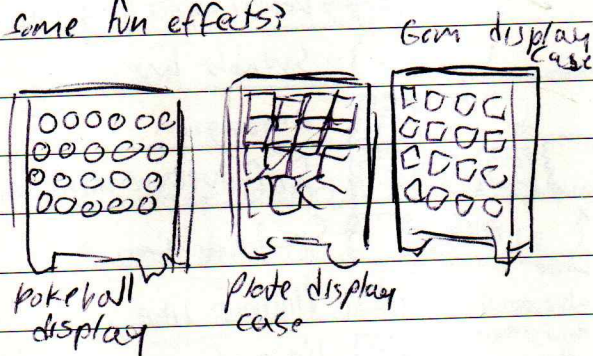


also maybe giving them ties to
alchemy. Gems can be brewed into
some potions.

Evo stones can be placed too :3

Plates can be smithed with armor maybe for some fun effects?

Gems = banner pattern?



Separate expansions
ideas to!

- more cookable pokémon
- Dimensional variants

Extra ideas that might be distinctly
unappealing to others...

- more edible pokémon. ~~edible~~ maykapp
slowpoke mittabik etc..

- Variants that are dimension locked.

Shadow variant in the nether, mystic/metallic
variant in overworld, etc..

Pokemon photo furniture! (Since you use a photo⁴ for inspiration, it's not immoral!
& not made of pokemon!)

Some decor straight from actual pokemon media

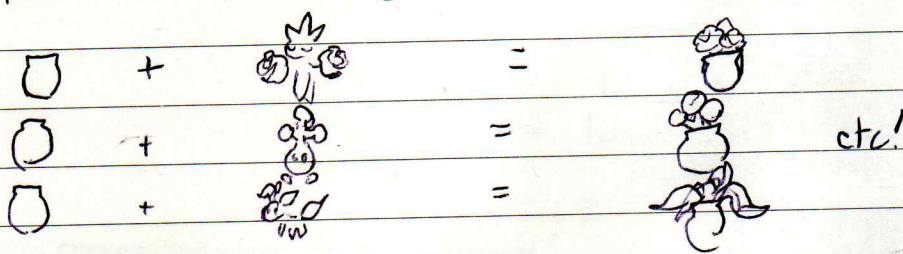
cushions from gen 3



posters
from gen
3

Some made up!

plant pot x pokemon (grass, usually) = pot with pokemons flowers!



Carpet x Pkmn photo

- minckino/cincinno line
- Deino/hydroigon line
- Swablu line
- Zigzagoon

white w/ color trim



↑ pink Spritzee line

white also avail Lillipup line

thru other pkmn liepard

Blitzle line

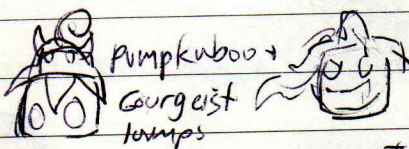
Stunky line

luxray photo/mightyena

ursaring

Arcanine

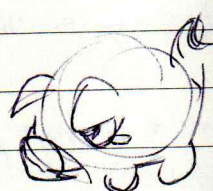
etc!



x pig pokemon photo

Piggly bank

Tepiggy bank

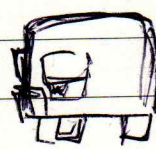


Items "minecrafty" since they're not Pixelmon...

want them to blend in

with the world, not the creatures

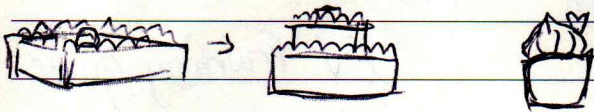
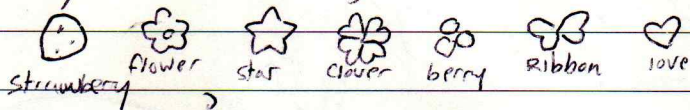
Pushies should



I think a way to potentially handle diversifying pixelmon food without adding a bunch of gruesome drops, is to repurpose some of the minecraft foods that already drop into pokemon themed meals

Like raw cod / salmon can be prepared into less descript fish meal - But more pokemon themed! Involve some berries maybe

Milcery decor baking :o different cakes for the alcremies!



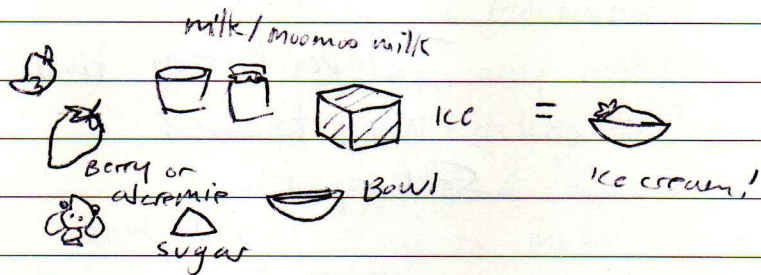
x photo for flavor!

Any berry ice cream

alcremie photo =

= overwritten...?

or maybe instead,
use photo incrafting?



Cornu berry = cornbread
Razz berry = GUESS

Ideas for the world / myself

- Magikarp collection dex... stored in some fishing town,
with an ~~ex~~ aquarium gym?

- Miltcery collection Dex...

An alchemist collector character

- Unown dex - stored by a library? :D?

- Shared dex & shared shiny dex

EV training guide

Teleportation Hub

Warp tower?

Sort by -

biomes

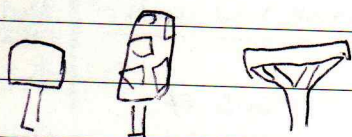
Points of
interest / structures

towns

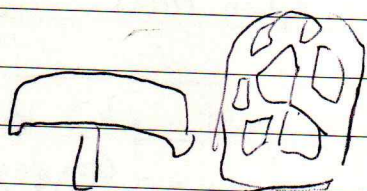


If I made minecraft mods inspired by my ocs

Dusty Expansion

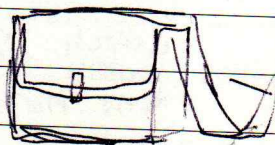


more small mushrooms



more huge mushrooms

Dustys satchel



Buddy compass



points to it's paired
compass in another players
inventory

Paper + dye = colored paper

spore prints

colored
books

more mushroom
recipes

Easy decor mechanic:

can sketch any mob/item
with a "sketching set" (paper,
pencil, quill) & can use it
in crafting to make variants
inspired by the obj.

Example

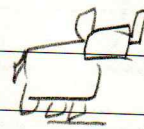
sketch set

any dye
or a piece Right click cow
of charcoal

cow sketch



cow painting



cow statue



cow carpet

etc...

Turn HTTYD Ideas into
own standalone?

What can a night fury
become that retains that

Spongebob locations worth noting:

- Bikini Bottom

- Conch Street

- Bottom Feeder St

- Bargin Mart

- Salty Spitoon

- Weenie hut jr

- Mrs Puff's Bunting School

- hospital - BB VME

Jellyfish Fields

Kelp Forest

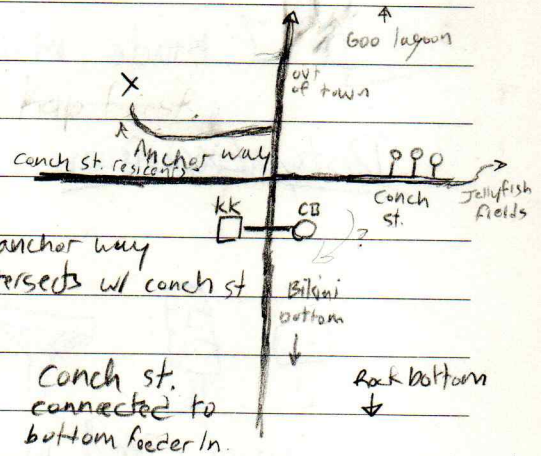
Rock Bottom

Goo Lagoon

- carnival

- pier amusement park

- snack bar



Jellyfish Fields

Foods Buddy likes off the menu:

Krabby



classic!

+ jelly

Deluxe
Krabby
patty



Krabby
Fries!



Goo lagoon
near sandy mtns
+ mtn climbup & fall off



coral bits



Hash browns



Krusty kelp
dog

Kelp Fries



Conch Street:

- Runs north/south*

*in BBDS

- intersects w/ anchor
ave & bottom feeder
& coral avenue

In Buddys fridge/pantry

~~Barnacle~~ loaf



Kelp jerky



Sea
nut
butter



Jellyfish jelly

ROCK BOTTOM

CHYME - Librarian

belongs to
@spindledown

Bus Station

Library

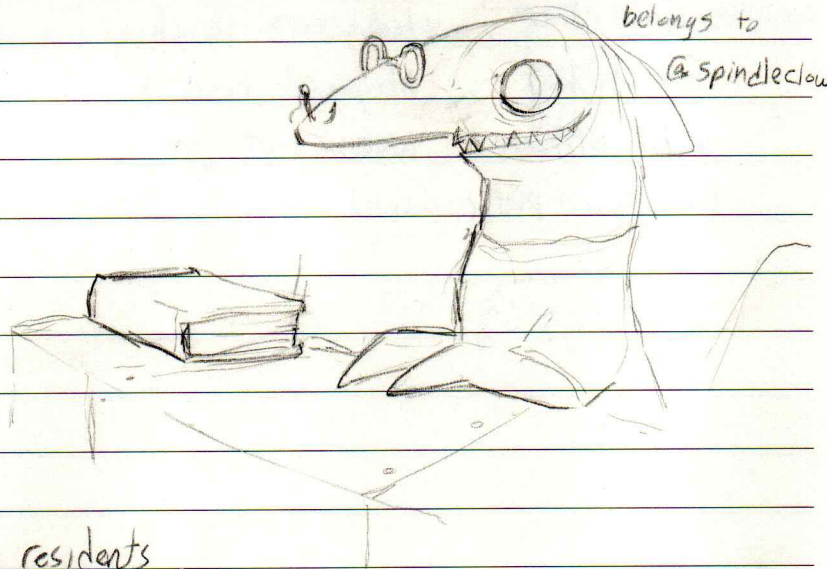
some kind of food

postal

movie theater...

MUSEUM

Animal shelter



Park City - many of the residents
have poor eyesight, & can identify buildings by
their location + bright colors

most of the residents are "weird" to
bikini bottom residents, socialized weird

Jawitor



GOO LAGOON

Juice bar Ice cream truck
Snack bar lifeguard towers
Salty spittoon Weenie hut Jr.
Goo lagoon pier (carnivals)

Juice bar - Mac

Belongs to
Mudbug
Adventures



Snack Bar

Joneso

Serves burgers,
fries, hot dogs,
& Soda



KELP FOREST

- Park Rangers
- Animals
- Campsites
- trails
- rest stops?

Dense kelp forest that potentially
surrounds part of bikini bottom



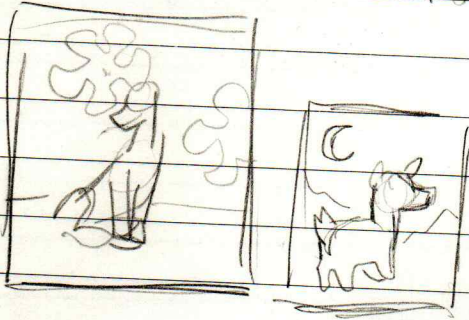
Kelp Jellyfish



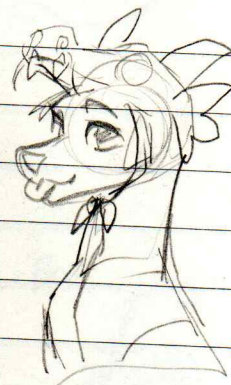
BASES!

I want to have a collection of bases for others to use I like making free resources. I know already I want to make a bunch people can use to make characters of things I really like - dragons, dogs, neopets, etc. But I also want to make ones that are like "ycths" where its a scene or activity to slot the OC into.

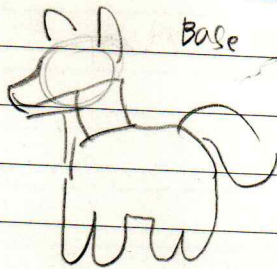
A scene!



can be gifts if provided w/ a clean overlay piece



outfits!
especially ones that cover up everything, like a onesie



Base

+ Flag gift



Base Expansion packs for members

obvious: flower crown, spiked headband, spiked collar,

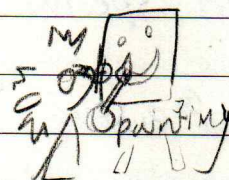
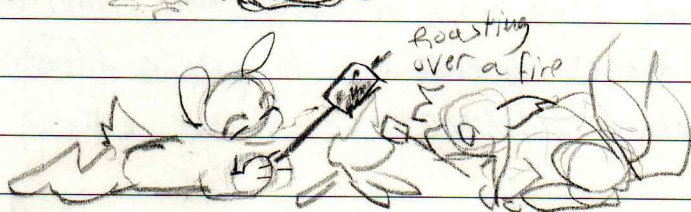
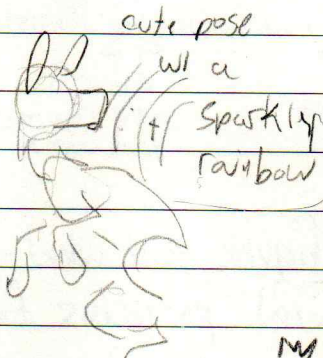


ANIMATED YCHS!

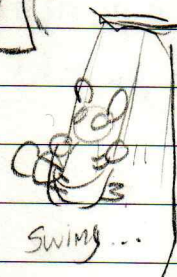
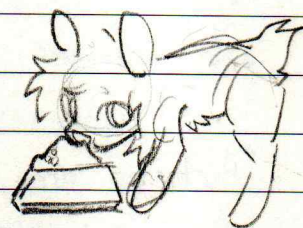
I can reuse animation parameters & scenes as ychs.

I want to set up at least 1 garden scene once

Garden



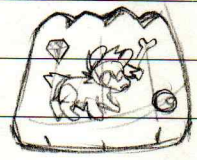
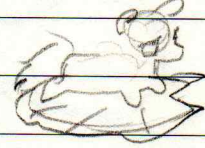
eating kibble



un/mated storn

Jello/Slime

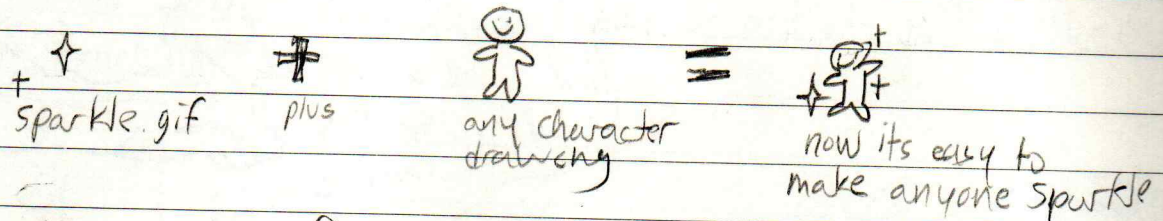
Lily pad



REUSABLE ASSETS!

Instead of a reusable scene or something, a small reusable part that can be used in multiple things....

Example:

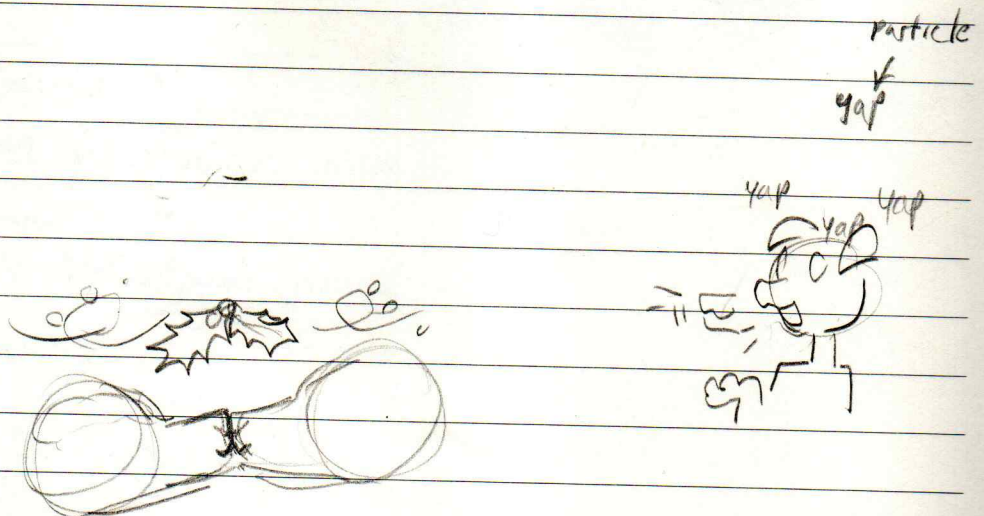


Its a little tough to figure out what can work in this format. Anything I need special particles for can work -

✨ Sparkles ☺ Bubbles ☔ Rain drops ☺ speech notes ♥ heart bubble

"Particles are little images that have properties like speed, color, rotation, etc. They are widely used in game's development to create different effect[s]!" -SpriteMancer Documentation, 11/7/25

A particle system seems to just be anything where theres an emitter & particles. The emitter controls the particles & all of their parameters.



COLOR CYCLING

A digital animation technique that utilizes color shifting / palette replacing to give the impression of motion

Some cool things I've seen it used for:

- Rain
- Waves / water
- Waterfall
- Christmas lights
- Aurora
- Snow
- Shines?
- Fire

Cool artist(s):

Mark Ferrari

Other tools I can use:

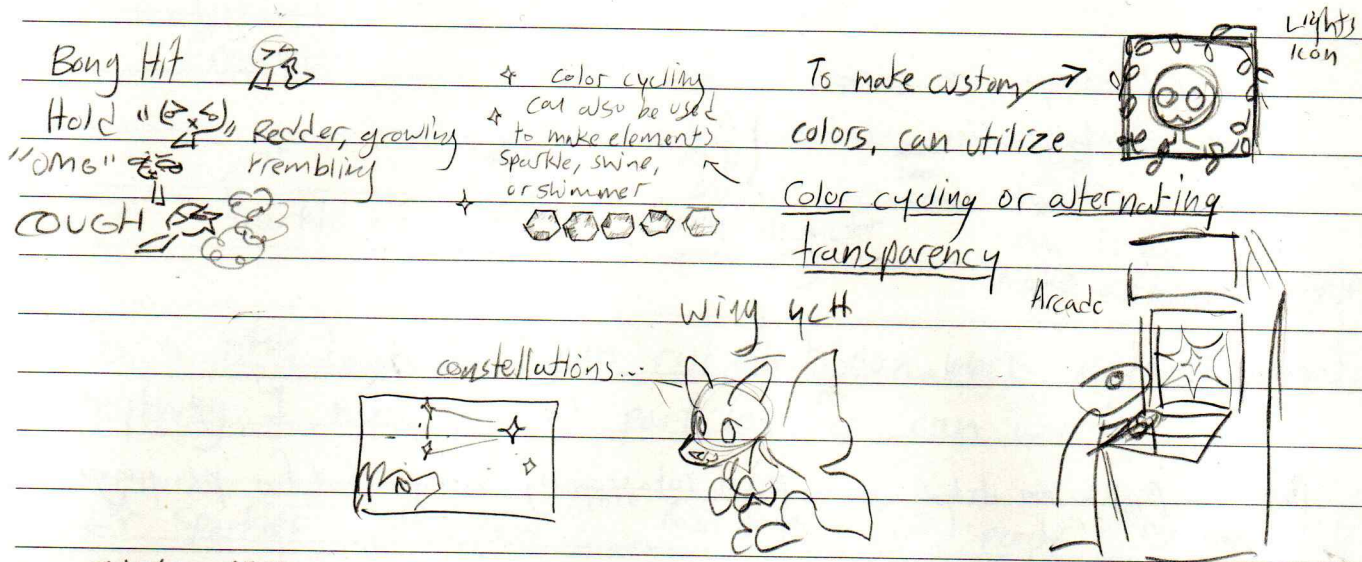
Paint of persia on itch.io is a pixel rotoscoping tool. useful for plying!

Pro Motion NG supposedly has cool functionalities like color cycling

Tons of After Effects modifications & tools, Things for tweening, color cycling, parallax, special effects, and more.

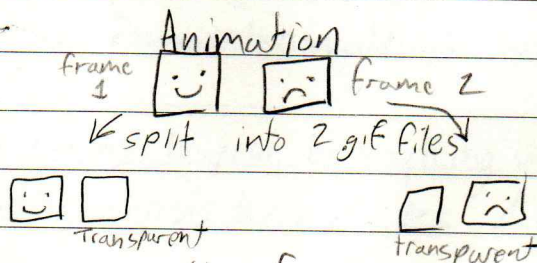
MORE YCH IDEAS

Lights! utilizing flashing lights or light patterns like christmas lights



GIFS CAN BE USED!

and they don't have to be visible the whole time



* can utilize canvases to apply multiple kinds of movement to one part - incl. timing.

now the frames can be in different places / have different effects on them... can also have more movements that are distinct

Ways to handle selling them!

present sketches w/ single slot

Self Advertising Army

Multi slot ych

better for simpler / reusable anims

Good for more complex + layered anim

RONNIE LONESTAR

Kashoob 7/4/2025

Ronnie is a passionate spittfire, and a firm believer in "you can't keep a good dog down!"



Unlike his brother Alex, who can't seem to get his head out of the clouds, Ronnie lives for the moment, and puts in everything he's got all the time, like he doesn't have tomorrow. He pushes himself to burnout all the time, and is genuinely not mindful or aware enough to know why. He loves skating and drawing and the internet and sweets! He tries his best to be kind & supportive to everyone, though sometimes he can be kind of aloof and thoughtless.



April 4/7/2025

Alqulina 9/1/2025



He loves tattoos and piercings! He loves to swap em out and shake it up - pretty much all of his money goes to art, food, and body mods, and that's the way he likes it!

He loves engaging in online community & making friends!

He has tons of friends and acquaintances at the skate park, cuz he's always there!



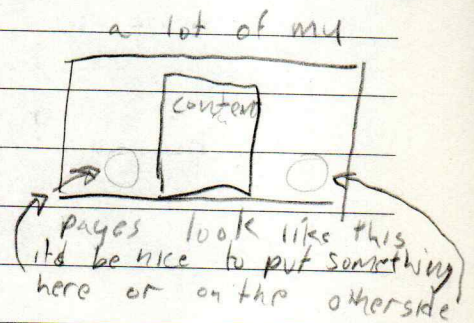
monumentmythos 4/29/2025

PAGE DECOR

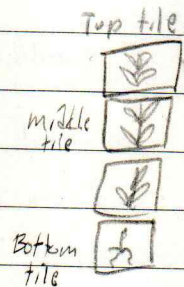
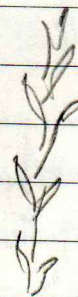
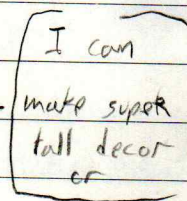
Yeah, I already make a ton of art that's supposed to go on a webpage, but most of it is character pieces, with limited sizes. what if I had themed sets for things like side decor or dividers or bullet points

Maybe I can pretty up my owed page?
Since people will be seeing it...

A rennie drawing in the corner is the first thing to come to mind.



Then some pretty bullet points for
my lists. (maybe color code for progress
grey not started, red 1-30% done, yellow, &
green for almost done)

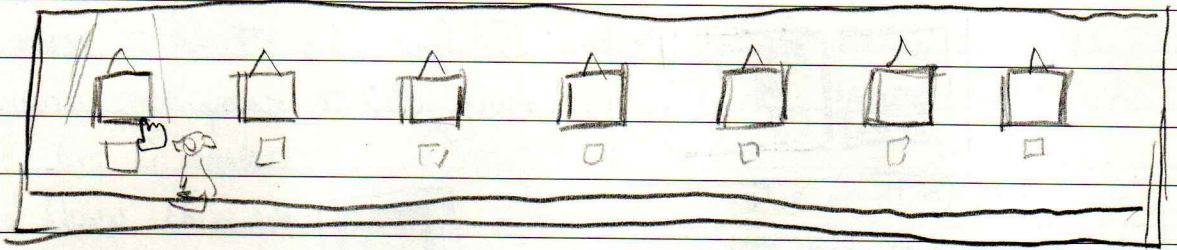


make a tileset

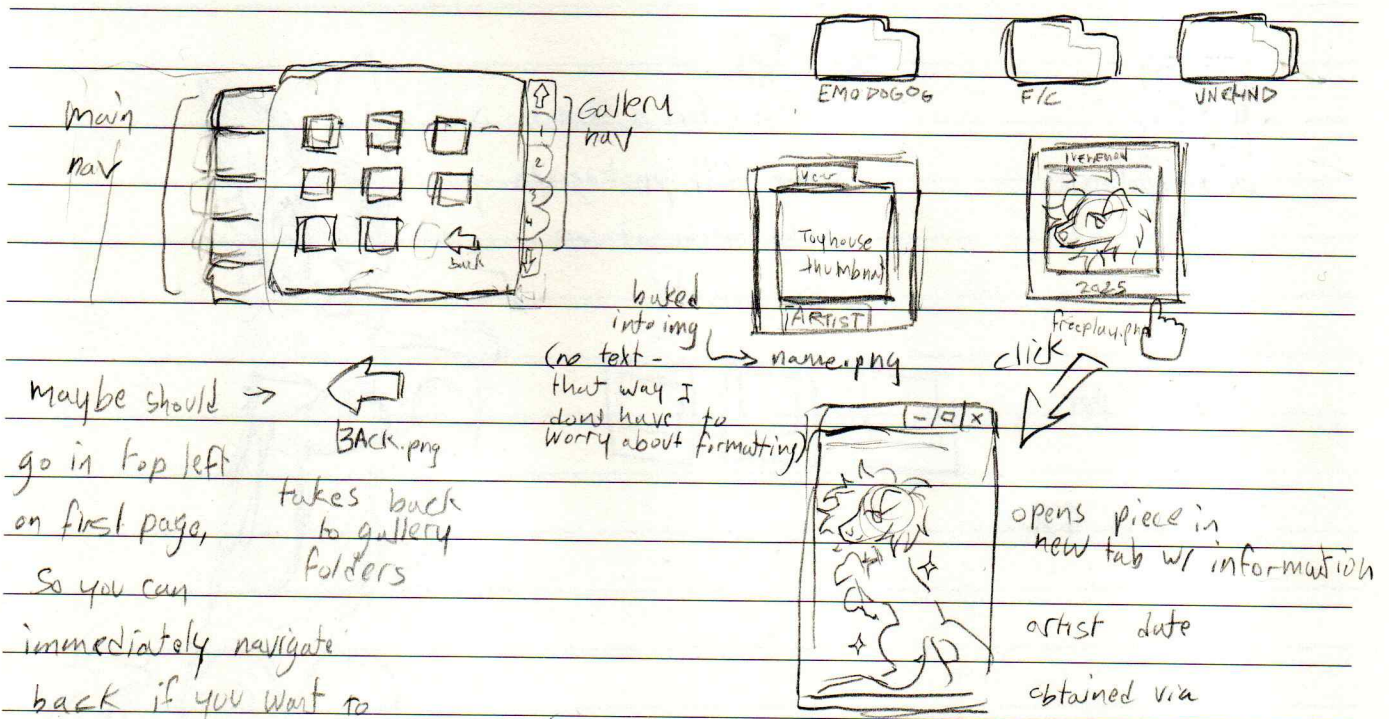


Evenings Gallery

This morning envisioned a gallery webpage that was meant to sidescroll & feel like a room.



for a simpler project leading up to that, I thought I could do evenings gallery...

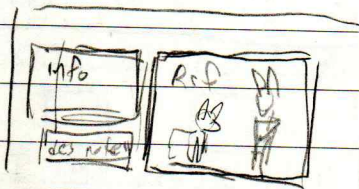


I need to figure out how I want my other characters galleries to look as well, since I know I don't want to only rely on TH for character storage. I love it & it's convenient & I want to use it for as long as possible. Also, if it goes down & I lose everything, I die, so preventative measures.

Brainstorming

Dustys Gallery

Dustys gallery is a big, important problem. I'dk how I want his page laid out really, and his gallery is massive.



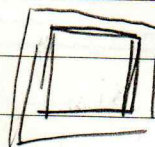
I feel like I want more pages that utilize computer screen space

small, not TH thumb size



make sure these went absolute

so they're easier to slot new pieces into...



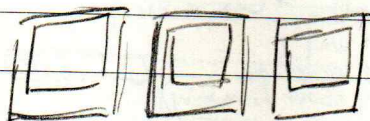
polaroids would be cute to utilize (maybe make my first macro for compiling em)



Dustys polaroids open!

Hi! for a small fee I'll photograph who or whatever you want!

\$10 per



5+ is \$8



PNG ASSETS

Not every asset has to be animated to be useful!

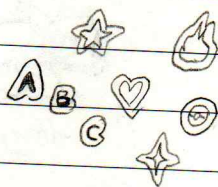
Imagining decor like the pokemon contest dressup, pngs like sparkles & flowers & bows that can be used for your drawings

provided free for members

Stickers!

flower asset pack

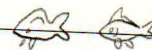
on Kofi



bandaids



fish



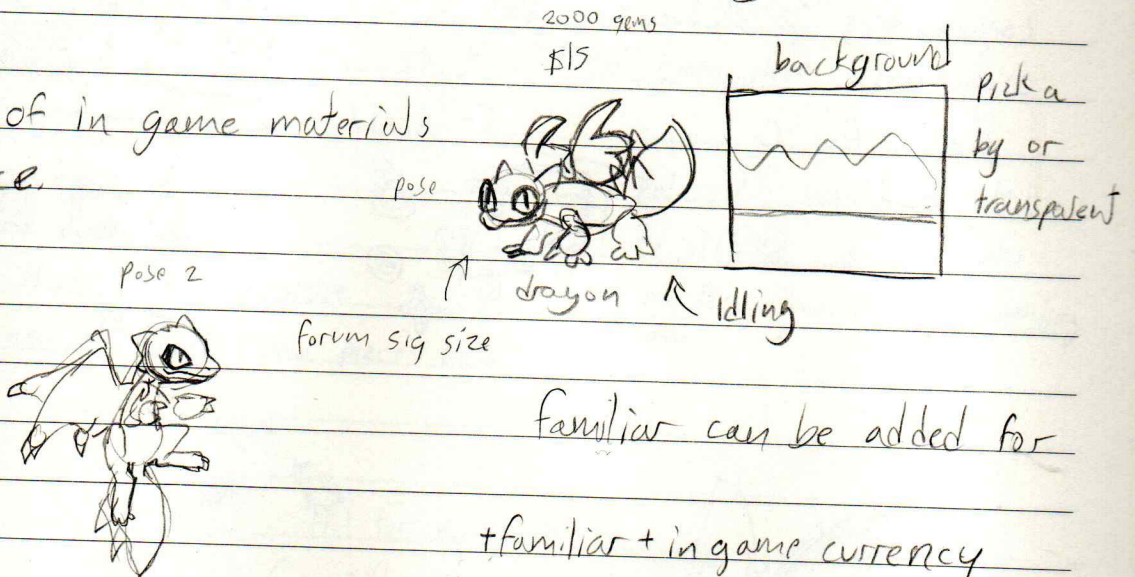
bugs



The Flight Rising Forums...

offer a great opportunity to sell dragon commissions & small forum art - I should spend more time there, but be careful about not taking on too much work.

Lots of in game materials to reference.



familiar can be added for
+familiar + in game currency
or
+\$5

complex designs / skins
+10 \$ / 1500 gems

line breaking texts
+ \$5

Toyhouse Ribbons / awards

FTV: honor based assets to show off achievements / # traits of characters

Img based -

6 imgs - "a full row!"

10 images - "well loved"

50 images - "Deeply beloved!"

100+ images - "Obsessed"

500 - "Unwell..."

\$ based

\$10 or LESS overall "Savvy Saver!"

free - "What a steal!"

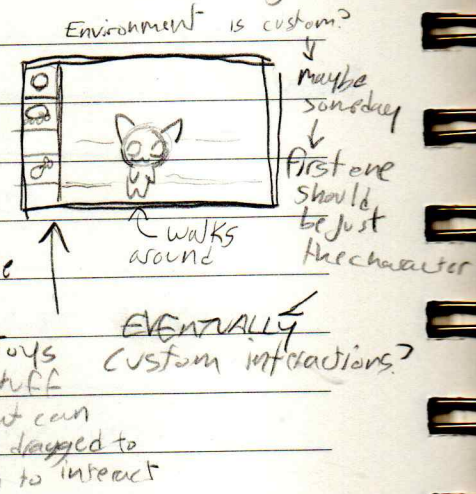
Video game YCHS

I think one of my most experimental ideas...

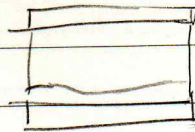
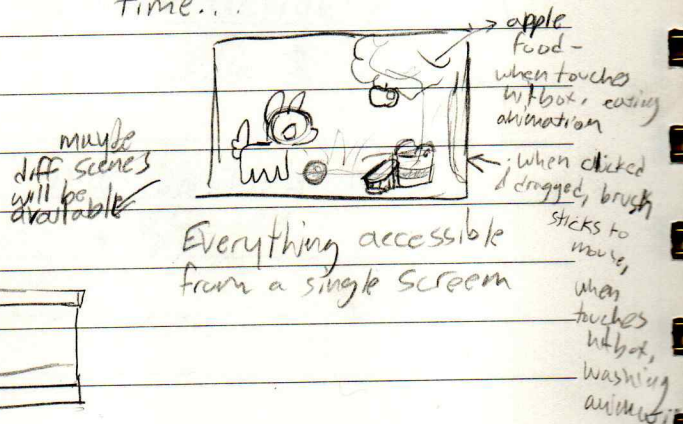
Making a Tiny Game preset in Godot or something, & making the main sprite in it custom... There would be no interesting "gameplay loop" or anything, IDK that id even pitch it as a "game"

I envision it like this - an interaction box I guess mostly

It wouldn't be able to be uploaded to toyhouse



How can I simplify this idea further for a first time...



open species

My own species I wouldn't mind others making

primarily looking at Bō 4 Waso

Bring to light

their anatomy

their location/setting

their culture



Things I like to design for myself

Emo Dogs

Werewolves

Dragons

Kobolds

Humanoids

→ Demons
→ Mermaids
→ Vampires
→ Emos

Emo Dog Batch Ideas

- dessert based in different cakes & things...
- Plants Flowers ... ?
- Mushrooms
- Fantasy themes
- Neopets paint brushes → ... Treat 'em like a neopet → give items...
- Dragons - diff tails, wings, body types
- "fairies"
- mermaid...
- Dressed up → anthro ig → theme further...
- dog breeds... easy batch
- Emo dog x cat breeds... ?
- other animals w/ emo dog tropes, lion, Kraggarr, monkey, hedgehog, etc
- aquatic batch

Ways to add more character

- a unique necklace/bracelet/earring
- a pet! - an instrument
- a favorite food to eat/cook - fav movie/book
- a backpack or satchel - a cloak

I'd like to do more collabs that are not... "traditional", like

Someone writes a description, or makes a tattoo, or outfit, or profile page, utilizing skills other than base-filling

What do I like that I feel like I'm missing? stuff that is more open & bright without feeling digital, things that are 'girly' in stuff like Barbie type pretty - especially the 2000s fantasy stuff & girls' games aesthetics. But also open air & plants... hm...

Much more that can inspire multiple more based on the base theme

more appealing
Dinosaurs → Stegos → can be done
→ Spino → less of
→ Anky → ways

less appealing
Drinks → Coca-Cola → can't easily be inspired
→ Slurpee →

Flower design batch - flowers integrated into the designs in different ways, flower accessories, body mods, markings, growing out of them, etc...

Flips that different

ultimate expandable pet sim

The idea is a fun lil pet sim / sandbox that can just be fun to interact w/ (able to port ocs / commissions in is at the core of the appeal for me) as well as minigame sim that lets me try to make minigames

This isn't a starter project but kind of a dream game & also ongoing personal project. Something that seems fun for me to develop and also play. Something I could keep developing for fun. IT had layers to it in my mind when it was keeping me up last night.

Core ideas -

- nothing limits you from overgrinding / overprogressing, especially since its singleplayer, its not like it has to be balanced for multiplayer?

- collecting

- continued expansion - ALWAYS room to grow, perhaps infinitely.

No caps on stats, inventory, currency, house rooms & not growth so exponential it takes days between step 7 & 8.

- Minigames that grant generous out of minigame rewards.

Some currency, some resources.

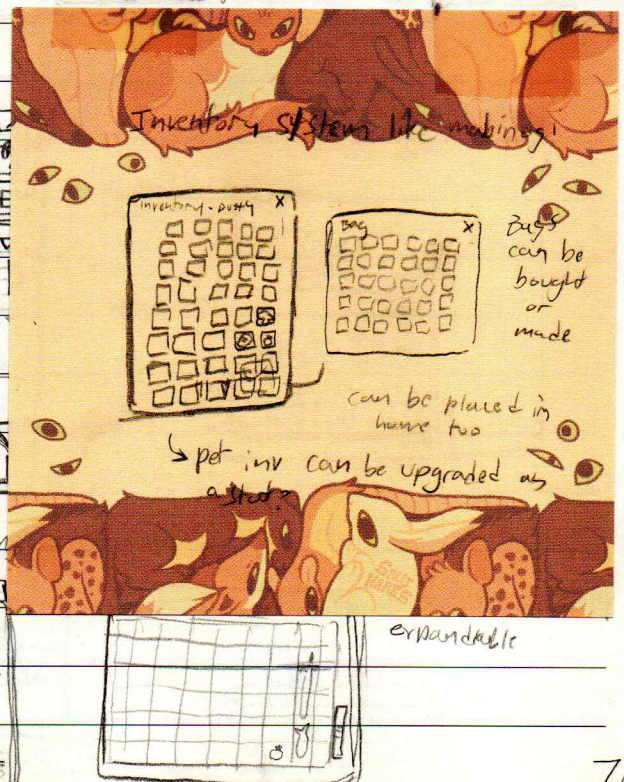
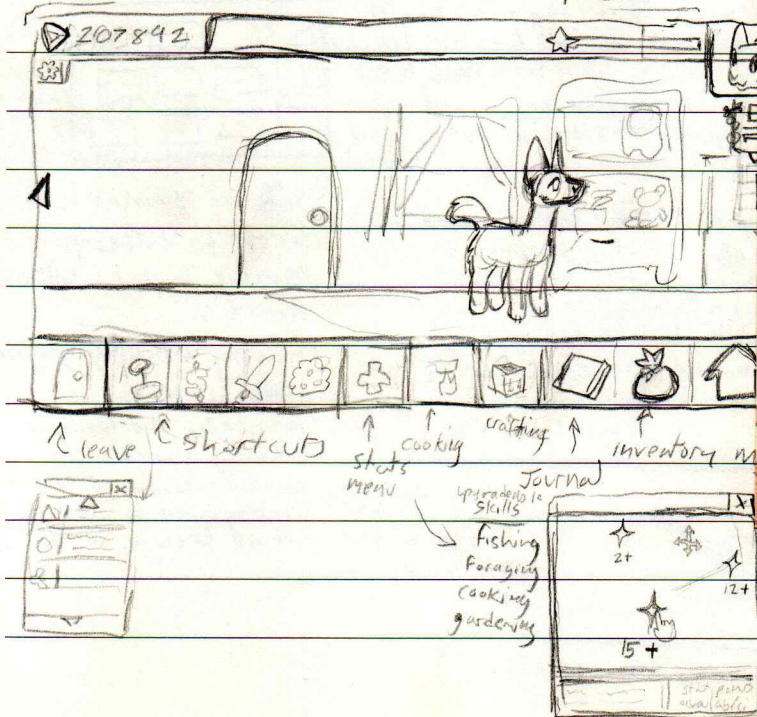
- MADE FOR PC!!!

- Lots of crafting minigames!

- + claw machine

How I visualized it

active pets stats



places & things

Style shop - can buy bowties & hats

magic shop - can buy sparkles & halos & magic buffs

Arcade - some minigames for money & some claw machine type things

bait shop - can get diff fish bait. Net Fishing & Rod Fishing are different

Garden Shop - can buy diff seeds (some seeds can be foraged) for farming & also attracting bugs.

Hunting Grounds - Attack creatures & get their resources. Endless grind if your fighter is levelled enough

Foraging Grounds - pages of foraging minigame - plenty of resources

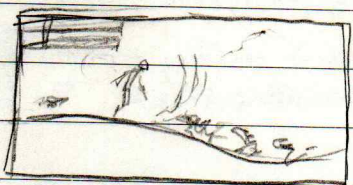
Furniture shop - self explanatory

Kitchen - place to learn to cook, try out different cooking techniques & buy some foods + ingredients. Some recipes found here

Fishing Grounds - places to fish :D w/ a rod or net

Digging grounds - mining & digging :D :D
HP & special attack

Each fighter can be permanently levelled

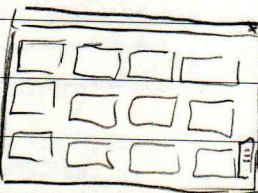


Hunting Grounds

kinda like FWG knight / high level neosaur

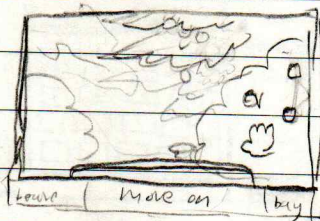
w/ levels that progressively get more dangerous & large

harder, but fighters can be so overlevelled that they aren't in any real danger. If a fighter dies it's a small penalty, like they need to rest for a while or something, & reentering to prevent injury has no penalty.



different selectable

characters w/ different attacks

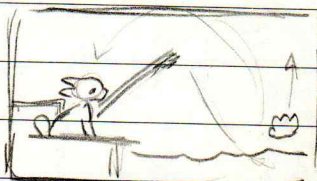
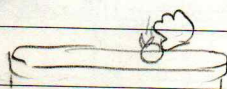
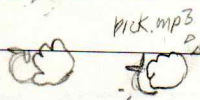


foraging ground - different screens with collectable resources generated, they just have to be picked. There are rarer resources that can be found, and commonly it's used for fruits & nuts.

↑ different grounds have access to different monsters & thus, different resources.

Foraging & fishing grounds look similar.

(potentially the foraging & fishing grounds can become accessible after "clearing" hunting grounds - maybe kill 100 enemies in that area?)

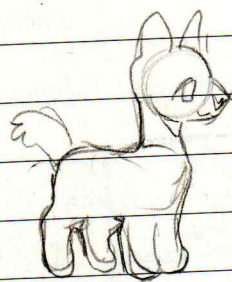


fishing minigame when you get a bite you yank fish out

diff areas have diff fish

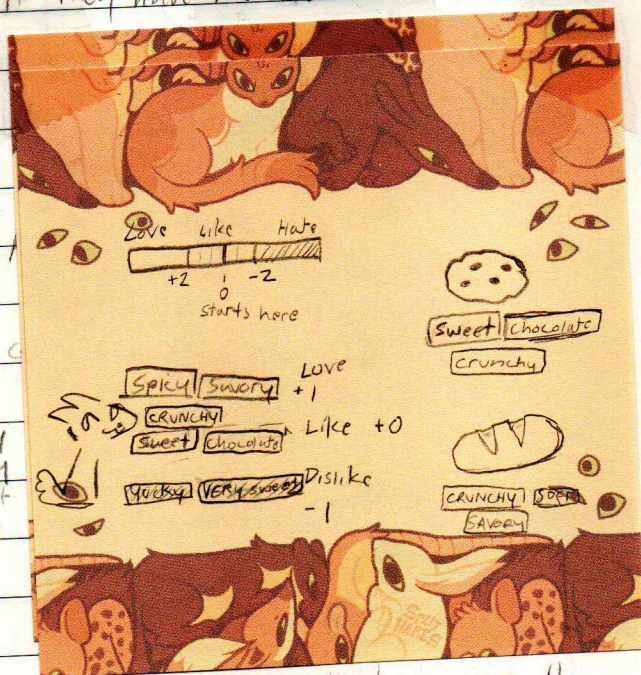
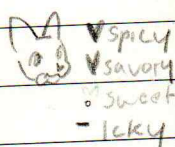
The Pets

walk around in the overworld, can be fed, level up & earn money, & have persistent "experiences". A player can have multiple pets if they have the room for it. There are petpets as well as terrariums & aquariums.



Animations &

food tags



left/right walk

idle + idle interruptions 1-4

eating "love" "like" "hate"

happy/success

yeesh/failure

fishing

cooking

gaming

Dress up

can be dressed up w/ things that go over the pet, pokemon contest style.



Stats - each pet has stats that can be continually increased. Mostly increases their yield for currency & resources.

How should the odds work?

Gaming

Cooking

Fishing

Harvesting

• game yield

• Breads yield

• +1% of pool available

• Berry Harvesting

• rare plushie chance

• Farm yield

for rare selection

• Herb Harvesting

• Resource cost

• +0.5% for epic selection

• Rockhounding

• + common fish yield

• Lumber harvesting

• + rare fish yield

• 0.5% chance for bait to not be used

etc. etc. etc. Break up gameplay yield points into upgradable

skills.

Arcade

Games to make money

pinball || Some kinda asteroid blaster
doodle jump (reward at end sky high style)

Turnip run || Flappy bird

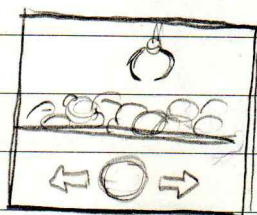
Frogger

Games that cost money

claw machine

Slots

so many plushie
collections

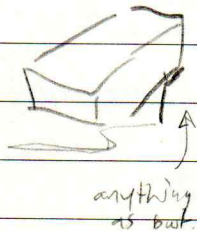


The House!!

Furniture can be bought/made/found & can be used to decorate rooms/
gardens! Some of the furniture is functional - Growing fruits or being access
to a minigame/crafting menu, I imagine the decorating to be quite
in depth...

Infinitely expandable house.

Garden can also attract specific
bugs! And potentially other
animals, box trap style

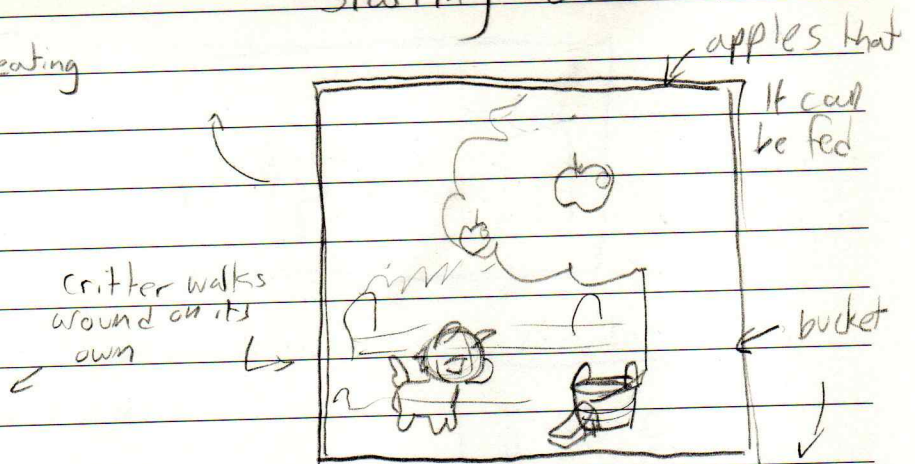


Animations Needed

Idle walk left/right eating
cleaning

starting goal

how do I do this?



State machine maybe?

"a Finite state Machine is a way to organize your code by breaking it down into separate states"

There are four conditions for talking about a state machine

"There is a fixed set of states"

The machine can only be in one state at a time

The machine receives events like inputs or signals

The states have transitions mapped to events. When a state

receives a given event, it tells the machine to transition to the corresponding state



first states defined as an "enum" - this defines them each as a constant integer, which I guess is easier for the computer to work with under the hood or something.

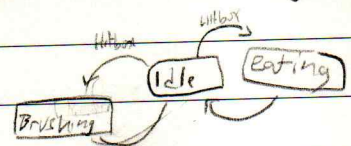
name for enum
set - not global
↓
constants

all of the possible states the character can be in

enum States {IDLE, WALKING, EATING, CLEANING}

when clicked, & dragged, still sprite changes to just the bucket, & mouse changes

to have the brush when hitbox makes contact, bubble particles are made

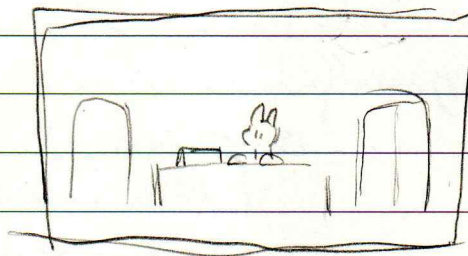
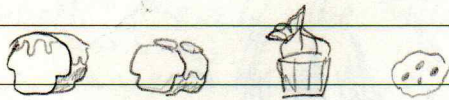


The bubbles represent states, & the arrows transitions

Struggling to connect this with doing anything. establishes if - how do I use it? All of this information is so hard to find!!!

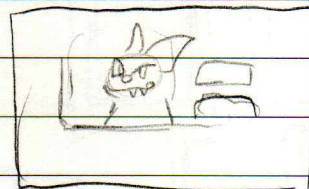
Buying Food Bakery

can buy baked goods, ingredients
& make baked goods



Food has different qualities & you can learn
about your pet's taste through observation!

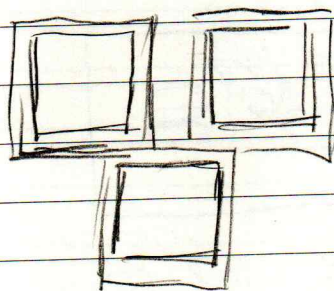
Pizzaroo



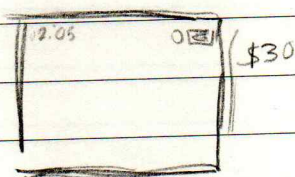
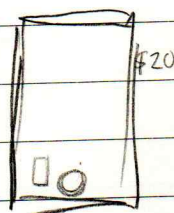
Fever commissions

"Polaroids" or "Video frames" of
an oc getting snuffed

\$10 Per



Hello. I'd be
happy to offer
my services for
a small fee :)



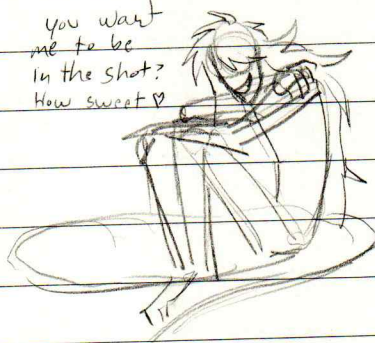
Let me know if you
want any of my friends
to help out.

Let me know if
you want me
to ring up one
of my friends to
be in frame :)

I can ring 'em up,
free of charge :).
They all owe me a
favor or two ♡



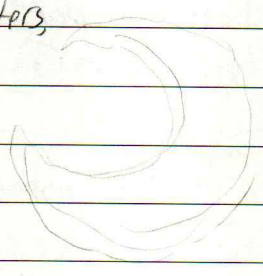
you want
me to be
in the shot?
How sweet ♡



BLACKSPINE

one of the Blackwing organization settlements

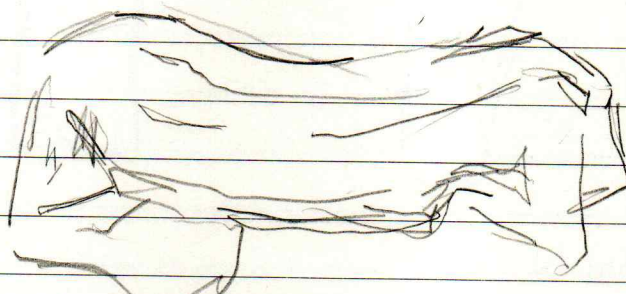
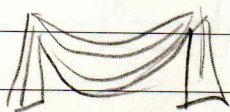
island far out in the ocean, has all of my primary hunters, Helieth & such. The Island & its inhabitants are managed by a leader who decides who should go out on what, how the settlement meets its quota, and evaluates their reports. They have some workers & sailors available to them.



Morpho Notes

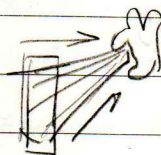
The focus of draping fabric & portraying textures & folds has been a part of art history for forever. "Artists try to recreate the fabric's material and volume"

"Take a rectangle of fabric and hang it up by two of its ends, and you will find the same kinds of folds found on a piece of clothing suspended by two arms, suspended by the thighs in a sitting position, or a simple poncho hung over the shoulders"



Blanket on chair arms

"Imagine you wrap a cylinder in fabric and then pull on it. It will behave like a cord pulling on the shape."



When someone lifts an arm or a leg, the tensions can sometimes be seen in the direction of movement

"Wrap your cylinder in a tube of fabric & fold it. This will automatically cause flexion folds to appear, directed at the point of tension at the angle of the fold"

Seams introduce constraints

HTML - "id" attribute - is used to specify a unique ID for an HTML element. ~~The~~ The ID attribute must be unique within the HTML document. Can be used like "class", but "class" can be used for multiple HTML elements, while ID must only be used by one element on the page.

`<a href = "" target = "BLANK">`
opens in a new tab

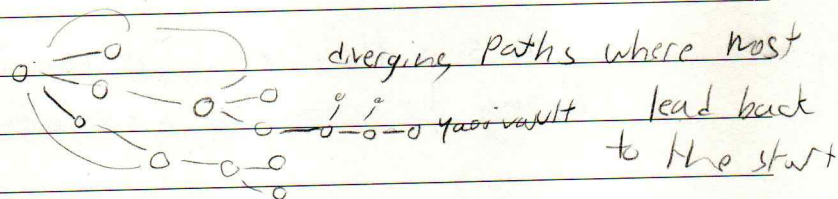
Javascript - can be used to control elements on a page

- can change HTML content - can change HTML attributes
- can change CSS style - can hide HTML elements - and show them
- password protected yaoi vault?

"let" & "const" are both keywords that create variables.

"let" has block scope, & "const" also has block scope.
"var" has global scope.

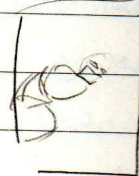
Yaoi vault access



Fever Scenario 1

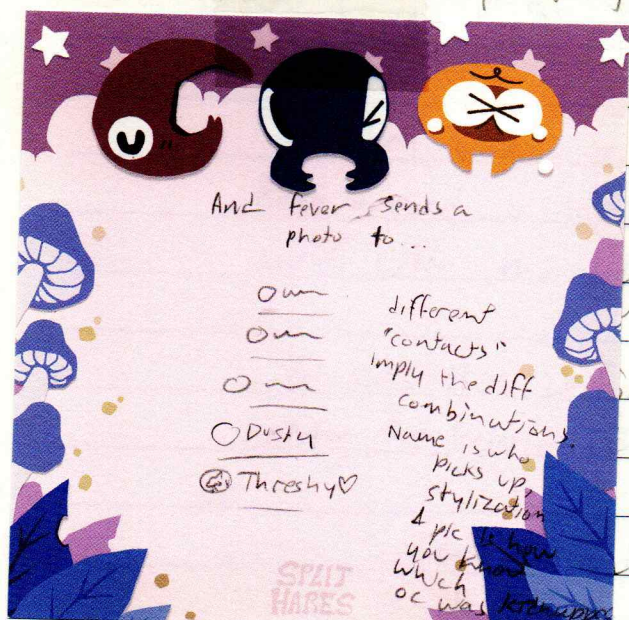
Fever traps & drags oc 1, kidnaps them, does a photoshoot with them, & then locks them in his basement 😏

Sends a photo of 2 or 10 to oc 2 & butts them to the location with "clues"



Your character is walking through the woods & suddenly feels a sharp pain in their ankle + kerchunk. They swear and double over, hear a sharp noise ahead of them & lift their head to look, & then are shot in the neck tranny gun style

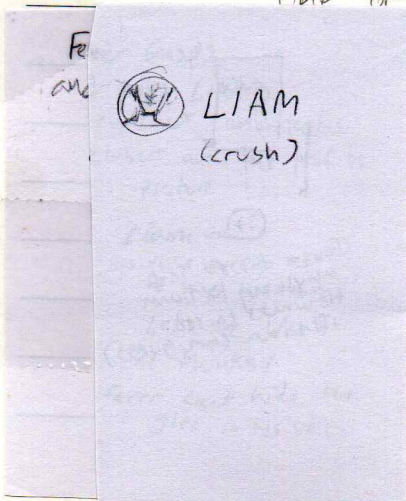
As they're going down they see Fever approaching



bound & Fever greets them & kicks before remarking that he went slightly too far. Great time for pics! he concludes.

pictures in some way that's conducive to leaves geotagging on anyways?

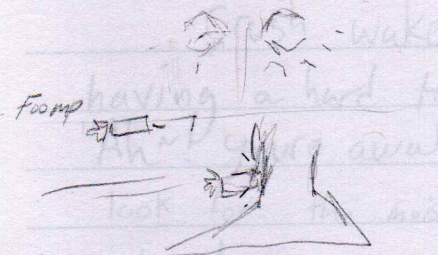
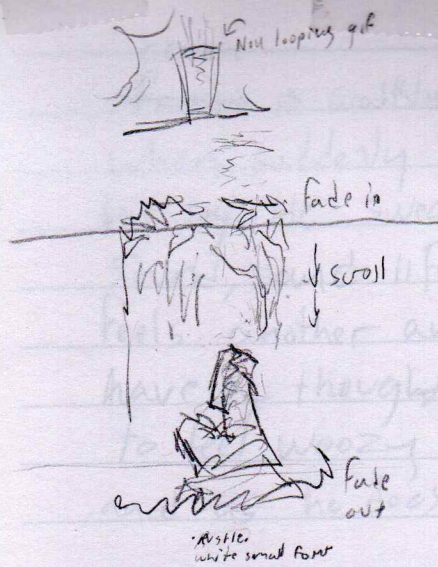
lays back with the oc on the bed through their phones contacts, goes to one of the most frequently messaged ones, and sends them a photo.



work w/ marsh for texting interactions

puts them in his basement! or... the basement!

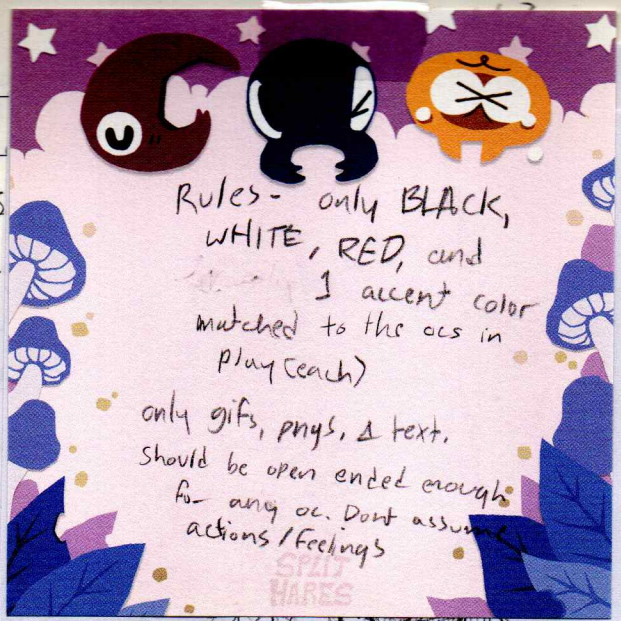
off to marsh



its over → NEXT PAGE



through the woo
heres a loud nois
s and drops
his head to
ul pain in his
about whats g
lose conscious
he sees fever
up, barely. His
ve tuning into
" crushs eyes
Fever grabs his
crushs features, and he shakes
moment "Wake up. Come on sleeping beauty...
bmm." fever frowns, then sighs "Whatever. I'll have
and puts his hands on his hips "We cant
y for you now can we. Wanna do a photoshoot!
"D!" Fever feigns waiting for a response for a moment
before abruptly throwing Crush to the ground and kicking him Hard
Crush lets out a small grunt but little other noise. "God Damn it. Youre way too
fucked up.." Fever mutters & picks them up by the hair "youre barely acting alive :c"
he pouts. He falls into a grin again and giggles and
"Dont Move~!" he mocks, lining up his foot with
a vicious kick right into their cheekbone. "Ah!
He crouches down to look them in the face again, & then
more times in the shoulder. He harshly grabs Crush &
the bed. He traces a finger on his immediately bruising
get some pictures :D!" he takes photos
he lays with them on the bed and rifles
before settling on sending an image to...



Contests?

potentially art as rewards? with fun prompts

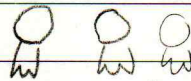
potentially -

give Ronnie Crazy tattoos

draw or oc with Dusty

SpriteMancer contest :o? Gif / base use contest

pixel!
Ribbons for participation



1 winning!

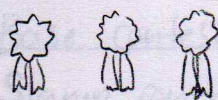
Base use contest / open collab could be fun, draw or own
oc in & most creative / impressive use of the base gets a reward.

I think I would like to
do equal ones for "my ocs"
as more open prompts.

winners get pixels
with a trophy!
Exclusive YCH?

Base/sketch prompts are fun and easy... an "asset" prompt
might be fun, where it has to utilize an asset I provide (Butler

Participation Rewards



Pixel Ribbons - New color for each

Special Awards?



spoke to my heart



creative :D!



Technically impressed

one event

Stamp contest

related with themes!)

s to prioritize

tion

asset contest??

Creativity

w factor!



Winner Rank!

swaying
sparkling fls
w/ a winner
Ribbon

Everyone shown off & Addressed.

Contests.

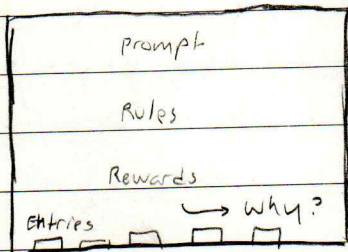
How will it be stored / formatted...

maybe all rewards stored on 1 page / character

& each contest is a character w/ a gallery that can be added to
Winners & everything discussed via bulletin (stored on neocities)



contest.D



lets practice with "Base contest"

Prompt: Use this base to make
a piece with your OC.

Rules: you must start with this canvas and at least
something must still be visually recognizable in there,
even if it may only be an eye or paw.

Send the finished piece to this gallery as your entry!

You may edit the base - that's the point actually.

You can alter / add / color the lines

Keep it SFW :3

If I don't specifically mention that something isn't allowed,
feel free to ask about it :3

Creativity & effort are rewarded, and there are
multiple categories to "win", not just technical skill

Most creative use of the base

Best alteration to the base

↓ ~~Most~~ impressive

"Technical skill award"

I don't want to

Creativity award
↓ "impressed me reward"

imply an objective rank

Rewards

- Participation 
- Cool: Alteration Reward
- "Impressed Me" Reward - first to be given out
- Creativity Reward
- Technical skill reward.

 first entry

"Special" rewards are not only a title but also a small drawing of their OC.

Winner base bank

YCHS - for special rewards

Bases for participation?

Blender

Greasepencil - you can just 2D Animate in this. Easier than like every other program. Seems to be vector based?

Brushes are under "active tool & workspace settings" can change the brush to like, airbrush, pencil, etc. but the strokes qualities & colors are mostly determined by "material" 

under "material properties"  I can add new materials to be my lines & color.

When exporting shit its easiest (so far) to make it render a result (Render → render animation) & then Image → open cached render & bring those into asepriite

I had to also go into render  > grease pencil → render & turn down the SMAA threshold was too blurry.

More base planning

Ref bases - bases made to be helpful refs, not adapts

Warriors base(s)

- multi-pack w/ accessories - a bunch of poses (some stronger than others) & life stages.

It seems pretty consistent to me that underpricing >>> overpricing, as higher priced bases simply don't sell.

multi-option bases being less than \$10 ideal

Dinosaur/prehistoric animal bases -

Themed packs - species & such... pokemon lines - start w/ starters?
↳ plmn bases free.

marmad base

CPN species work again - if providing a community space, only open for designated times, I don't want an always-active moderation issue.

can also explore more unique lines without fear of oversaturating the character space, since between the paywall + competition of other lines in the same pack, they're not super likely to be used... ↗

Base packs - fun way to explore multiple bases meant to go together

1 WC base pack → based off of ^{major clan adaptations} clans... from clangen playing

PKMN? might be free, but bundling them together means I can put them on my Kofi without them being a huge clog

Dragons? HTTYD? FR? Dragonology? ^{Mythology} → Fantasy creatures, like Ice & Fire... ^{new thought}

2 Emo dog each has a diff accessory / is a different breed? ^{HTTYD packs?} → character inspired
So many variants to explore... Neopets & Moshi's packs → not having to pick 1 subject is ♥

3 Dinosaurs! Helps w/ not having to make them static

Bees! → flowers & plants ^{fungus} & Rocks & moss... stuff to collage a coloring page

Birds! → style based explorations ^{emo} ^{emo} and that aren't good enough / don't fit the vision can go up for free

1. finish hairball base pack → finish equestrians → start WC one

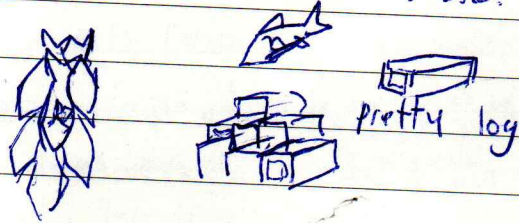
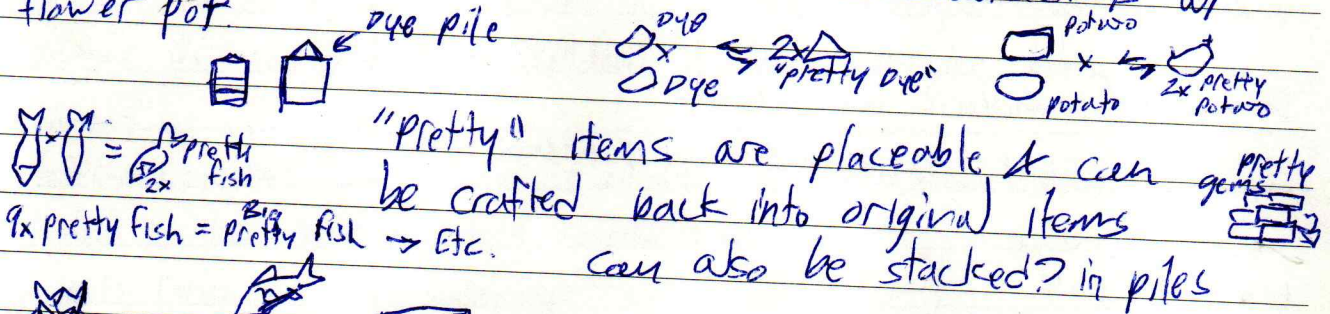
↳ plan by based WC one

vanillamod vanilla vanities...

Idea for a beginner mod: "Pretties"? Vanillaish decor mod, crafting recipes only use vanilla items? But many, if not all, crafting recipes are reversible, so decor can also be LOOT!!

Can be my practice mod... Can practice a structure or 2 that generate... Getting ideas already

Idea I had in the shower → Increase interactions w/ flower pot



Items immediately I can visualize -

- diamonds & emeralds
- ingots & nuggets & coal
- ore, raw
- food, fish, bread, veggies, fruits, meat
- dye... maybe... & other powders, bone meal, redstone, gun, seeds
- mob drops like bones, slimeballs, flesh, etc...

meant to kinda be a "placeable items" mod rather than to make up furniture or anything... Maybe can introduce a bit though, unique paintings & statues & lights maybe...

plants & Dyes

"Natural materials that produce strong colors & do not require the addition of other substances to obtain the desired outcome are called "Substantive" or "Direct dyes". Dyes that need assistance [bonding to fibers] are called "adjective" or "mordant dyes".

"Mordants are water soluble chemicals, usually metallic salts, which create a bond between dye & fiber

dye-bonds with fiber pigment - Retsz on top

Chlorophylls ^(green) - photosynthesize. Melanins protect from light. Flavonoids & carotenoids color flowers to attract pollinators.

Im learning different sources will produce not super predictable colors, & ones that can change depending on what you mix in

Tannins are a natural binder. Found especially in chestnuts, oak galls, sumac & pines...

Oak galls have the highest natural concentration, up to around 60% tanning chestnuts are around 12-18% tanning in the wood.

I don't think you need a mordant when it to bond to the fibers. It seems like a mordant

Maybe try: Some flowers, some dirt samples, Some new england dye plants. Tansy, a tree & disturbed soil. Golden Rod

Hairy vetch - heads dried & plucked off to be ground.
Prediction: ~~it~~ it will be grey.
~~Removing~~ many white pieces & planty parts from the semi ground mix
GROUND POWDER is a medium-dark-greyish, I think its cool. I hope it can make someth interesting?