Pixel Art Game Assets & Environment Packs

High-fidelity2Dsprites,animatedcharactersets,andmodulargamelandscapesengineered for indie games and digital experiences.

100%	16 & 32-Bit	Universal	Royalty-Free
PIXEL-ALIGNED	RETRO AESTHETICS	UNITY • GODOT • UNREAL	COMMERCIAL LICENSE

01. Atmospheric World & Environment Backgrounds

BACKDROP KITS

Designed for parallax scrolling, visual novels, and high-impact level backgrounds with authentic color clustering and atmospheric perspective.

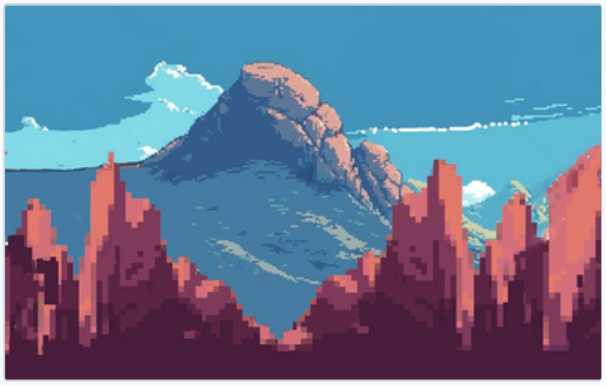


SKU: ENV-ALP-01

Alpine Glade & Cumulus Highlands

Richdaytimeenvironmentfeaturing lushwildflower meadows, crystalline alpine lake, and multilayered mountain peaks under high-contrast cloud volumes. Ideal for fantasy exploration RPGs.

Native Res: 384 × 216 px
Layers: 6 Parallax Planes
Palette: 24-Color Curated
Format: PNG / Aseprite

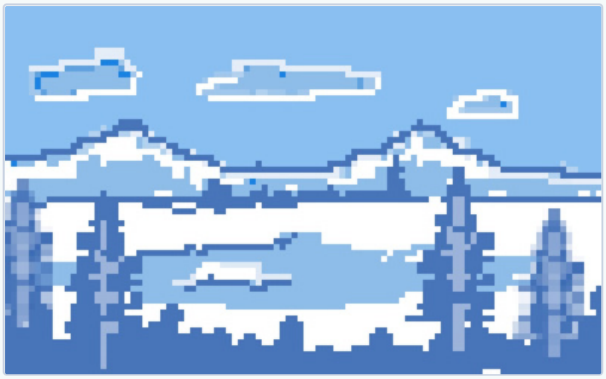


SKU: ENV-DES-02

Red Rock Spire & Canyon Basin

Warm-spectrumdesert vistaswith sandstone pillars and towering monolithic mesas against a pale cerulean horizon. Calibrated for Western adventures, survival maps, and retro platformers.

Native Res: 384 × 216 px
Depth: Multi-depth Silhouettes
Lighting: Direct Mid-afternoon
Tileable: Seamless X-Axis



SKU: ENV-ICE-03

Boreal Frost & Glacier Ridge

Stylized 4-shade icymonochrome landscape featuring frosted firs and jagged mountain lines. Tailored for classic retro handheld aesthetic or chilled Arctic game biomes.

Native Res: 320 × 180 px
Shades: 4-Color Monotone
Mood: Winter / Glacial
Ready: Loopable Horizon

02. Top-Down Overworld & Level Tilekits INTERACTIVE WORLD



SKU: MAP-HRV-01

Pastoral Village & Homestead Tilekit

Completetop-down farming communitytilesetwith timber dwellings, wooden boundary fencing, water well, stable barn, foliage bushes, and pathways. Compatible with Tiled and auto-tile workflows.

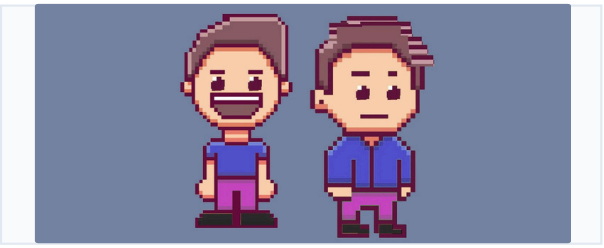
Grid Standard: 16 × 16 px Tiles
Includes: Houses, Barn, Well, Props
Collisions: Preset Masks
Engine: Tiled TSX & PNG Sheet

Technical Compatibility Matrix INTEGRATION

Target Framework	Recommended Scaling	Collision Support	Color Profile
Unity Engine (2D URPS)	Point (no filter) • Pixels Per Unit: 16	BoxCollider2D / Tilemap Collider	sRGB Standard Linear
Godot Engine 4.x	CanvasItem Nearest Texture Filter	Built-in TileSet Physics Layers	Uncompressed Lossless PNG
Unreal Engine (Paper2D)	Nearest Neighbor Texture Group	2D Polygon Convex Shapes	16-Bit / 24-Bit Optimized
HTML5 / PixiJS / Phaser	crisp-edges / pixelated render mode	Arcade / Matter.js Grid Bodies	Optimized WebP & PNG

03. Characters, Avatars & Creature Sprite Packs ENTITIES & NPCS

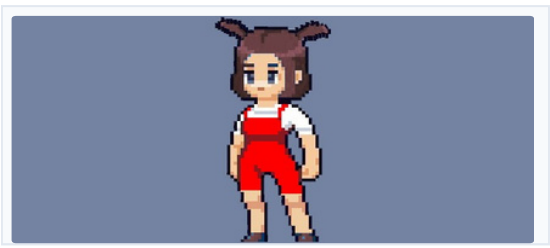
Versatile cast of hero avatars, charming companion animals, and townsfolk designed across varied iconic pixel proportions from micro-chibi to detailed anime styling.



Chibi Citizens • Friendly Duo

Expressive 2-frame base spriteswith bold silhouettes and clean facial traits. Ideal for interactive dialog and casual simulator titles.

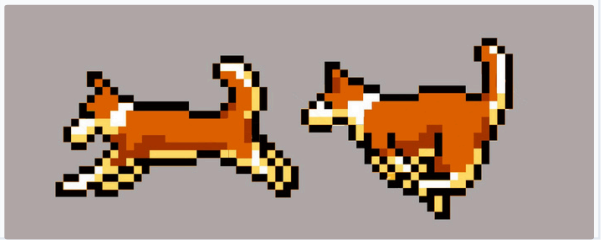
SKU: CHR-CHB-01 • 32px Vertical



Heroine Adventurer • Red Overalls

Fine-pixel charactermodel featuringstyled hair, pigtails, and dynamic pose. Perfect for JRPG main protagonists or platformer heroes.

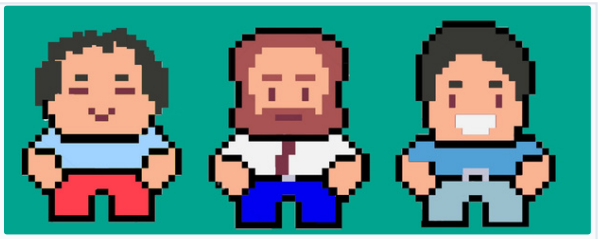
SKU: CHR-ADV-02 • 48px Proportional



Canine Companion • Sprint Cycle

High-actionmotion breakdownofacanine sprint sequence. Includes extension and compression keyframes for smooth gameplay runs.

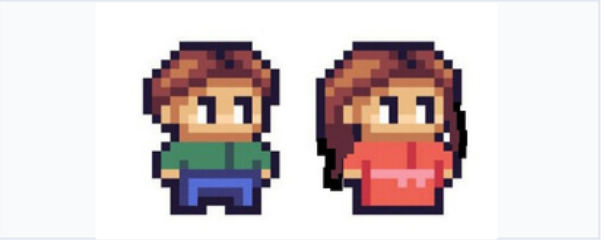
SKU: ANI-PET-03 • Multi-frame Cycle



Townsfolk Ensemble • Business & Daily

Classic3-characterminiatureset with distincthairstyles, attire, and expressions. Designed for busy town centers and office scenarios.

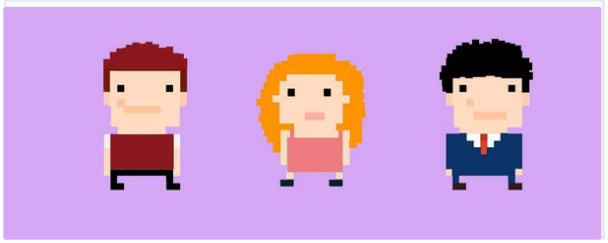
SKU: CHR-TWN-04 • 24×24 Micro Grid



Casual Couple • Overworld NPC Set

Compact16-bitstyle civiliancouple in green casual top and peach dress. Built for top-down retro adventure dialogue encounters.

SKU: CHR-NPC-05 • 16-Bit Overworld



Minimalist Trio • Urban Cast

Clean, flat-shadedmodernurban figures including formal suit and casual wear. Optimized for web UI badges, app icons, and narrative games.

SKU: CHR-URB-06 • Flat Pop Palette