>>Palette:

>>Constants:

|  |  |  |
| --- | --- | --- |
| Outline |  | #000000 |
| Off-White |  | #fefefe |
| Horns |  | #ffba28 |
|  |  | #ff9200 |
|  |  | #ff4100 |

>>Variables:

|  |  |  |  |
| --- | --- | --- | --- |
| Hair1 |  | #00ffff |  |
| Hair2 |  | #00a0a1 (oops) | darker Hair1 |
| Skin1 |  | #ffffff |  |
| Skin2 |  | #c8c8c8 | darker Skin1 |
| HoodLight |  | #fa4900 |  |
| HoodMid |  | #e94200 | darker HoodLight |
| HoodDark |  | #c33700 | used as outline, darker HoodMid |
| ShirtLight |  | #ff8800 |  |
| ShirtDark |  | #d66e04 | darker ShirtLight |
| Aspect1 |  | #fefd49 |  |
| Aspect2 |  | #fec910 | darker Aspect1 |
| Blood |  | #ff0000 |  |
| Theme |  | #ff00ff | if troll, same as Blood |
| BowTiesAreCool |  | #ffff00 | complement of Theme |
| AreYouFromAnotherPlanet |  | #a0a000 | darker BTAC |

>>Guidelines:

All hoods use Generic as a base. If the hood is more like a cape, then place Generic behind the Base (see Grace). Use HoodDark for folds and clothes borders which don’t break the overall outline. Hair2, Skin2, HoodMid, and ShirtDark are all shadows. BowTiesAreCool and AreYouFromAnotherPlanet are for the bowtie and suspenders of the Muse and Lord. You don’t have to follow this, but please consider replicating parts from DollSim for cross-functionality. Thanks! I’ve included the main Krita file if anyone needs. Happy spriting!