

# PROCJAM PEOPLE BUNDLE

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Hey! Here's just some quick info about this bundle that (I hope) should help you with your programming.

**The people bundle** has most of the assets needed to make a person! It comes with different face and hair options, and whole heckuva lotta clothes for them to wear! If you're wondering why they're all white and blue, fear not, I just used a standard palette across all assets so that you could change the colors yourself should you want to. Here it is:



<b>r</b>	54	148	215	233	249	107	129	166	226	67	101
<b>G</b>	31	72	141	186	217	64	62	96	136	131	168
<b>B</b>	20	56	102	107	158	54	52	85	122	167	205



<b>r</b>	67	101	123	146	147	201	236	244	190	255	253
<b>G</b>	131	168	187	205	154	213	236	244	92	194	219
<b>B</b>	167	205	225	240	156	218	236	244	20	14	147



<b>r</b>	94	129	166	226	51	71	73	92
<b>G</b>	40	62	96	136	54	73	98	118
<b>B</b>	10	52	85	122	82	97	137	159

## Arm Assets

Some things to know about arms:

- There are SO MANY ARMS, and rather than name them all individually, I used a script to do the work. Unfortunately, the script has limited customization options when it comes to naming conventions, so rather than the arms being called “arm00”, “arm01”, “arm02” and so on like you’d expect, they’re named like “arm\_00”, “arm\_01”, “arm\_02”. So keep that in mind!
- All of the arms are left arms, so to make a pair you’ll have to take one asset and flip it horizontally
- The shoulder of the arm (the part that would attach to the torso) is in the same place in every asset, despite the fact that they all look so different. It’s not at the very top of the image, nor at the center, like you’d expect; this is because some sleeves have really puffy shoulders.

## Body Assets

Some things to know about the body assets (torso)

- **There are two types of torsos**, torsos with the prefix “Body00” and others with “Body 01”. “Body00” torsos have more modern clothing designs, while “Body01” torsos are styled in a more fantasy/medieval setting. There’s no reason not to mix them up if you want, though!
- Almost all torsos have a suffix of “\_XX” where XX is a two digit number starting with “00” and going up by 1
  - There are two torsos without a suffix. Those torsos are completely naked!

## Head Assets

Some things to know about the head assets (eyes, hair, head)

- All assets are named like “NameXX” where “Name” is the name of the body part (either Eyes, Hair, or Head) and “XX” is a two digit number starting with “00” and going up by 1

## Leg Assets

Some things to know about legs:

There are SO MANY LEGS, and rather than name them all individually, I used a script to do the work. Unfortunately, the script has limited customization options when it comes to naming conventions, so rather than the legs being called “leg00”, “leg01”, “leg02” and so on like you’d expect, they’re named like “leg\_00”, “leg\_01”, “leg\_02”. So keep that in mind!