Animation Lexicon:

* **Loop** = The animation plays from start to finish and then starts again from the beginning (1,2,3,4,5,6,7,8,1,2,3,4…)
* **Singular** = The animation plays from the beginning to the end only once (1,2,3)
* **Ping-Pong** = The animation plays from the beginning to the end and then reverses until it goes back to the beginning and then repeats (1,2,3,2,1,2,3,2…)
* **Ping-Pong Singular** = The animation plays from the beginning to the end and then reverses until it goes back to the beginning and then stops (1,2,3,2,1)
* **Not Animated** = This denotes a sprite that is static and requires no animation at all.

Each animation has 8 directional facings. In order, they are arranged facing: South, West, East, North , South-West, North-West, South-East, North-East.

The animation frame size varies from monster to monster. Take the total pixel size of the spritesheet and divide by 21 to get each individual frame’s size.

The large sprite sheet is 21x21 frames. All animation frames are square and have the same X and Y values.

1. Walking
	1. Total Frames: 64
	2. Animation Type: Loop
	3. Frames: 1-64
2. Running
	1. Total Frames: 64
	2. Animation Type: Loop
	3. Frames: 65-128
3. Idle
	1. Total Frames: 40
	2. Animation Type: Loop
	3. Frames: 129-168
4. Idle Fidget
	1. Total Frames: 24
	2. Animation Type: Singular or Ping-Pong Singular
	3. Frames: 169-192
5. Attack 1
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 193-215
6. Attack 2
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 217-240
7. Use Skill
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 241-264
8. Block
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 265-288
9. Evade
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 289-312
10. Get Hit
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 313-336
11. Critical HP
	1. Total Frames: 24
	2. Animation Type: Ping-Poing
	3. Frames: 337-360
12. Dead to Down
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 361-384
13. Down Poses
	1. Total Frames: 32
	2. Animation Type: Not Animated
	3. Frames: 385-416
14. Behavior
	1. Total Frames: 24
	2. Animation Type: Ping-Pong (this might vary from monster to monster)
	3. Frames: 417-440