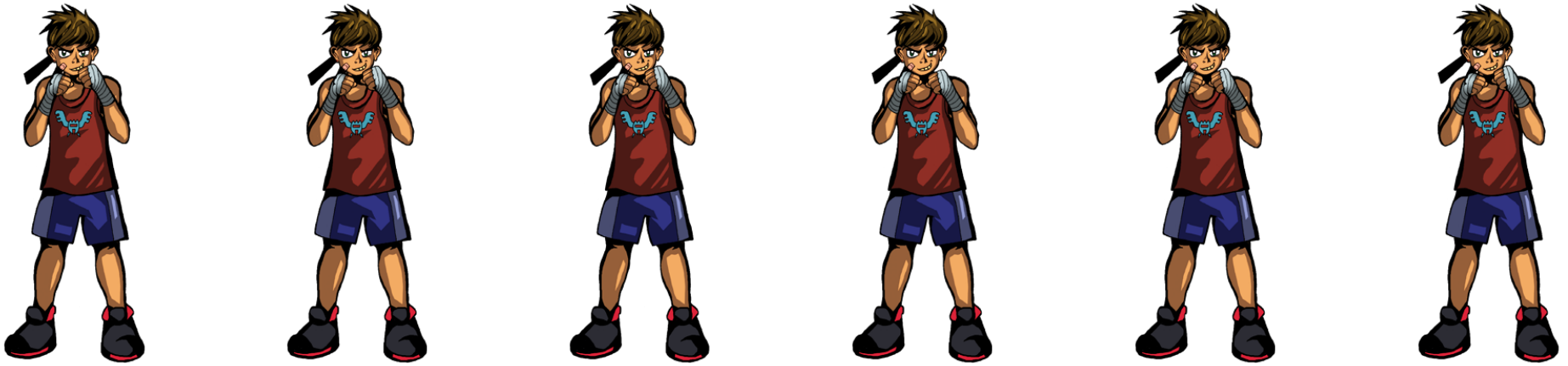
Project: Punch Punch Revolution
Release Date: 2008
Author & Coding: Jason Wright a.k.a. Pyrofer
Artist & Character Design: Rhoda Villegas a.k.a. voxie

Video Preview: https://www.youtube.com/watch?v=magwi90namc

Character: Jacob

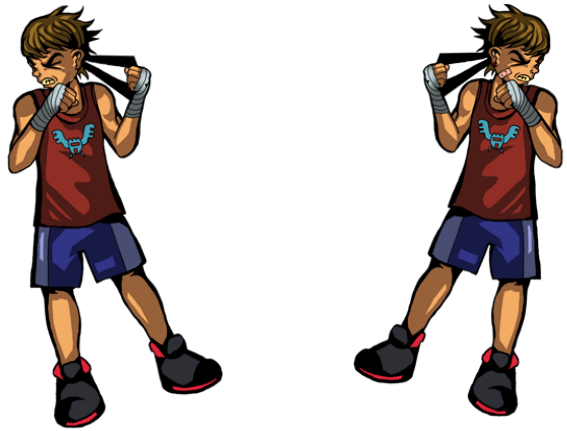
Stance



Idle (Idle Inbetween)



Flinch (receiving a hit)



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Author & Coding: Jason Wright a.k.a. Pyrofer
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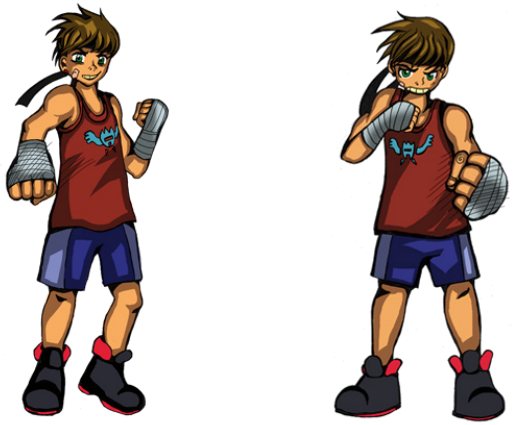
Video Preview: https://www.youtube.com/watch?v=magwi90namc

Character: Jacob

Attack (upper)



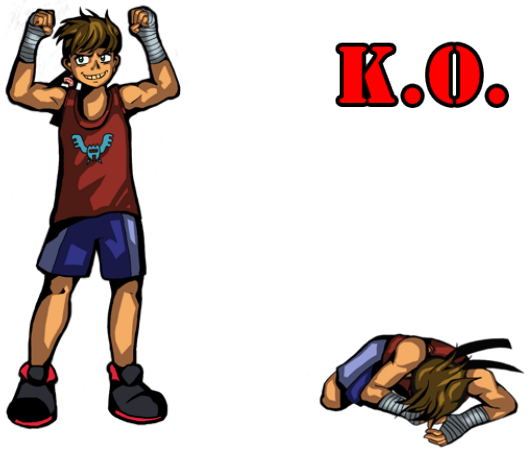
Attack (middle)



Attack (lower)



End of Match (Win / Lose)



Project: Punch Punch Revolution
Release Date: 2008
Author & Coding: Jason Wright a.k.a. Pyrofer
Artist & Character Design: Rhoda Villegas a.k.a. voxie

Character: Angel

Stance



NOTES: Angel doesn't physically "move" for her stance (as JACOB does). She simply stands still, and blinks every once in a while.

Flinch (receiving a hit)



Project: Punch Punch Revolution
Release Date: 2008
Author & Coding: Jason Wright a.k.a. Pyrofer
Artist & Character Design: Rhoda Villegas a.k.a. voxie

Character: Angel

Attack (upper)



Attack (middle)



Attack (lower)



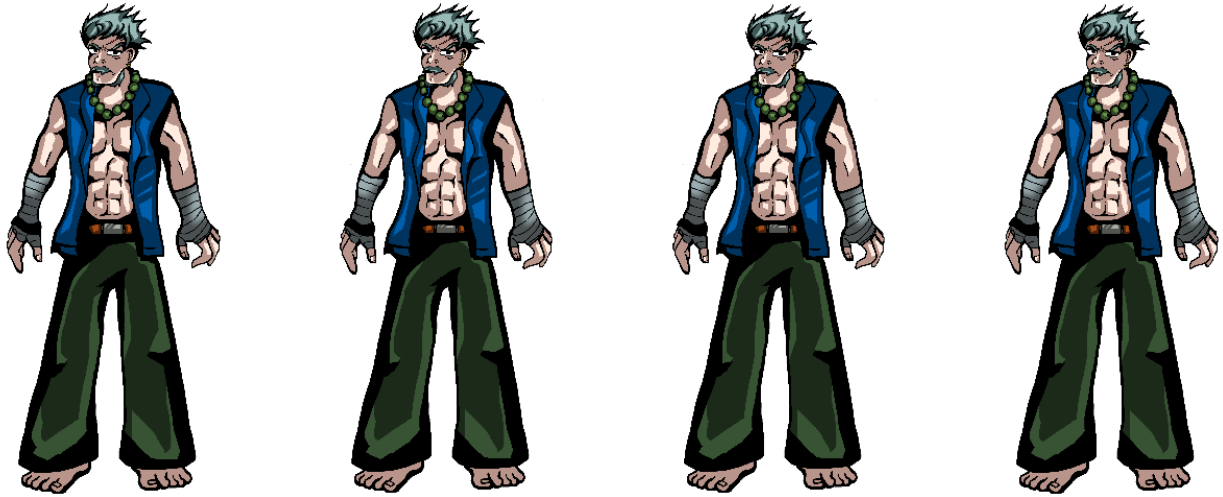
End of Match (Win / Lose)



Project: Punch Punch Revolution
Release Date: 2008
Author & Coding: Jason Wright a.k.a. Pyrofer
Artist & Character Design: Rhoda Villegas a.k.a. voxie

Character: Raziel

Stance



NOTES: Raziel's stance is basically breathing in and out,it's a slow animation, and take up quite a few frames(about 13-15).

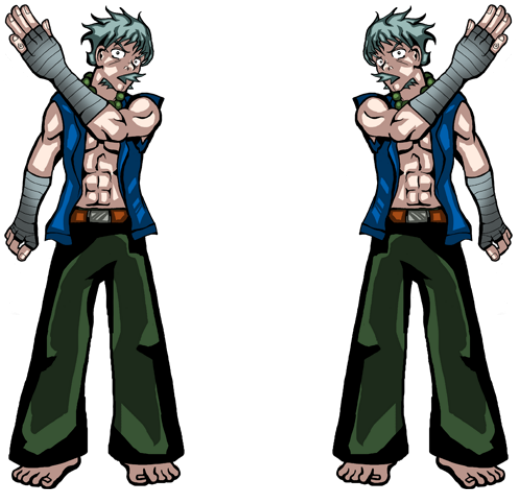
Flinch (receiving a hit)



Project: Punch Punch Revolution
Release Date: 2008
Author & Coding: Jason Wright a.k.a. Pyrofer
Artist & Character Design: Rhoda Villegas a.k.a. voxie

Character: Raziel

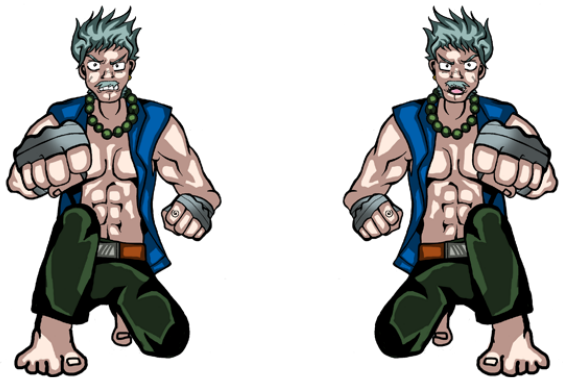
Attack (upper)



Attack (middle)



Attack (lower)



End of Match (Win / Lose)

