



- a) statue material a
- b) statue material b
- c) pedestal orle in light
- d) pedestal orle in shadow
- e) pedestal material
- f) carpet orle colors
- g) carpet colors
- h) carpet in shadow
- i) generic dark
- j) transparency

Palette Structure refers to a logical mapping between palette indices or ranges of indices and what the color entries in those ranges will actually be used for.

This is related to preparing pixel art images for [palette effects](#) in [indexed color](#) graphic modes.

Two examples for this are faction colors in strategy games and colors for different pieces of clothes in role playing games.

In the example here, image and palette are structured so that each element uses its own logical sub-palette within the whole palette.

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