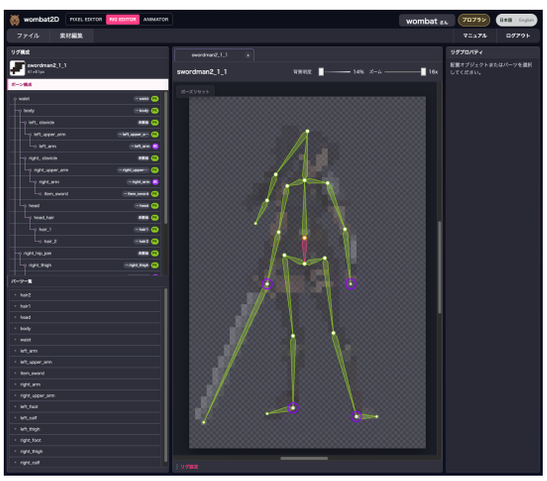
■Define Bones and Joints with RIG EDITOR
RIG EDITOR allows users to define the skeletal structures required to animate articulated characters, including humanoids, animals, and monsters. By adding bones to parts such as the arms, legs, torso, and head and configuring joint connections and ranges of motion, users can more easily create natural poses and movements that follow the character's underlying structure.
RIG EDITOR also supports inverse kinematics (IK), which automatically calculates how joints should bend based on the position of a hand or foot. For example, simply moving a character's foot automatically adjusts the bend of the knee. This makes it possible to create movements such as walking and running efficiently, without having to adjust each joint individually.
Users can also limit the direction and angle of movement for each joint, helping prevent unnatural poses that do not conform to hum



RIG EDITOR

角度調整

ボーンの親子関係とIK設定

■With this update, wombat2D now supports the following production workflow within a single service:
- Create pixel art in PIXEL EDITOR
- Use RIG EDITOR to define bones, joint connections, ranges of motion, and other rigging settings
- Use ANIMATOR to create animations by placing keyframes on a timeline using rigs and pixel-art assets

These tools are not only available as standalone features but also work together using the same project data.
When changes to the artwork are needed, users can return to PIXEL EDITOR to make revisions and then continue animating without losing the rig they have already configured.
By reducing the need to switch between multiple applications or convert data at each stage of production, wombat2D makes game-asset creation more accessible and efficient.

■All Core Features Available Free of Charge
The core features of PIXEL EDITOR, RIG EDITOR, and ANIMATOR are all available free of charge.
Users who wish to work with higher-resolution assets or create longer animations can subscribe to the paid Pro plan.
A single Pro subscription applies across PIXEL EDITOR, RIG EDITOR, and ANIMATOR, so there is no need to purchase a separate plan for each tool.

■About wombat2D
wombat2D is a browser-based pixel-art creation tool developed and operated by TAMURA R&D Co., Ltd.
Centered around Pixel Refine—a feature that converts AI-generated pixel-art-style images into practical pixel art at a specified resolution—wombat2D provides a range of tools for creating game assets, including color reduction, color merging, sprite-sheet creation, and essential drawing and editing functions.
With the addition of RIG EDITOR and ANIMATOR, wombat2D has evolved into an integrated production environment that supports the entire process, from drawing pixel art to creating animations.

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■Company Information

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Website: https://tamura-giken.jp

■Service Information

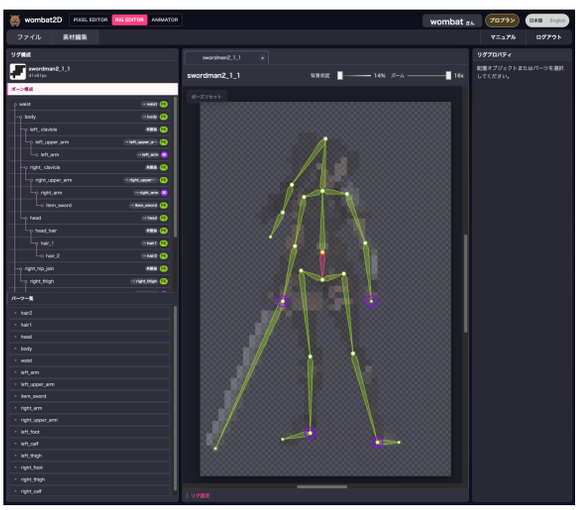
wombat2D PIXEL EDITOR | wombat2D RIG EDITOR | wombat2D ANIMATOR

Service Name: wombat2D
URL : https://wombat2d.com

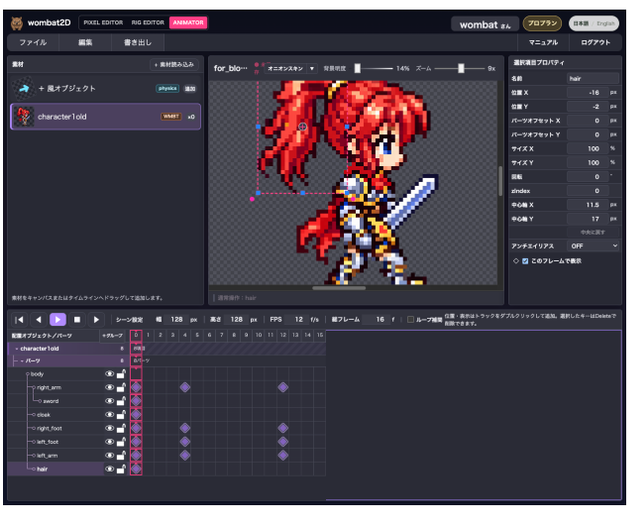
To Members of the Press
TAMURA Research & Development  Co., Ltd.
August 26, 2026

# Pixel-Art Editor “wombat2D,” Designed to Correct Pixel Irregularities in AI-Generated Images, Adds Full-Featured Animation Tools

New “RIG EDITOR” with Bone and IK Support and “ANIMATOR” for Keyframe Animation Now Available



RIG EDITOR



ANIMATOR

https://wombat2d.com

TAMURA Research & Development Co., Ltd. has released a major update to its pixel-art creation tool, wombat2D. This update introduces two new tools: RIG EDITOR, which allows users to add bones to characters, and ANIMATOR, which enables the creation of keyframe animations.
In addition to drawing pixel art with the existing PIXEL EDITOR, users can now define character skeletons and joints and create movements such as walking, running, and attacking—all within wombat2D.

## ■Bring Pixel Art to Life with ANIMATOR

ANIMATOR is a full-featured tool for creating keyframe animations with pixel art. Users can import characters and game assets created in PIXEL EDITOR and configure changes in position, rotation, scale, and visibility along a timeline. By specifying keyframes at important points in a movement, users can automatically interpolate the frames in between to create smooth animations.
Traditional pixel-art animation requires artists to draw multiple images for each movement.
ANIMATOR makes it possible to animate existing pixel art, reducing the amount of drawing required while opening the door to a wider range of creative expression.