

# Static Assets

Next.js can serve static files, like images, under a folder called `public` in the root directory. Files inside `public` can then be referenced by your code starting from the base URL (`/`).

For example, if you add `me.png` inside `public`, the following code will access the image:

```
1 import Image from 'next/image';
2
3 function Avatar() {
4   return <Image src="/me.png" alt="me" width="64" height="64" />;
5 }
6
7 export default Avatar;
```

This folder is also useful for `robots.txt`, `favicon.ico`, Google Site Verification, and any other static files (including `.html`)!

- Be sure the directory is named `public`. The name cannot be changed and is the only directory used to serve static assets.
- Be sure to not have a static file with the same name as a file in the `pages/` directory, as this will result in an error. [Read more](#)
- Only assets that are in the `public` directory at [build time](#) will be served by Next.js. Files added at runtime won't be available. We recommend using a third party service like [AWS S3](#) for persistent file storage.

