

# Artist Documentation

## 1 Overview

The framework has been designed with extensibility in mind, and this concept has of course also been applied to the development of our front-end. This documentation is therefore aimed at artists and designers who create artwork for the framework.

## 2 Adding Graphics

### 2.1 Requirements/Guidelines

Below are general guidelines for images that are to be used in the framework:

- The image must have a transparent background.
- The image must be in .png format.
- The image must look suitable for the background of the hub, please ensure that it fits in (e.g. the image should be angled correctly and a sensible scale).
- The image must fit the dimensions outlined below.

### 2.2 Hub Items

The names of the items in the following table are defined from what the default image is. The objects don't have to explicitly be of the same type, e.g. a trampoline could easily be used instead of a swing. However, please make sure that the image fits the themes, and make sense in the context. This is especially important for the interactive items (shown by the \* marker in the table); ensure their purpose is clear.

Item	Dimensions	Function
Backpack*	X x Y	Bag packing for carriables.
Desk	X x Y	N/A
Garden	X x Y	N/A
House	X x Y	N/A
Laptop*	X x Y	Shop for custom items.
Mirror*	X x Y	Avatar customisation.
Paintbrush*	X x Y	Hub customisation.
Path*	X x Y	Mini-game selection.
Sofa	X x Y	N/A
Stairs*	X x Y	Sleep for health recovery.
Swing	X x Y	N/A
Tree	X x Y	N/A
Trophy*	X x Y	Highscores.
TV	X x Y	N/A

Table 1: Hub Sprite Dimensions

## 2.3 Avatar Items

Item	Dimensions
Eyes	X x Y
Head	X x Y
Skin	X x Y
Shirt	X x Y

Table 2: Avatar Sprite Dimensions

## 2.4 Carriable items

The images will be completely square when displayed, so ensure any designed images are square and please use transparency to fill in any excess space.