

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 fit the dimensions (in pixels) outlined below.
- Hub images 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).

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.

The images are layered onto the hub in a defined order, and so some sections of the sprites may be obscured by layers above. The current order for the layering is shown in the table below, with 1 being the bottom layer.

Layer	Item	Dimensions	Function
1	Tree	490 x 540	N/A
2	Swing	410 x 500	N/A
3	House	660 x 700	N/A
4	TV	150 x 250	N/A
5	Desk	200 x 130	N/A
6	Sofa	179 x 160	N/A
7	Garden	830 x 390	N/A
8	Stairs*	210 x 270	Sleep for health recovery.
9	Trophy*	130 x 200	Highscores.
10	Mirror*	120 x 200	Avatar customisation.
11	Laptop*	100 x 100	Shop for custom items.
12	Backpack*	100 x 100	Bag packing for carriages.
13	Paintbrush*	100 x 120	Hub customisation.
14	Path*	399 x 350	Mini-game selection.

Table 1: Hub Sprite Dimensions

The image below shows the area that each hub item occupies on the default background.

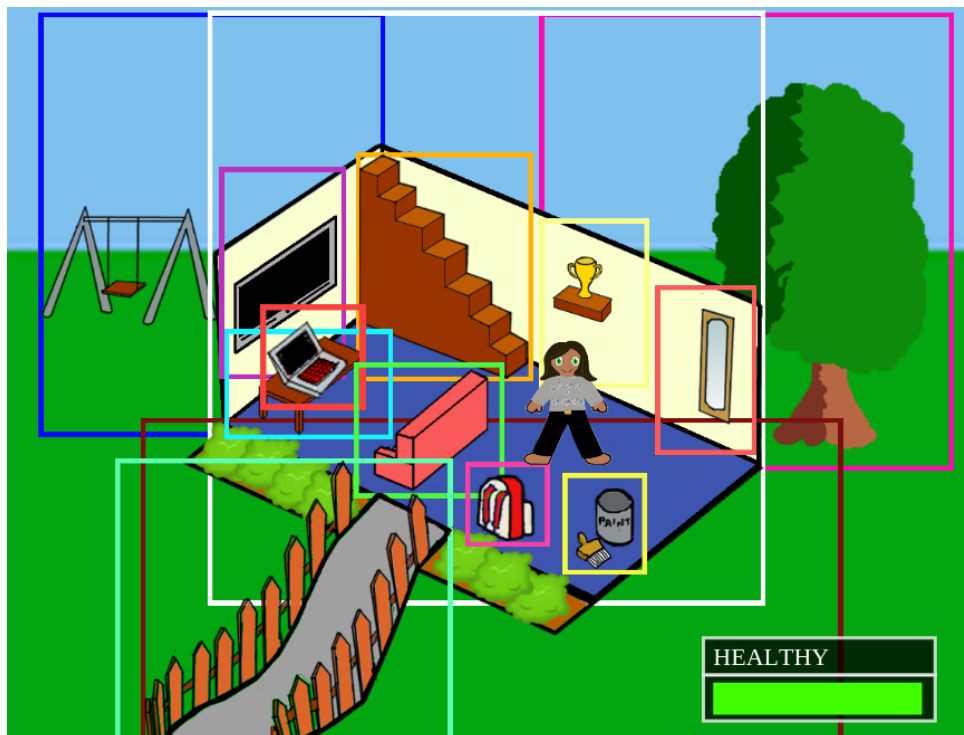


Figure 1: Hub Item Positions

2.3 Avatar Items

Avatars are created by directly layering the five components on top of each other. As such, please do not use all of the space, but rather position the item so it will align with the other components, and leave the remainder of the space with the transparent background.

Item	Dimensions
Eyes	1000 x 1000
Head	1000 x 1000
Skin	1000 x 1000
Shirt	1000 x 1000
Trousers	1000 x 1000

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.