**Regular bgs:**

100% size of image, set “camera” exactly in the center of image, which gives 40px of additional space on top and the bottom, and 260px for left and right pan

**NOPAN tag:**

100% size of image, background is exactly the size of game screen (1920x1080) so no pan and shaking effects available. Made this way due to original source

**School gate overview:**  
Special background used without sprites, when family arrives at St.D  
100% size of image, slow pan from top of image to bottom (speed depends on scene lenght)