



CURSEFORGE GRAPHICS

Your Curseforge page is ready!

This document is intended as a preview for your brand new Curseforge graphics! Once graphics are approved, the **high quality web-server links will be provided at the bottom of this document.**

SCROLL DOWN

PROJECT LOGO

Let's start off with your new logo



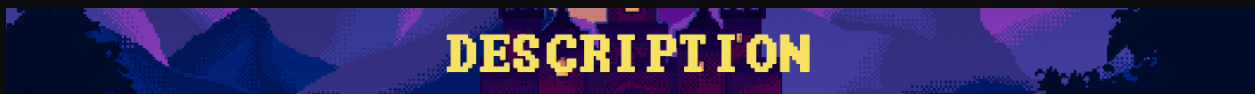
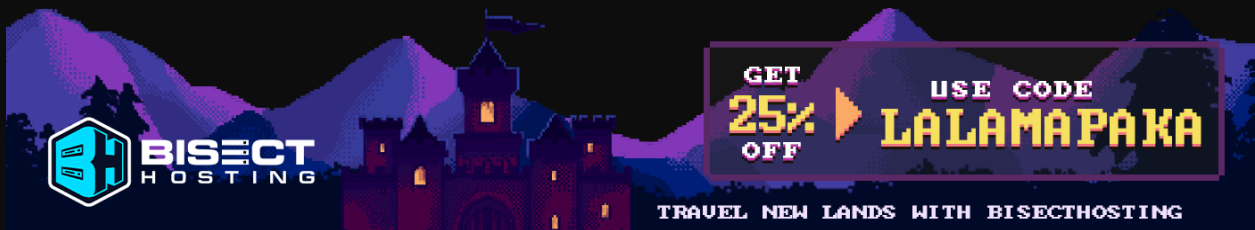
Additional Information

Dimensions: 800x800px

DPI: 300

Next up: Your new banners!

Banners make a huge difference in the professional appearance of your project! We recommend using the banners in the order they are presented in this document.



Transferring images

Curseforge does not support direct image uploads, so you'll have to paste the image links instead. We have provided **all of the image links for you at the bottom of this document**. If you have any questions or concerns regarding transferring images, feel free to reach out to your designer.

Setting up your new page

Setting up your new graphics on Curseforge is not ordinary. Since Curseforge doesn't support image uploads, you'll need to paste the links provided at the bottom of this document.

1 Go to the editor

Open the Curseforge description editor by clicking **Manage Project**, then selecting the **Description** tab. The editor will appear when you can modify the modpack landing page.

2 Copy the image link

Using the links provided at the bottom of this document, you can easily copy the image URL to your clipboard.

3 Place the image

In the Curseforge editor, select **Add Image**. From there, simply paste the image URL you copied from the previous step. Click **Ok** to confirm.

4 Edit to your liking

Resize and modify the size of the banners and content to your liking.

Here are all of the image links

Logos & Icons	Image Links
E Logo	Click here to copy
Banners	
Header Card	Click here to copy
BisectHosting Card	Click here to copy
Overview Card	Click here to copy
Features Card	Click here to copy
Socials Card	Click here to copy



Need assistance?

If you're having trouble transferring images to Curseforge, let your designer know and they will be happy to assist. Images should already be the correct dimensions therefore **resizing should not be necessary after import.**



Illustrated & Created by **BisectHosting**