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Welcome!

You've found a rare treasure trove of readable, thoughtful essays on game design theory, art and the business of design.

Why people read this blog

"[...] probably the most interesting article I've ever read." Tycho from Penny Arcade

THURSDAY, MARCH 15, 2007

Lost Garden License

Many of the emails I receive ask questions about licensing my designs and artwork. In order to clear up any issues (and save me some emailing!) I've created this licensing page. When you see reference to the Lost Garden License, it refers to the items listed below.

Basic License

All licensed items use the Creative Commons Attribution 3.0 License. In short, you can use and modify any images and design covered by this license provided that you attribute the original source materials to me. I chose this license because

1. I want as many people as possible to use the materials I've provided.
2. I want to spare developer the accusations of theft that sometimes occur when people recognize my materials. Many of the graphics and designs are widely known at this point. The best solution is educating your users on the source of the original inspiration. That way they can move past yelling "Thief" and start appreciating the variations on the theme that you have created.

Cloning

You are expressly forbidden to use my graphics in a clone of one of my commercial games. This has happened and it is very unpleasant. My hope is that you'll use this art to better yourself so that you can one day innovate. Copying one of my released games and then trying to make money off it is deeply unethical.

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If you use a game design from Lost Garden, please include following attribution in your game credits.

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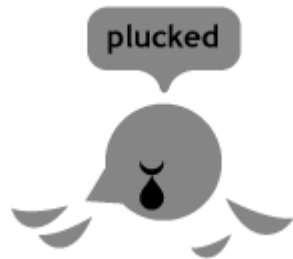
DANIEL COOK

G+ Follow

I've been a game designer, pixel artist, toolmaker, physicist and MBA. My first job in college was on a game called Tyrian at a tiny company called Epic Megagames. These days, I'm the Chief Creative Officer at Spry Fox.

[VIEW MY COMPLETE PROFILE](#)

Illustrations



Categories

- *"Game Design Title" design by Daniel Cook (Lostgarden.com)*

When possible link to the original game design. For example, the Fishing Girl design would be: *"Fishing Girl" design by Daniel Cook (Lostgarden.com)*

Art attributions

If you use art from one of my free game art collections, please include the following attribution in a visible location along with any other credits.

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When possible link to blog post that discusses the original art collection. For example, the Space Cute collection would be *"Space Cute" art by Daniel Cook (Lostgarden.com)*

Frequently asked question

What game designs and art assets are currently covered under the Lost Garden License?

You can find a complete list here:

- **Graphics:** <http://lostgarden.com/labels/free%20game%20graphics.html>
- **Game designs:** <http://lostgarden.com/labels/prototyping%20challenge.html>

Can I use the assets or designs covered by the Lost Garden License in a commercial project?

Absolutely. I encourage it! The best way to learn about game development is to finish a project and try to sell it.

Why are you doing this?

I hope, in some small way, to help cultivate the next generation of great game developers and designers. By removing small road blocks like graphics and design, perhaps a few more people will be encouraged to stop just dreaming and starting making games. Everyone in this industry is here because we stand on the shoulders of past developers. We use their tools, their techniques and their ideas. Giving back to the community is a natural way to repay that great and much appreciated debt.

Is all art on the website covered by the Lost Garden License? For example, are your drawings and paintings free as well?

Only those assets that are specifically called out on the associated blog post as being licensed under the Lost Garden License are free to use. There will be a clear link to this page. All other

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Letter Japan PlayWithYourPeas Secret Life of
Aliens Tyrian casual games customer feedback
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Blog Archive

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drawings and artwork are protected under standard copyright laws.

Can I archive assets and designs on other sites? Sure. If you archive assets elsewhere, be sure to display a prominent link back to the source page so that other game developers have an opportunity to discover this site.

take care
Danc.

Posted by Daniel Cook at 9:45 AM 

Labels: All, free game graphics, License, prototyping challenge

16 comments



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Insidious DrNine 2 years ago (edited) - Shared publicly

Thanks for supplying these graphics - I'd like to make a game. With regard to cloning issues, my game in no way resembles anything on <http://spryfox.com/our-games/> - so I'm good to go?

+1 1 · Reply



Leon Rockwell 2 years ago - Shared publicly

Thank you, Daniel for your generous contribution to the game development community. I'm a programmer, sound engineer/musician, and writer. One thing I'm not? An artist. Making great video games has always been my

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dream - and finding/creating reliable artistic talent has always been my obstacle. You've enabled me, in a big way, to overcome this roadblock and

1 · Reply



Budi Santoso 2 years ago - Shared publicly

Thank You, Daniel. Even though I haven't started my personal hobby. I'm thankful for your contribution in cover up one of the major road blocks in game development.

1 · Reply



Rajan Maharjan 3 years ago - Shared publicly

Thank you for your big heart and contribution to community. I used to be game developer but I always stuck myself with game graphics. I am now planning to be game developer and create some cool education game apps for kids. Lostgarden.com will be great source of inspiration and support for my upcoming project. Thank you very much.

1 · Reply



Luis Cruz 1 year ago - Shared publicly

Hi, Daniel I am new to game developing, I am creating a game using your art. how do I give you credit for it? at the beginning of the game at the end? I use used your cute planet collection this a beta version if you want to check it out
<https://dl.dropboxusercontent.com/u/105944253/BugWarsMobile/index.html>

1 · Reply



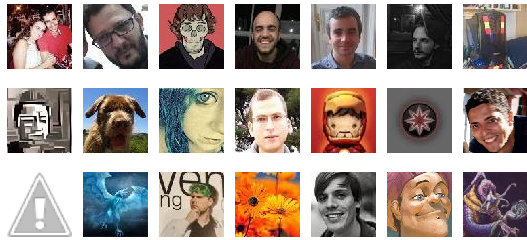
Doug Farnum 1 year ago - Shared publicly

Amazing and truly inspiring. Epic work and thank you for your overwhelming generosity.

1 · Reply

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Ninja Blogger 3 years ago

Hi Danc, I'm in middle school and I would like to use a couple of the graphics I've found for a project. The files will be uploaded to the internet, but just for my presentation. Could I use them? Sorry, it's pretty late and I'm not concentrating. -Matt



Andrew Lee 3 years ago

Do you have any problems with your artwork being used for board game bits instead of digital games?



MichaelPEarls 5 years ago

Wow. I just started out. I tried going down this road about 10 years ago, but I didn't have the art or the development tools. My tool of choice now is Microsoft's XNA with C# and .NET. I'm amazed at the ease of the framework. I was also getting discouraged because I am not an artist, I am a developer. Thanks to you and the others in the community, I have some great shoulders



Danc 6 years ago

Ah, my interpretation was incorrect. My passionate response above about attribution still stands, but the reason why GPL and CC-BY conflict is based off other factors. :-) Here is an illuminating article on the subject.
<http://www.linux.com/archive/feed/119212> GPL is a copyleft license so that all derivative works must also be free. I explicitly made my artwork available



Danc 6 years ago

Hi Nathaniel, Ah, I see what is going on. So GNU/GPL doesn't allow attribution so therefore it conflicts with CC-BY 3.0. Interesting and silly. :-) I'm a passionate believer that the work of individuals should be recognized. If (and I could very much be reading the licenses incorrectly) the GNU/GPL conflicts with this rather basic concept and explicitly disallows a requirement to list



Nathaniel 6 years ago

I am a big fan of your work and would like to include some of it in a GNU/GPL based project but can't because CC-BY 3.0 is incompatible with it. I even starting creating waterlines to go with the grass from you rpg set. It was a matter of discussion in: <http://forums.themanaworld.org/viewtopic.php?f=8&t=10928> Anything you do that could help me be able to use this concept



leigh.mcrae 7 years ago

Hi Danc, I just released a new BlackBerry game called Wrath. <http://software.crackberry.com/product.asp?id=29426&n=Wrath> It uses some of your Sinistar art, thanks! I wanted to email you to give you a free copy but I can't find your address. You can get me at support@lonedwarfgames.com if you want one. Leigh P.S. If it makes anything I will be sure to donate



Andrew Jackson 7 years ago

Thank you Danc. I really appreciate your efforts and your attitude, especially, but not only, being a game developer who is just starting out.

Thank you.

(Captcha == "matica" Related to Mathematica? :-)



qubodup 7 years ago

I'm very glad this is happening :)

One thing I wonder about is whether or not you can license 'ideas' but it' doesn't really matter - when one uses them, attribution should be given anyways.



Andrew Russell 7 years ago

Thanks so much Danc. I know a lot of people have worried about this (myself included).

Just a heads up - Play With Your Peas isn't on the list -

it's tagged "prototyping" not "prototyping challenge".

I happen to

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