**Any digital art project** can be uploaded to GitHub, but there are practical considerations to ensure your repository remains efficient and manageable. Below are the factors to confirm that your digital art project can be uploaded:

**File Size**

* **Individual file size limit:** Files must be under **100 MB** for regular GitHub uploads. Use external hosting (e.g., Google Drive, YouTube or Vimeo) and link in your README for complex or high-resolution videos with full description.
* **Use Git Large File Storage (LFS)** for large assets like animations, video or raw design files.
* **Repository size limit:** Aim to keep your repository under **1 GB** for performance. If the project exceeds this, consider splitting it into multiple repositories or hosting larger assets elsewhere.

**Proprietary File Formats**

* Files like **.psd** (Photoshop), **.ai** (Illustrator), or **.mp4** can be uploaded, but they are **binary files** and cannot be version-controlled effectively.
* Changes between versions of these files won’t be diffed (unlike text-based files like code or Markdown).
* Include exported versions (**e.g., .png, .svg, .gif, .mp4**) alongside the source files.
* Use descriptive commit messages to track changes (e.g., "Updated banner design for marketing project").

**Copyright and Privacy**

* If you work for clients or teams, ensure you have permission to share the files publicly.
* **Avoid uploading copyrighted assets or sensitive** information unless you have the rights to share them.
* Use **private repositories** if the work should remain confidential.

**Repository Organization**

* Keep your projects organized to make it easier for others (and yourself) to navigate:
  + Use folders for each project.
  + Add a **README.md** file with descriptions, links to previews, and instructions for use.

**Sharing Previews**

GitHub's website can preview certain file types like **.png, .jpg,** and **.gif.** For animations or videos:

* **Convert animations to GIFs** for GitHub previews.
* Use external hosting (e.g., Google Drive, YouTube or Vimeo) and link in your README for complex or high-resolution videos.