Readme

# Contact

These sprites were extracted, organized, and renamed by

**Sumwan**

For any questions or remarks please contact me on these accounts:

Discord: Sumwan#6019

Reddit: [Sumwann](https://www.reddit.com/user/Sumwann/)

Twitter: [@Sumwan1](https://twitter.com/Sumwan1)

# F.A.Q.

* Where are the menu background sprites?

The main menu backgrounds consist of separate sprites that are combined inside the game itself. There is no video file or image that exists in the files of the whole background together. However, with a mod, it is possible to remove the UI from the main menu in the game itself and record the background. I uploaded videos of all the menu styles using that method [here](https://drive.google.com/drive/folders/1-9Nmjnv0tsy8hFpRKKranarV_GKBwPUX?usp=sharing).

* I can’t find a specific sprite, can you help?

All sprites in this Google Drive folder can be downloaded, it is then possible to search by name. If you’re truly lost, send me a message on one of the accounts mentioned above, and I’ll help you search.

* How did you extract these sprites? How can I do this myself?

All sprites were extracted by using [Asset Studio](https://github.com/Perfare/AssetStudio/releases). You can use this if you’re on Windows and when you have Hollow Knight installed.

* Some of the sprites are all bunched together in a single spritesheet, how do I find a specific animation or frame?

In the engine of Hollow Knight, Unity, spritesheets are a common way to handle animations. However, there is a way to extract individual animation frames with the application [Super Sprite Extractor](https://github.com/nesrak1/sseadv/releases/tag/v5). Once downloaded, you can click on “Open”, then “All files”, then “Pick folder”. Navigate to the Hollow Knight installation folder and select the “hollow\_knight\_data” folder (the default path is C:\Program Files (x86)\Steam\steamapps\common\Hollow Knight\hollow\_knight\_Data). To extract animation sprites once they are loaded, select an animation and click on “Save”, then “this”, then “animation”. Make sure to disable the red border.

# Notes

The sprites that were renamed still have their old names after the hyphen. An example of that is: **Ambloom - atlas0 #16905.png**. “Ambloom” is what I added, “atlas0#16905” is the name of the sprite sheet in the files.

# My other Hollow Knight files

For the sprites of older versions of the game, see [here](https://drive.google.com/drive/folders/1Dnq8Ri3kmOFmGJ0QuJCrB48-PvA661kl?usp=sharing).

For all menu styles without UI and music, see [here](https://drive.google.com/drive/folders/1-9Nmjnv0tsy8hFpRKKranarV_GKBwPUX?usp=sharing).

For all the audio files extracted and renamed, see [here](https://drive.google.com/drive/folders/1w8FlFOtTgJR3JR_-CUjsteWwU8yzHl68).

For all the video files extracted and renamed, see [here](https://drive.google.com/drive/folders/13D_36cmBnJ8dQ39g8p53764UkMiD7Fym?usp=sharing).