**ART INFO**

Most of the images are about 256px - 300px in the longer dimension.

Animations are numbered starting from 0. The number is at the end of the file name.

Please have your group’s art liaison email your art contact **this week** if you have any specific questions/issues regarding these images. We won’t have time to respond to any issues next week.

**Folders**

* **Animals**

This folder has animals requested and animal heroes

Note: The only fish with bite action is the catfish.

* **Backgrounds**

This folder has backgrounds and background pieces - will be uploaded later tonight.

The full backgrounds are sized to the given spec (1440 x 900 px)

* **Environment Misc**

This folder has environment game objects such as oil spills, puddles, and explosions

* **Objects**

This folder has general objects (boats, nets, trashcan)

* **People and Humanoids**

This folder has people and people-like characters. Please note that most of the generic people walking animations have 4 frames with two being the same. It will make for smoother movement, but that is your choice to use them.

The only person that punches, is the redshirt person

* **Plants**

This folder has plants and seeds

* **UI Buttons, Icons...etc**

This folder has button shapes, and icons for the user interface.

If you need a single animal/plant, see those folders.