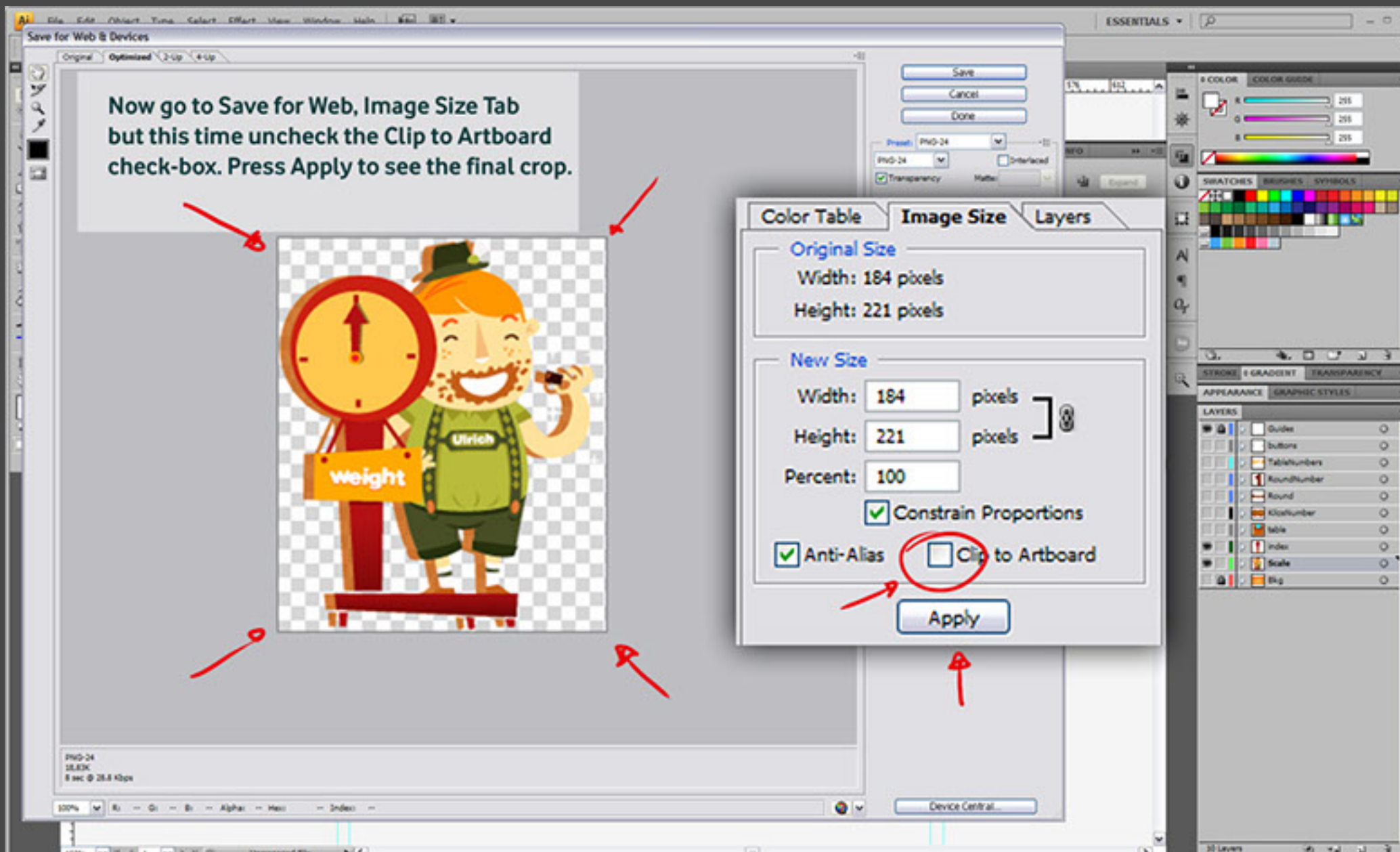




You can easily export any graphic framed to its size as a transparent png, regardless of the artboard size.

First, leave visible only the objects you want. All the ai files have been organized, so check the Layers Panel for a smooth workflow.





It's also very easy to adjust the graphics' size for the new iphone resolution. All graphics have been designed for the resolution 480x320. The Image Size tab (in Save for Web menu) must say 100 %

The new iphone has 960x640 resolution (the double). So, you just hit 200% to double the size and have your game graphics at the new size crisp and clean (don't forget to check the Constraint Proportions box).

