## **Banner Dimensions**

### **Facebook**

## **Image Guidelines:**

• Optimize your cover photo for the right dimensions: **851 pixels wide** and **315 pixels** all for desktop, **640 pixels wide** by **360 pixels** tall for mobile.

#### Youtube

## **Image Guidelines:**

- Recommended 2560 x 1440 pixels.
- Safe area for mobile and web (without text and logo cropping) 1546 x 423 pixels.
- Maximum file size: 4MB.
- Image types: JPG, GIF, BMP or PNG.

#### **Across Different Devices**

There are a lot of different platforms and devices that users can stream YouTube on so it's important that your brand has a photo optimized for each one.

### **Display Sizes**

- Tablet display: 1,855 x 423.
- Mobile display: 1,546 x 423.
- TV display: 2,560 x 1,440.
- Desktop: 2,560 x 423 (1,546 x 423 pixels are always visible). Flexible Area (may be visible): 507 pixels to the left and 507 pixels to the right of the safe area.

#### ReverbNation

# **Image Guidelines:**

851px by 315px

# **Spotify**

# **Image Guidelines:**

**2660x1140** to give you plenty of space to work with. Use a high resolution photo — although nothing bigger than 20 MB — to avoid any pixilation.

#### **Twitter**

# **Image Guidelines**

- Recommended 1,500 x 500 pixels.
- Maximum file size of 5 MB.

• Image types include: JPG, GIF or PNG.

### **SoundCloud**

# **Image Guidelines:**

2480 x 520 pixels and must be uploaded as either a JPEG. or PNG

2MB max

# **Bandcamp**

## **Image Guidelines:**

975 pixels wide, 40-180 pixels tall. JPEG, GIF, PNG 2MB max

#### **Patreon**

## **Image Guidelines**

The cover photo will be displayed at 1600X400 at its largest, so pick something that will look good wide and aim for dimensions at least 1200x675 (smaller sizes will still work, but may become slightly pixelated).

### **Tunecore**

# **Image Guidelines:**

JPG, PNG, or GIF image file

Perfect square and at least 1600 x 1600 pixels. **iTunes recommends images to be 3000 x 3000 pixels** (**IMPORTANT**): If you are distributing your music to the Amazon On Demand store, your artwork must be **EXACTLY** 1600 x 1600 pixels)