

Animators Guide to Assets

If you create your own assets you can create them and then on your final game credit page you will list you as the animator of all images. When we turn in our assets you will upload a sample of your assets and list that they are original creations.

What if I cannot create all (or any) of my own assets? You will need to find assets that do not have copyright restrictions. If an image does not list that the image is free to use then it is automatically NOT free to use. Use mrskirk.com "Group and Individual Project Info" page to find links that offer some free assets (some are paid so pay attention to what you click on).

How do I save my assets and licensing information?

In a word document save your asset (if you have one with multiple images you can copy and paste one into word and save the rest to a separate folder).

Below the image list: Author (if listed), a link to the website you got it from, and licensing information, restrictions, or requirements. See the examples below.



Author: [phobi](#)

Retrieved from: <http://opengameart.org/content/vector-shield-color-set>

License: Creative Commons Attribution 3.0

<https://creativecommons.org/licenses/by/3.0/us/legalcode>

Restrictions or requirements: Attribute the author, per the license link above no restrictions on use.

Illustrator file saved as well (this is any information for your reference that you need).



Retrieved from: Background images retrieved from: http://www.freepik.com/free-vector/watercolor-woman-with-dress_815606.htm

Licensing Information (found on a license.txt file that came with the image):

Author: Freepik.com (no individual author listed)

Restrictions or requirements: Please, copy this code on your website to accredit the author:

`Designed by Freepik`

You are free to use this image: - For both personal and commercial projects and to modify it.

- In a website or presentation template or application or as part of your design.