

# File Formats and Layering

## File formats and layering

Use whatever software you are comfortable with. Nobody needs Photoshop.

### Finished PNG — required

Full quality/lossless, transparent where appropriate, RGB/sRGB, and keep a high-resolution master.

### Original layered source — required when applicable

Submit the native layered file you actually worked in: `.kra`, `.clip`, `.xcf`, `.procreate`, `.afdesign`, `.afphoto`, `.psd`, or whatever your software uses.

### Open/interchange copy — optional

OpenRaster `.ora` is useful when supported. A layered TIFF or PSD export is welcome as an extra but is not required.

## Vector art

For logos, icons, buttons and UI, include `.svg` when possible.

Keep useful parts on sensible layers and work larger than the tiny legacy asset when practical. Engineering can handle SWF/game integration.

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