

Resolution, Layers and File Naming

Resolution, layers and file naming

Work larger than the tiny original

Many Millsberry assets are very small by modern standards. Work at a clean larger master size whenever practical.

We can always shrink a good master down. We cannot turn a tiny flattened 80px image back into a clean editable asset later.

If the original/native size is known, it is great to also export a version at that size.

Keep useful layers

For a character, sensible layers might be:

- body
- eyes
- mouth
- hair
- clothing
- accessories
- shadows/highlights

For buttons/logos/UI:

- background
- border
- text
- icon
- shadows/highlights

We do not need hundreds of microscopic layers. The goal is simply to let somebody change a shirt, expression, label, or highlight later without repainting everything.

Simple file names

Use descriptive lowercase names with hyphens when practical:

- `mayor-trumble.png`
- `mayor-trumble.kra`
- `fitness-stat-icon.png`
- `millsberry-reborn-logo.svg`

For states:

- `nav-arcade-normal.png`
- `nav-arcade-hover.png`
- `nav-arcade-pressed.png`

No SWF authoring required

The art team does not need to rebuild Flash packaging. Submit the finished art and editable source; development/recovery can handle integration.

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