

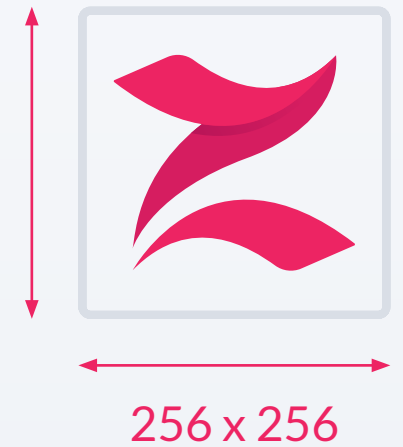
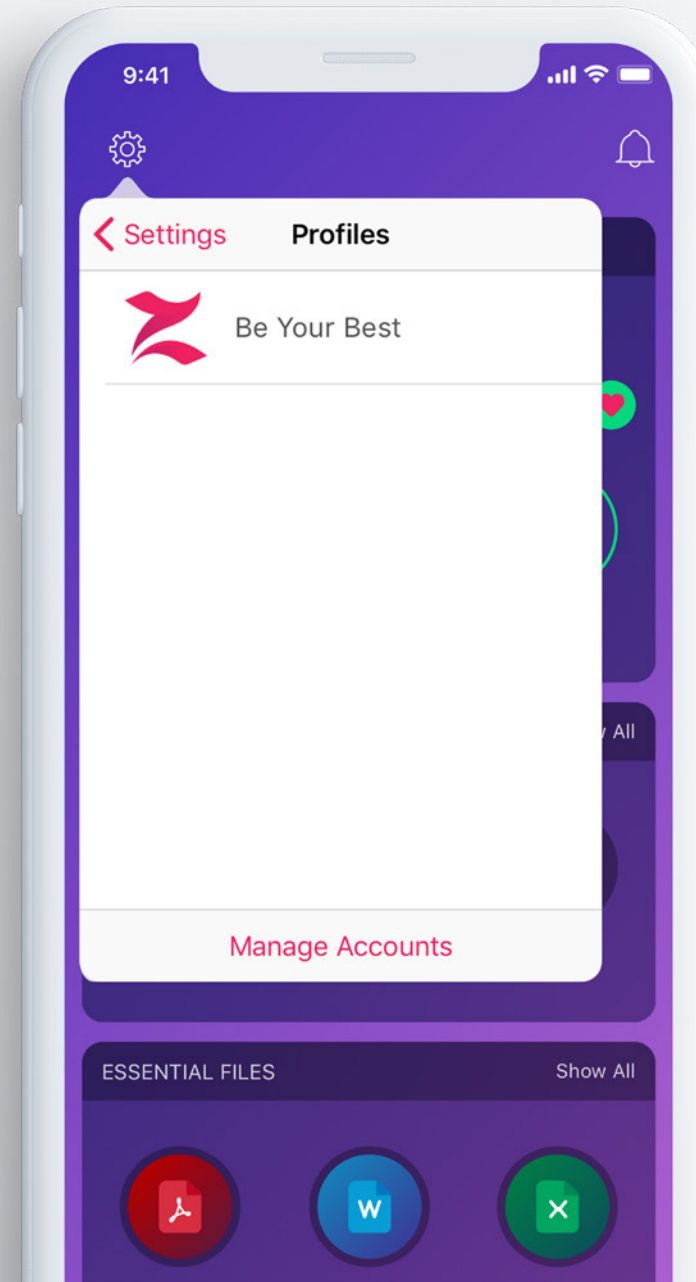


Your complete guide to asset creation

PROFILE

Organization Logo:

Choose an image to represent your organization. It will appear in the profiles menu. Graphic should be square and at least 256 by 256 pixels.





DASHBOARDS

User Avatar:

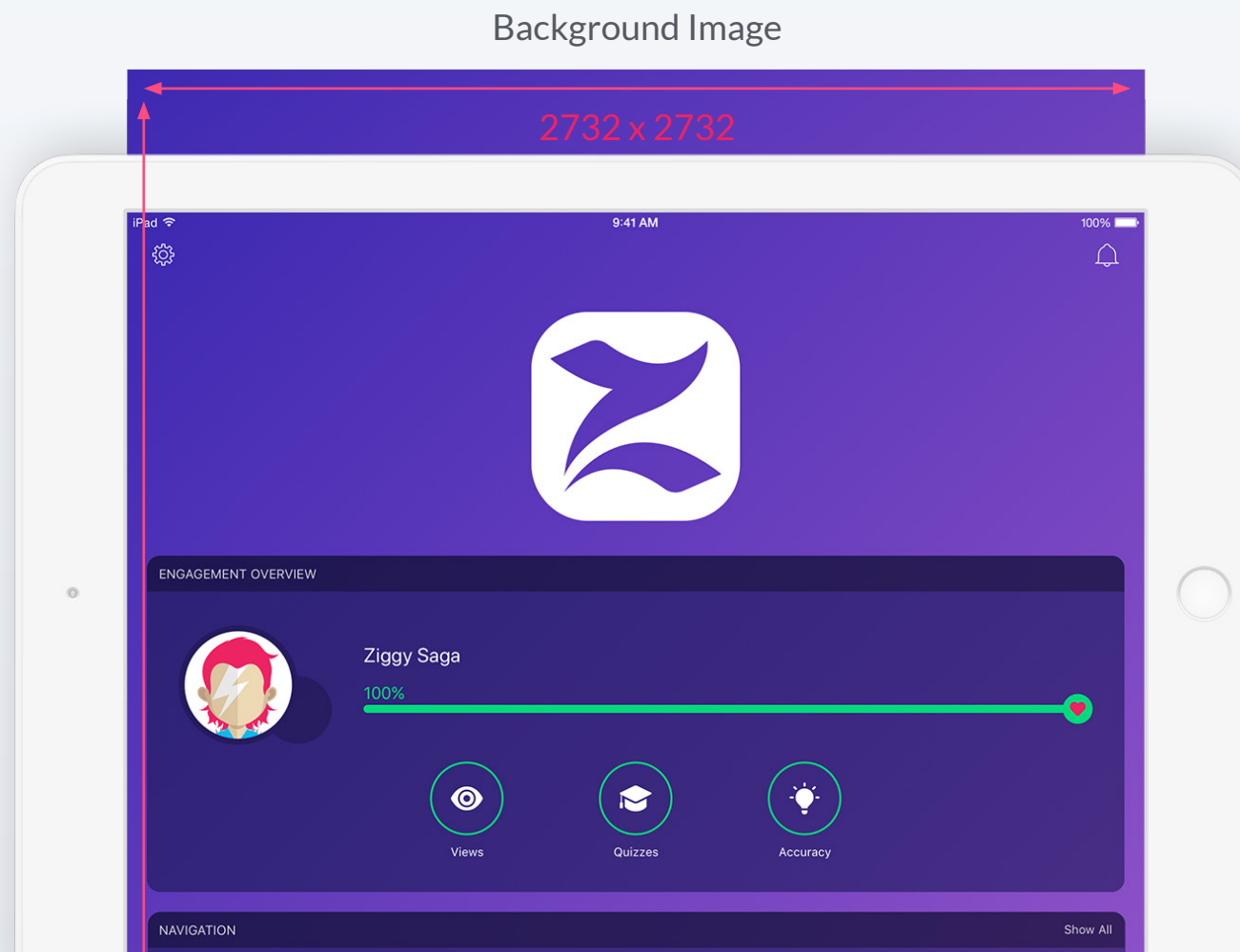
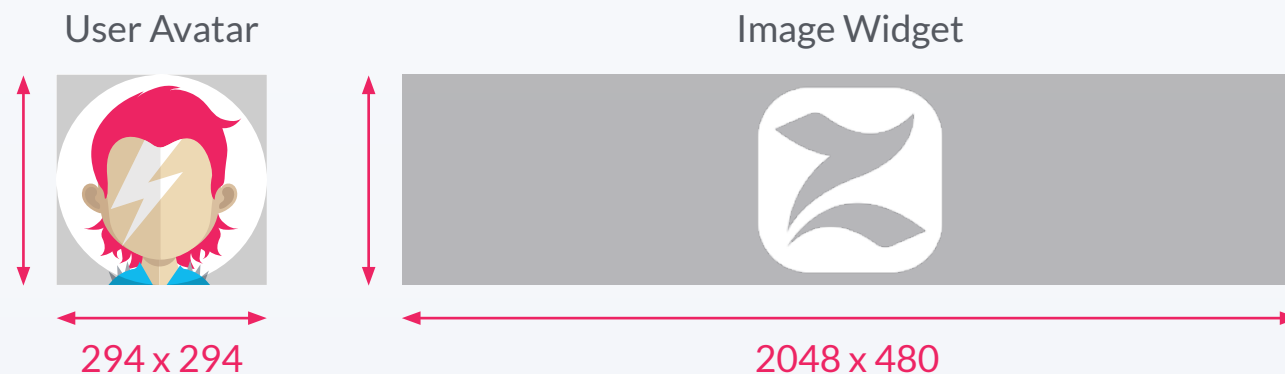
Users will upload their own individual avatar images to represent themselves within the app. Graphic should be square and at least 294 by 294 pixels.

Image Widget:

Choose a header image to introduce the dashboard. This is usually a logo or tagline. For best results use PNGs with transparent backgrounds. Graphic should be exactly 2048 by 480 pixels.

Background Image:

Add an exciting image to sit in the background and make the content in the app stand out. Keep in mind that the widgets will sit on top of the background and cropping will occur. Graphic should be square and exactly 2732 by 2732 pixels.





DASHBOARD WIDGETS

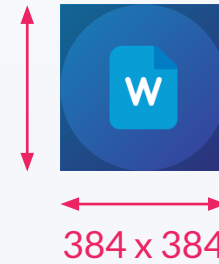
Circle Icon:

This is the small and compact icon style. Use this style for when you want to show off a bunch of items in the widget with minimal detail. Graphic should be 384 by 384 pixels (64x64@1x).

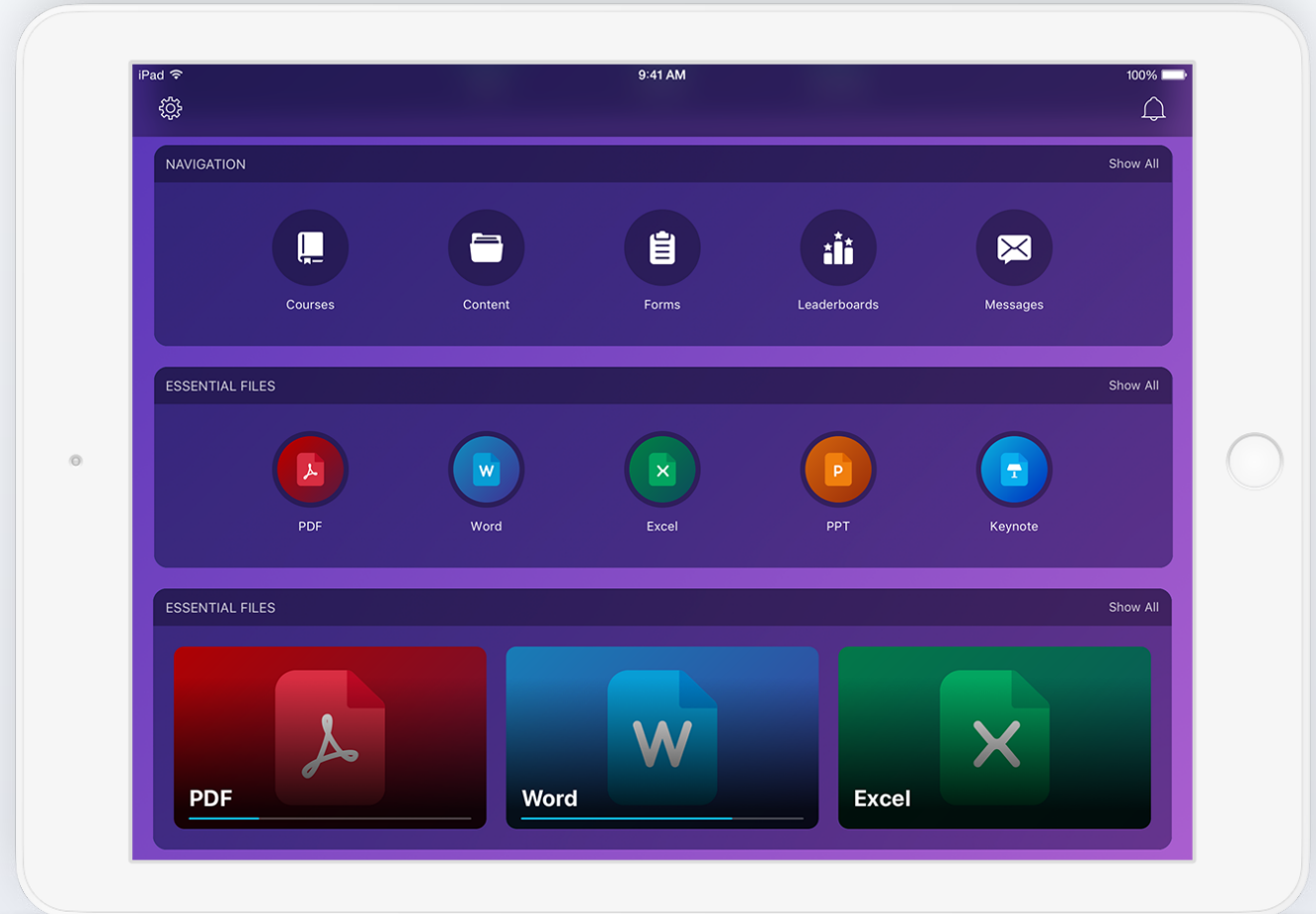
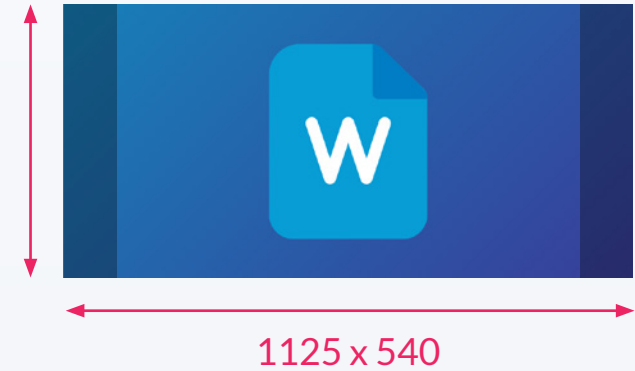
Tile Icon:

This is the larger and more graphic icon style. Use this style for when you want to add more detail into the image of each widget item and want each item to stand out more. Graphic should be 1125 by 540 pixels (375x180@1x).

Circle Icon



Tile Icon



ACHIEVEMENTS

Group Badge:

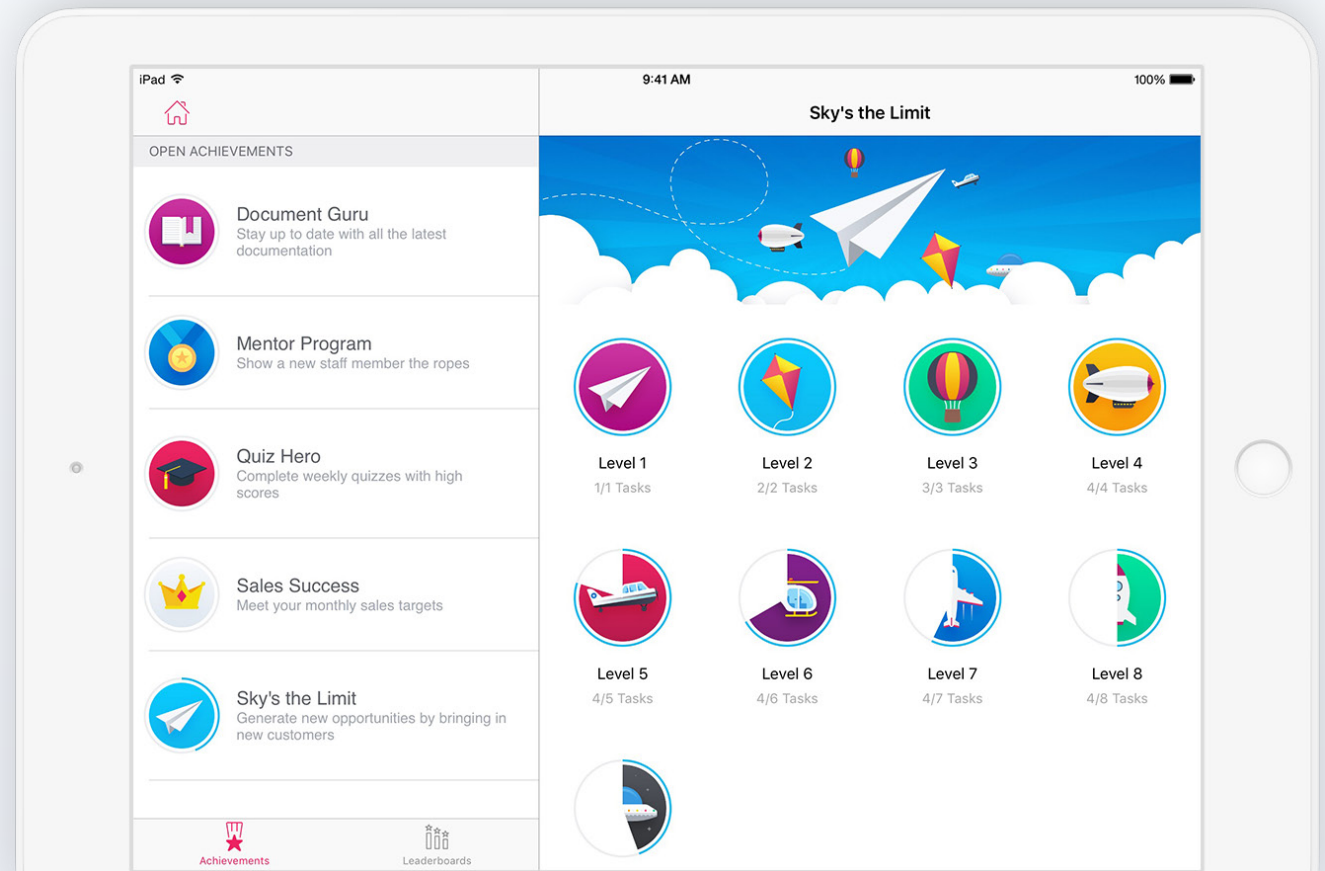
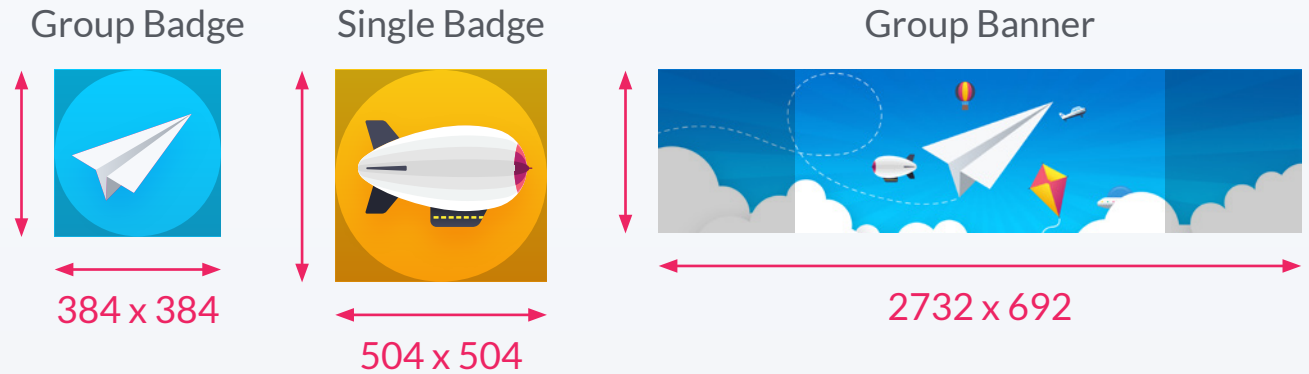
The group badge sets the theme for all the single badges contained inside the group. Graphic should be square and exactly 384 by 384 pixels (64x64@1x).

Single Badge:

These badges often match the style of the theme set by the group badge. Graphic should be square and exactly 504 by 504 pixels (84x84@1x).

Group Banner:

The group banner shows up as the header image for that group of achievements. Be mindful that cropping/scaling will occur across different devices, so text or logos might be cut off. Graphic should be 2732 by 692 pixels (1366x346@2x).





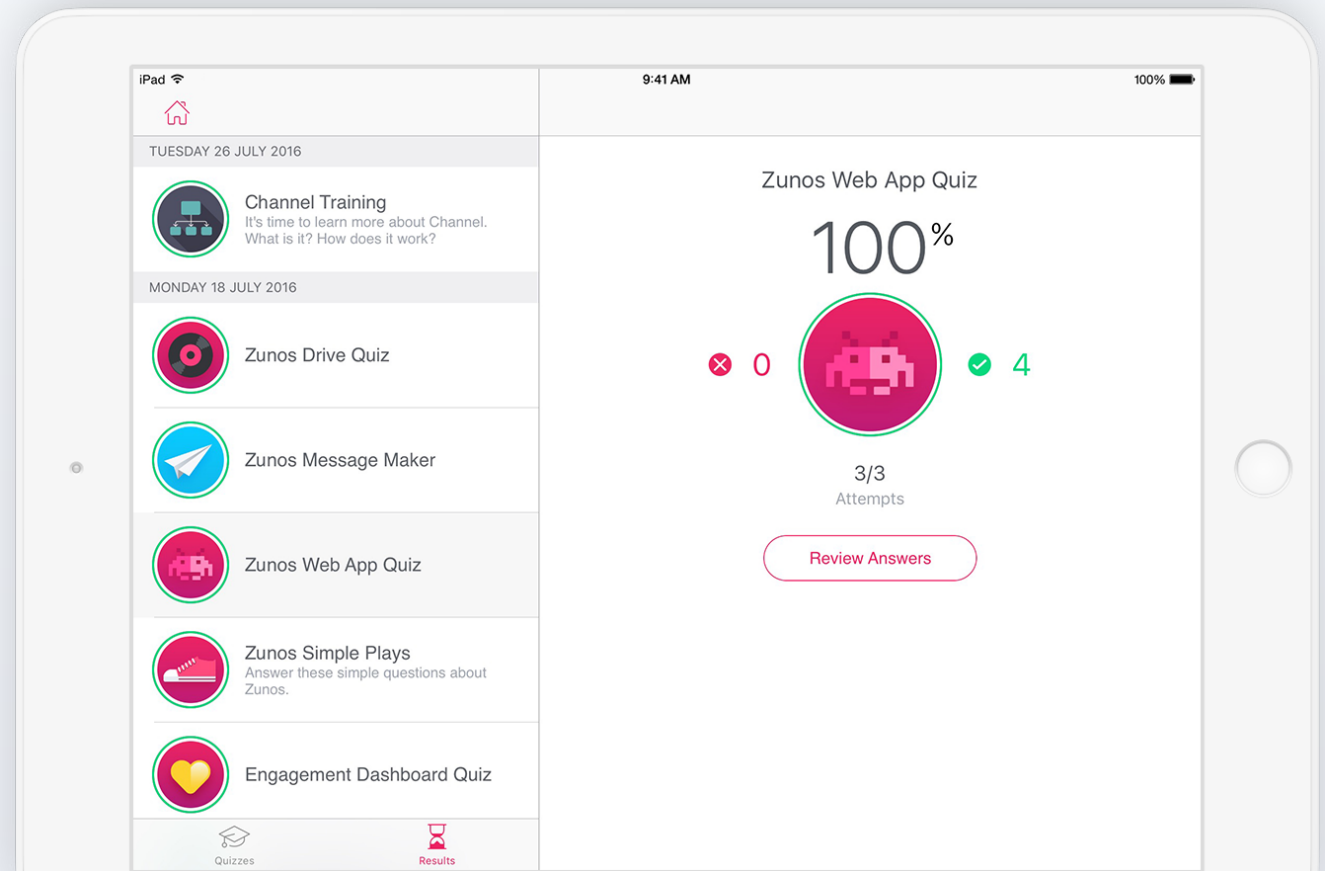
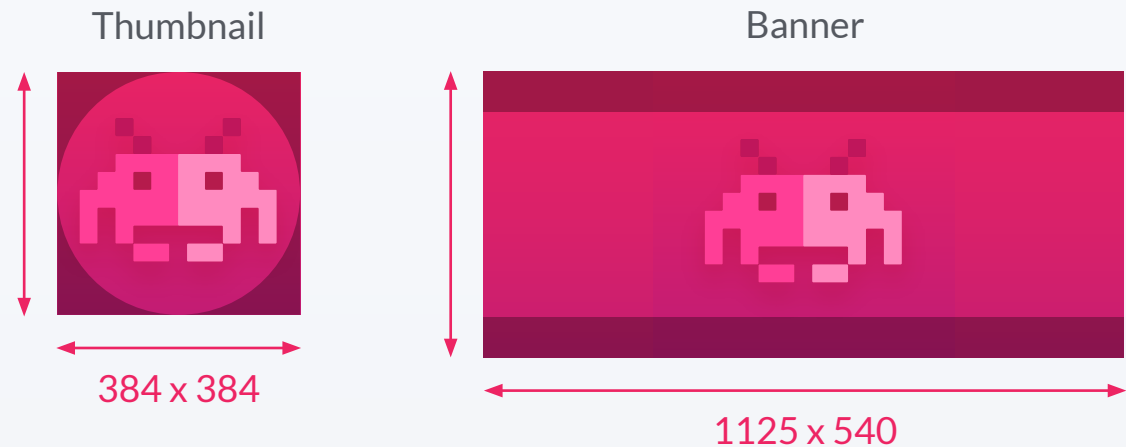
QUIZZES - PART 1

Thumbnail:

Choose an image to represent each quiz. The app will automatically re-size the graphic for both small and large versions. Graphic should be square and exactly 384 by 384 pixels (64x64@1x).

Banner:

This graphic will appear within a widget on the dashboard if the Tile Icon style is chosen for that widget (see page 3 for preview). The banner can only be added in the dashboard editor. Graphic should be 1125 by 540 pixels (375x180@1x).



QUIZZES - PART 2

Question (Standard & Chat):

Graphic should be 1302 by 660 pixels (434x220@1x).

Answer (Standard & Chat):

Graphic should be 492 by 552 pixels (164x184@1x).

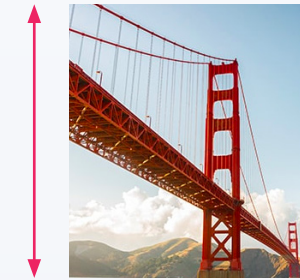
Card (Swipe):

Graphic should be 1284 by 1254 pixels (428x418@1x).

Question



Answer

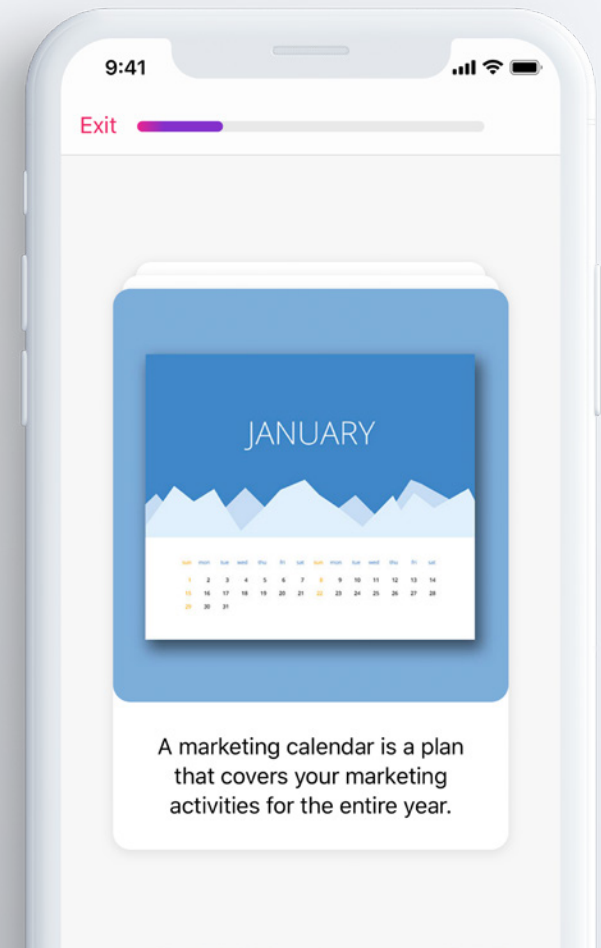
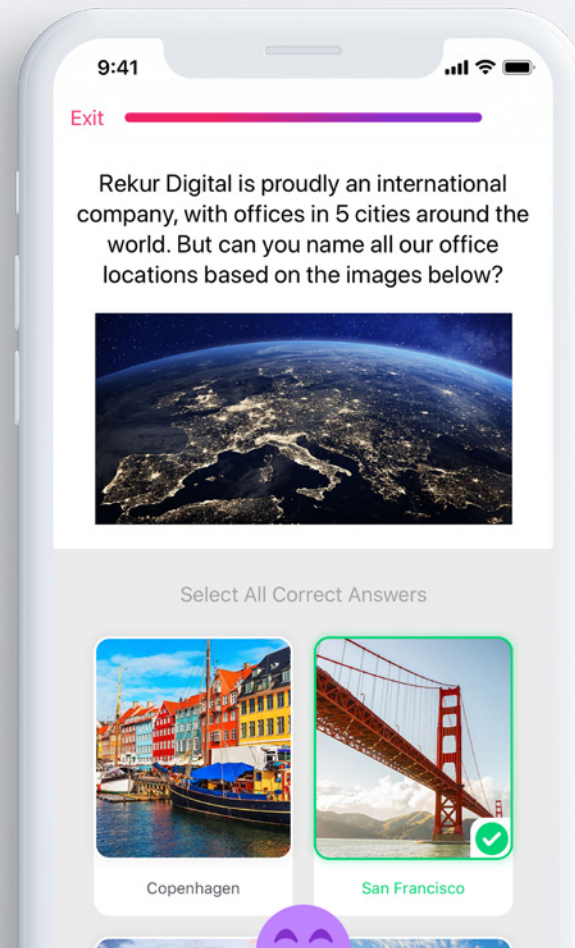


492 x 552

Card



1284 x 1254





CONTENT

Folder:

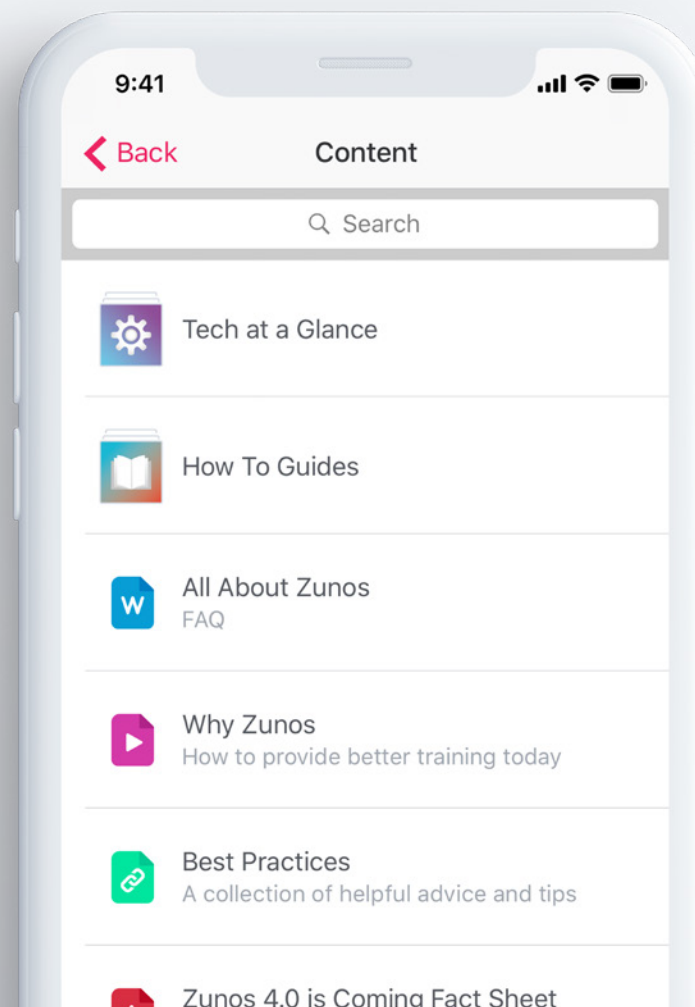
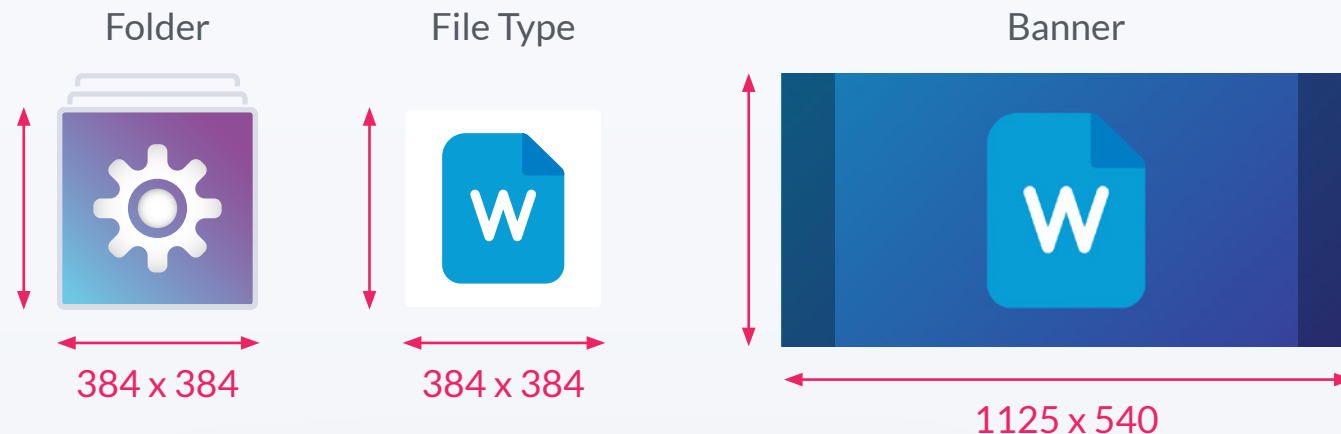
Choose an image for the folder to represent the group of content that's inside. Graphic should be square and exactly 384 by 384 pixels (64x64@1x).

File Type:

Customise the file type images to make the app look even more stylized to your brand. Graphic should be square and exactly 384 by 384 pixels (64x64@1x).

Banner:

This graphic will appear within a widget on the dashboard if the Tile Icon style is chosen for that widget (see page 3 for preview). The banner can only be added in the dashboard editor. Graphic should be 1125 by 540 pixels (375x180@1x).





COURSES

Thumbnail:

This will be the image that shows up in the search result when the user searches for courses. Make sure this image mimics the image you chose for the banner of the same course in order to keep consistency. Graphic should be square and exactly 384 by 384 pixels (64x64@1x).

Module:

Choose an image to represent each different module within your course. Graphic should be square and exactly 114 by 114 pixels (38x38@1x).

Banner:

This graphic will appear within a widget on the dashboard if the Tile Icon style is chosen for that widget (see page 3 for preview). Be mindful that cropping/scaling will occur across different devices, so text or logos might be cut off. Graphic should be 1125 by 540 pixels (375x180@1x).

