

Art Submissions

How to submit your fanart for consideration in the Hermitcraft Fan Art Gallery

This document outlines how to participate in the Hermitcraft Fan Art Gallery project. Please consider that we are trying to achieve something nice for our fanart community. Only a tiny portion of artists will make it into the gallery. We would love to include everyone but given technical limitations and legality issues, we can only accept a small amount of submissions. We appreciate all of your amazing creations and hope you understand that a little is better than nothing at all.

For more detail regarding the above statement, you can listen to Xisuma's 1182 episode of Hermitcraft.

Keralis' Event

For future events, please, **always** read the accompanying PDF. Some details will change per Hermit.

My event will run until **Sunday the 13th of October**. Get your creative juices flowing and submit your fan art before the deadline—because after that, no latecomers will make it into the gallery! I'll be spending the next few days picking my top four favorite pieces, plus another four that YOU get to vote on through my channel's community post page. Feel free to go wild! Whether it's inspired by my skins, builds, bases, hobbies, or anything in between, I'm accepting it all. And guess what? Other Hermits can join the party too! It doesn't have to be all about me—let's see what you've got!

Rules

To participate in this event as an artist, please respect the following:

- This must be your own original creation.
- Your artwork does not have to be newly created.
- Submissions cannot be AI generated or derivative of AI generated content.
- Only post your submission once (on either platform).
- You can only submit one piece of art for consideration in this event.
- You are allowed to include a signature or identifying mark in your image.

Note: Each round of submissions is its own event. You can submit one for every Hermit.

Image Properties

We are only accepting submissions that comply with the following:

- Your image must be submitted in the **.PNG** format.
- Its resolution must conform to the in game painting sizes.
- Each tile represents **128x128** pixels.
- The smallest amount is **1x1** tiles.
- The largest amount is **4x4** tiles.

Your image can only be one of the sizes shown below.

Imagine selecting a square/rectangle shape from the bottom left tile to another both upwards and right of this tile. This gives you the image size that will match the minecraft painting format.

*Example, a 3 high, 2 wide painting is **384x256** pixels.*

512x128	512x256	512x384	512x512
384x128	384x256	384x384	384x512
256x128	256x256	256x384	256x512
128x128	128x256	128x384	128x512

Height x Width

*We **do not** require you to use a limited color pallet or compress your images, however if you are knowledgeable about such technicalities and wish to reduce the file size by your own means, feel free to do so. This will help us in the long run and may mean we make no future alterations to your image for the means of compression and distribution.*

Art Framing

If your existing artwork does not conform to the above aspect ratio or resolution, you may resize or crop the image to meet these requirements. We will also allow padding or framing of the original art to help it fit within the required constraints. Feel free to use this space in a decorative or artistic manner.

Alterations

We reserve the rights to make alterations to the artwork for the purpose of compressing the image and reducing the file size if deemed necessary.

Where To Submit

You can submit your art via email.

- fanart@keralis.net

You must include.

- An author name you wish to be credited as.
- A name or title for your art piece.
- The appropriate creative commons license.

How To Publish With A License

Important Notice: *This license is irrevocable. Creative Commons means anyone can use this published material. Not just Hermitcraft exclusively. Please consider that carefully before publishing.*

For this project to work legally, we have deemed **Creative Commons Attribution 4.0 International** to be the appropriate publishing license for the project. Your artwork must be submitted with this license attached. To obtain the license, visit <https://chooser-beta.creativecommons.org/> and select **CC BY 4.0** as your second input choice.

1 License Expertise
I know the license I need.

2 Which license do you need?

CC BY 4.0

BACK NEXT

3 Attribution Details

In step 3, fill out, **Title of Work** and **Creator of Work**. The rest are optional. When completed, select **Print Work or Media**. You can then copy the abbreviated plain text and submit it in the post or tweet with that has your artwork included.

Website **Print Work or Media**

Copy the text below and paste it on the title and/or copyright page of your print work or presentation, or in the credits of your media.

Plain Text

Title of Work by Creator of Work is licensed under CC BY 4.0. To view a copy of this license, visit <https://creativecommons.org/licenses/by/4.0/>

license abbreviation ☒ full license name

Copy

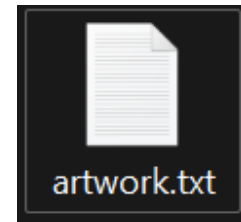
Example Of Attributions

If your submission is chosen, your artwork will be attributed by us in three ways.

A sign in the art gallery

On the paintings tooltip

In a text file



That's All!

A big thank you to everyone participating <3