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.

Zedaph's Event

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

My event will run until Sunday 8th of June. Submissions after this deadline will not be considered for the art gallery. I plan to choose my personal favorite five. I'd like the submissions to be about "Zedaph's Season 10". My "Gamified Season". About one of my minigames, or the base as a whole. "Is That Sheep Looking At Me?" is also great!

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 Al generated or derivative of Al generated content.
- Only post your submission once.
- 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.

<u>, </u>				
į	512x128	512x256	512x384	512x512
;	384x128	384x256	384x384	384x512
2	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 in the reddit thread this PDF was linked from.

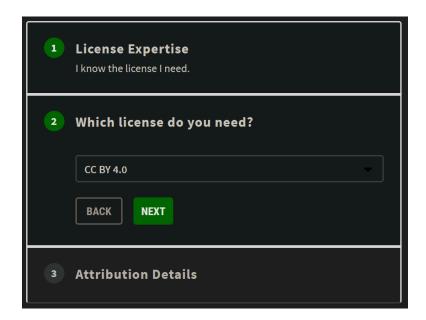
You must include.

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

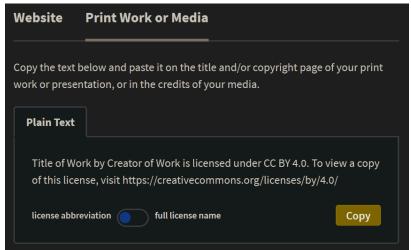
How To Publish With A License

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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.



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