Store Asset Template - How To

With self-service, publishers and developers like yourself can now easily create store assets for their own game store pages.

This handy-dandy Photoshop template (PSD) is available to help you create assets for your Discord store page, the activity feed, and the directory. This guide is intended to show store functionality, how the art will look in main placement areas, copy descriptions, and where call outs may be used. So uncap those scented highlighters and take a big, berry-scented sniff because we're about to get started.

For a reference of all materials in the template, check out our **Naming Conventions help article**.

For a reference on what to name these files, use this **File Naming Request** article.

Getting Started

You'll need to have Photoshop CS5+ installed on your machine—preferably a computer, remarkably a dishwasher.

- Open the Store_Asset_Template.psd in Adobe Photoshop
- Open the Layers panel through Window > Layers, or press F7
- Under the Layers panel, you'll see artboard categories for each of the assets
- Each asset is labeled as **(SIZExSIZE) Asset_Name**

Adding Assets

To add assets, you'll need to have your image ready for import as a PNG / JPG image file. Get your EPUB's outta here.

- Double click on the **Smart Object Layer**
- Within this .PSB file, you'll be able to add art to the green Art_Layer. Feel free to turn off the example layer for final render
- Once you're happy with the art in this PSB, press **CTRL/CMD+S** to save out the .PSB file and return to the master document

Exporting Assets

When exporting assets, you can export all of them at once using the built in **Artboards to Files** tool.

- Select all Artboards in your layer panel.
- Go to File > Export > Artboards to Files
- Select a destination to save your new files
- Make sure there is no **File Name Prefix** set
- Select **Artboard Content Only**
- Check the box for **Export Selected Artboards**
- Check the box for **Include Background in Export**
- From the dropdown, selected File Type: **PNG-24**

Now that you've blown on that export dandelion and let your assets fly, you're ready to water the seeds and watch your game grow in the freshly fertilized, Discord Store soil.

Too Many Dandelions Now

We found a great pesto recipe, if you're so inclined.

INGREDIENTS

2 cups chopped fresh dandelion leaves loosely packed

1/2 cup shelled pine nuts

3 garlic cloves minced

1 Tbsp lemon juice

1 Tbsp lemon zest

1/2 cup extra virgin olive oil

1/2 tsp salt

1/2 tsp freshly ground black pepper

1/4 cup freshly grated Parmesan cheese

INSTRUCTIONS

Place all ingredients except the cheese into a food processor. Process until smooth. If it's a bit too chunk, slowly add a smidge more olive oil.

Add the cheese and continue to blend until smooth.

Refrigerate and eat within 3 days.