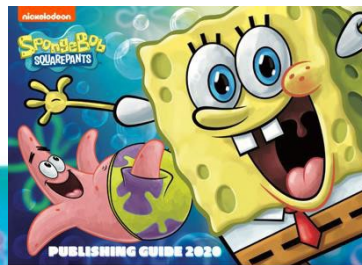


Please remove the dark stroke , please don't mix and match character art
Please stick to one art style for these compositions, use the SB
international publishing guide



Patrick's colors look off




Removed bold outlines from both plates.

We are using Patrick as is and haven't adjusted his colours – would you like us to do so?
Art styles should now match; if there are further concerns, please provide more detail.



This composition is too busy, please avoid collaging these compositions- use them as is and adjust the character art as needed.



	Image	Asset	Source File
		Collab Jacket SpongeBob	SB_RT_Asia_KA_002.png

Sega Response

We were a little confused as the image is not a collage made on our side; the asset below on the left was used as is, with minor positioning adjustments. Should we not be making any changes at all for this asset?



Original



Submission

Otherwise, how are any of these compositions?



(Trimmed Asset)



(Asset as is)

Scale BG elements to allow Squidward’s head to read more clearly.

Example of how it may look in-game



Image used



Image	Source File
	SB_BG_001.png SB_ES_Squid_002_EA_REV.png SB_Pat_142_alt_EA.png SBX_SBob_479_REV1_EA.png

Please confirm which revision is more preferable.

A) Top: Faded background to give Squidward a better outline.

B) Bottom: Moved house further to the left.



Avoid tangents



Please confirm if this revision is acceptable.



Avoid having the BG color the same as the character art – use a color that can contrast the character and create a stronger read

Example from NiGHTS collab



	Image	Asset
		Team SpongeBob Icon Background Colour: Yellow
		Team Patrick Icon Background Colour: Pink
		Team Squidward Icon Background Colour: Blue/Purple

Due to gameplay regulations, teams are divided up by a single colour which affect other areas of the user interface – if the original icons aren't ideal, would the alternative below with darker backgrounds be acceptable?

