STRATA-G / ART KIT

MAKE THE ART. KEEP THE GAME.

Seven games. Your universe.

Start with your game folder. Use the editable SVG in Illustrator or the layered PSD in Photoshop. The PNG guide is a visual reference; it is not a finished playing set.

For an AI: give it the stratag-art/SKILL.md file, your chosen game/export-spec.json and your theme. If the AI supports installed skills, use the skill folder. Otherwise attach or paste the instruction text as an ordinary file. A skill is guidance, not a guarantee.

01 DESIGN THE PHYSICAL PIECE

A character is a theme. A Reversi piece is still a disc; a knight is still a complete chess piece. Put the character into the correct physical form.

02 EXPORT CLEAN FILES

Hide GUIDE layers. Export separate PNGs with the specified names. Keep true transparency around individual pieces; never draw a checkerboard background.

03 TEST ON THE TABLE

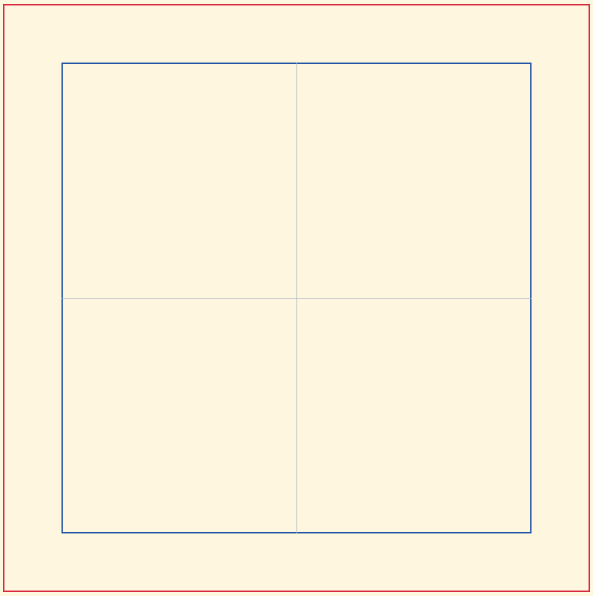
Import into Strata-G and inspect the opening setup and small pieces. Swap sets midgame. Check that sides and roles are clear without zooming.

Recommended: boards at 2048 x 2048; pieces at 1024 x 1024. Domino faces are 1024 x 512. The included file checker checks dimensions, alpha, safe margins and filenames. Visual review is still necessary.

GAME-SPECIFIC RECIPE / 0.8

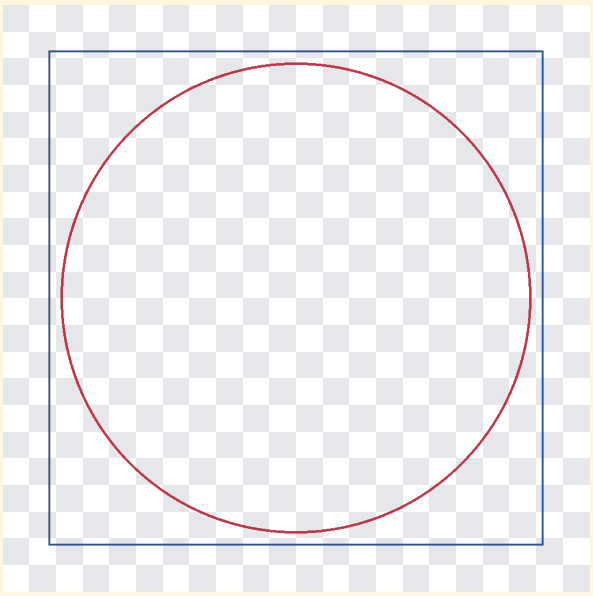
Reversi

Two faces of a matching circular disc. Characters are sculpted reliefs, engraved emblems, or illustrations ON the disc. Keep the circular rim, footprint and thickness identical. No portrait busts or freestanding figures.



BOARD / TABLE

Square, overhead. The centered 80% field stays calm. Ornament belongs in the outer 10% on every edge. Do not paint grid lines, pieces, labels or move hints.



PIECE / TILE

Blue: keep the complete object inside. Red: physical footprint or chess base. Match camera and light across the set. Guide marks never appear in final PNGs.

REQUIRED EXPORTS

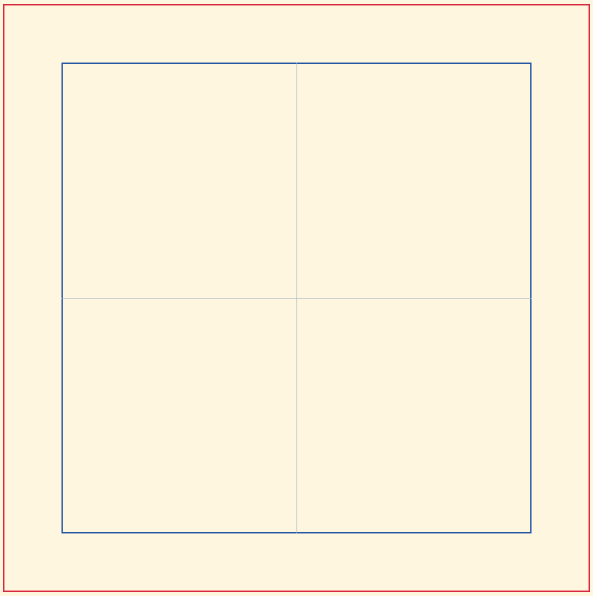
board.png, dark.png, light.png

Alien example: a dark saucer-shaped disc with a Grey alien relief in a spacefleet uniform; a matching light disc with an armored reptilian relief. The rim stays circular. No isolated heads or shoulders.

GAME-SPECIFIC RECIPE / 0.8

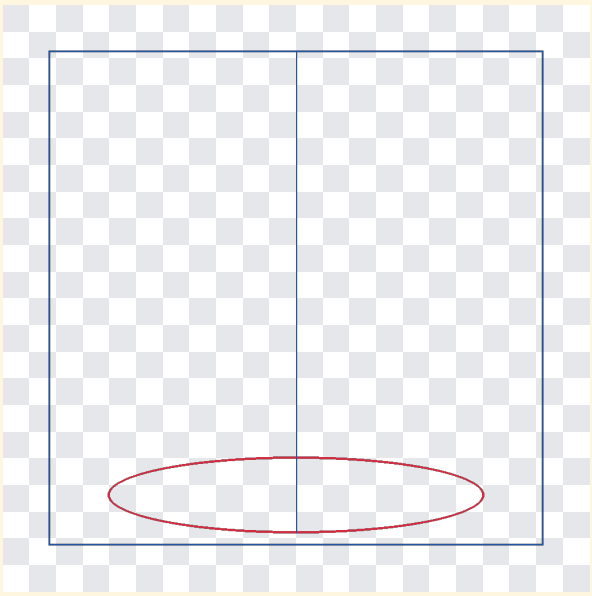
Chess

Twelve complete playable figures on matching bases. Pawn, rook, knight, bishop, queen and king must remain identifiable by silhouette. Use one elevated three-quarter camera angle; keep the complete base and body inside the canvas. No cropped busts. Kings and queens may be taller than pawns.



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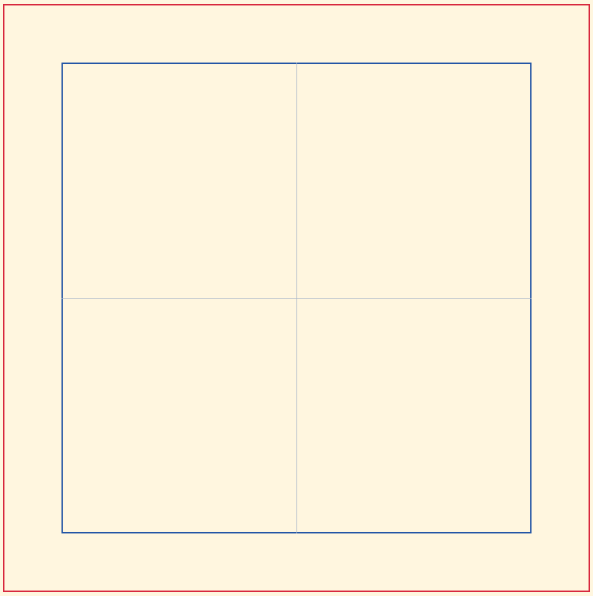
board.png, white-pawn.png, white-rook.png, white-knight.png, white-bishop.png, white-queen.png, white-king.png, black-pawn.png, black-rook.png, black-knight.png, black-bishop.png, black-queen.png, black-king.png

Chess also supports 32 distinct starting pieces. Use Chess/individual-export-spec.json and choose 32 individual pieces in Art Studio. Both formats use this piece template.

GAME-SPECIFIC RECIPE / 0.8

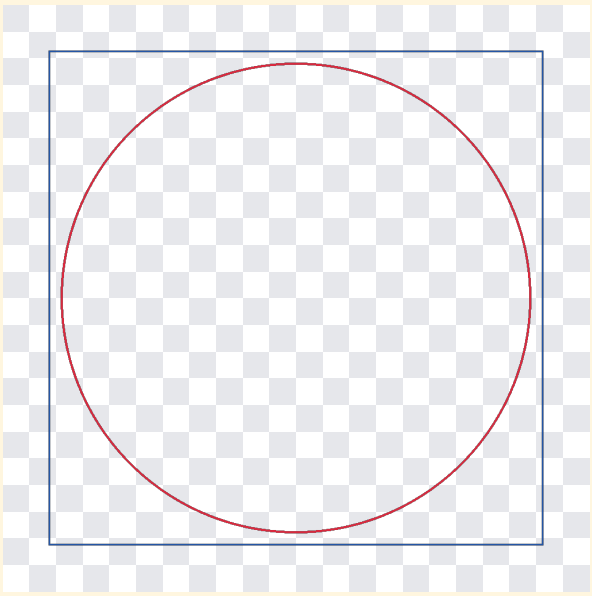
Checkers

Two matching circular checkers and two king variants. Kings use a visible crown or doubled rim within the same footprint. Keep every piece low, stackable and readable. Characters decorate the face.



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REQUIRED EXPORTS

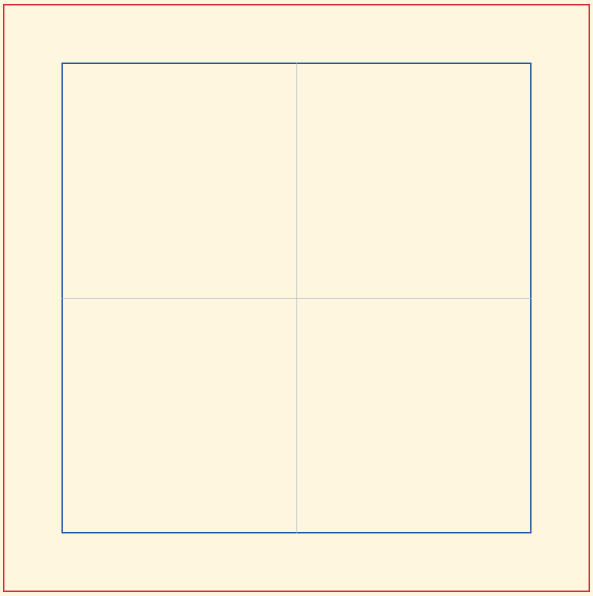
board.png, dark.png, light.png, dark-king.png, light-king.png

Duplicate the piece document for each required export. Reuse one physical base, camera and light rig across the set. See CURRENT FEATURES.txt for importer limits and built-in layouts.

GAME-SPECIFIC RECIPE / 0.8

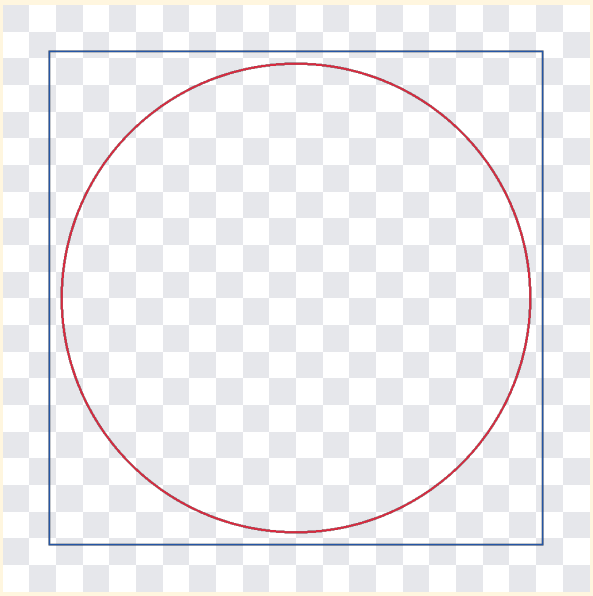
Go

Matching low, convex stones with circular footprints, viewed overhead. Black remains predominantly dark and white predominantly light. Restrained relief or subtle material detail is welcome; faces and limbs must not hide the stone silhouette. The same board works at 9 x 9, 13 x 13 and 19 x 19. The app draws the grid, star points and stones on intersections. Do not paint grid lines or star dots into the board.



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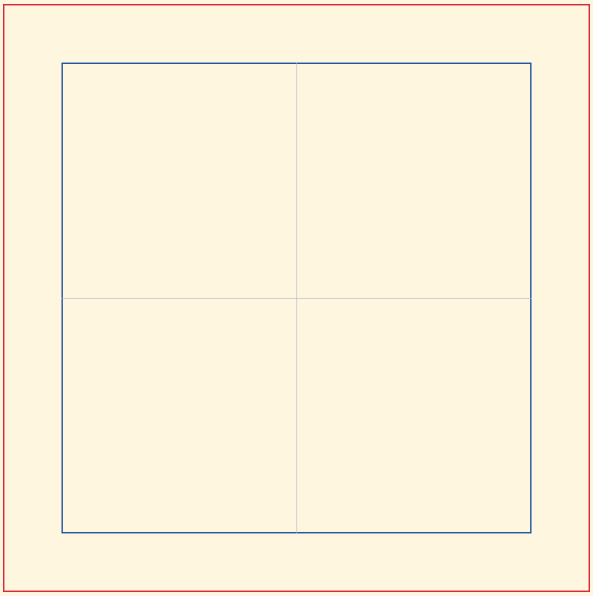
board.png, black.png, white.png

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GAME-SPECIFIC RECIPE / 0.8

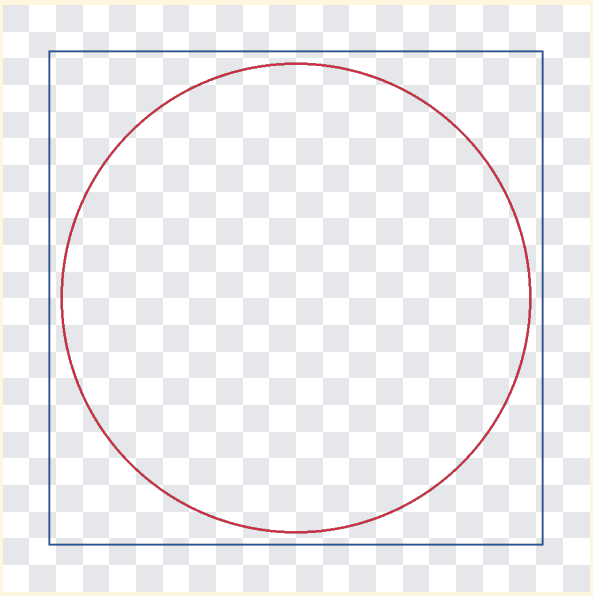
Backgammon

Two low, stackable checkers plus optional die.png: a blank 512 x 512 square with a calm center and decorated rim. The app draws readable pips. This import template uses app-drawn points and bar. Built-in illustrated bar-and-well boards use a separate layout; do not copy their markings into this template.



BOARD / TABLE

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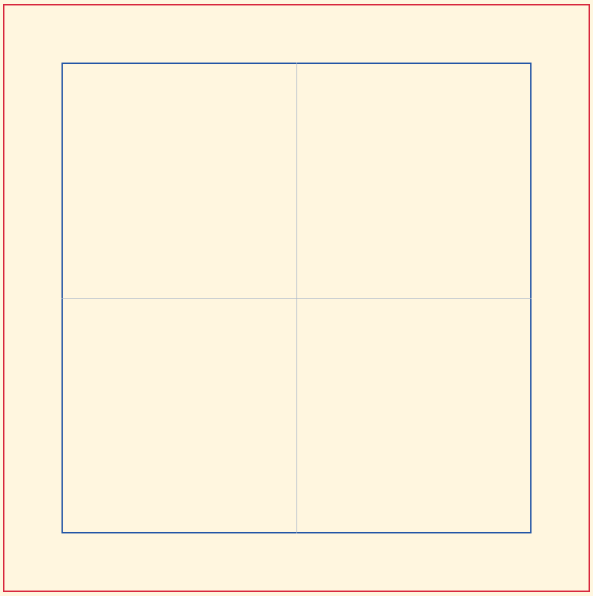
board.png, light.png, dark.png

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GAME-SPECIFIC RECIPE / 0.8

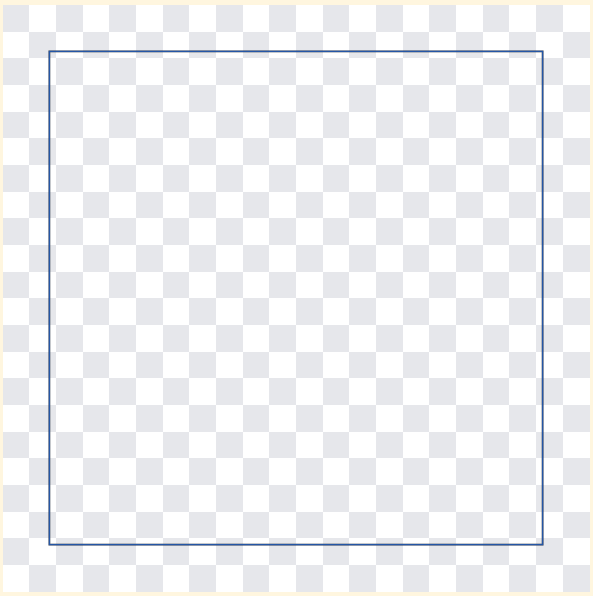
Tic-tac-toe

One unmistakable X and one unmistakable O. Characters may inhabit the strokes, but preserve the crossing diagonals of X and open center of O. Matching scale, lighting and depth. The app draws the 3 by 3 divisions.



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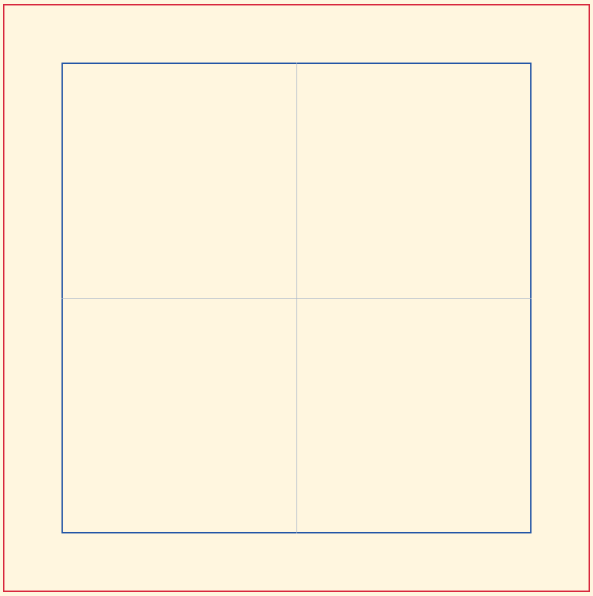
board.png, x.png, o.png

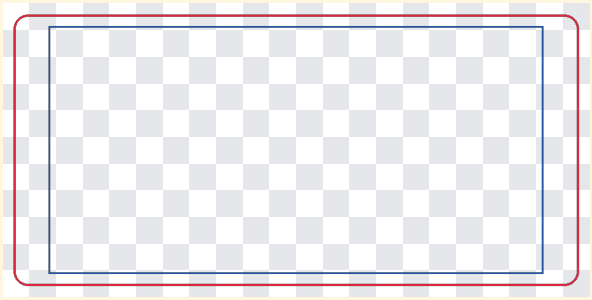
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GAME-SPECIFIC RECIPE / 0.8

Dominoes

A table surface and one blank horizontal 2:1 domino face. Keep two square pip areas clear with a calm, light surface, or intentionally choose light pips in the app for a dark tile. Do not generate pips, divider, values, numbers or a 28-tile sheet. The app supplies correct values and the divider.





BOARD / TABLE

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PIECE / TILE

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REQUIRED EXPORTS

board.png, tile.png

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FINAL QUALITY CHECK

Small pieces. Clear choices.

AT 48 PIXELS

Can you distinguish the two sides immediately? In Chess, can you still identify every role? In Checkers, is a king different from a regular piece?

AT FULL SCREEN

Are the board ornaments crisp? Do pieces have intact edges and enough transparent space? Avoid large baked shadows: the app adds movement and contact shadows.

DURING PLAY

Check a crowded board, an edge placement, a capture and a flip. Art must fit the same footprint throughout the move. Do not let a face, arm, antenna or weapon protrude into the next square.

WHAT AUTOMATION CANNOT PROVE

A file checker can detect a missing alpha channel or the wrong dimensions. It cannot determine whether a beautiful portrait is really a playable disc. Inspect the art and the in-game preview.

BRING IT INTO STRATA-G

Art Studio > Add art set > choose the game. Select all files together when they use the kit names. Inspect the preview, name the set and save. In a match, use Change set.