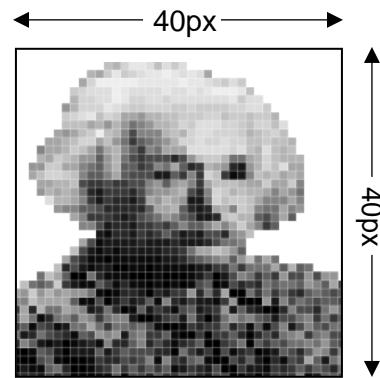


FRC Team Avatar Specifications

Avatar (n) – An icon or figure representing a particular person or group of people in video games, Internet forums, etc.

Avatar Formatting Rules

- Avatars must be in Portable Network Graphics (PNG) format.
 - o Animated (APNG) formats will NOT be accepted.
- Alpha Channels (transparencies) are allowed.
 - o Avatars will be placed on a background representative of the color of the Alliance on which the team is participating.
 - Red Hexadecimal RGB Color: #ed1c24
 - Blue Hexadecimal RGB Color: #0066b3
- The pixel dimensions of the Avatar image must be 40x40 pixels exactly, with an image resolution of 72 pixels/inch.
- The maximum file size for the Avatar is 100KB.
- Teams may not use the color Fuchsia in their Avatars, hexadecimal RGB color #ff00ff, or visually similar variants as this is the chroma color used at events. Otherwise, there are no color restrictions for Avatars.



Avatar Content Rules

- No images may contain material protected by intellectual property laws, including, by way of example, and not as limitation, copyright or trademark laws (or by rights of privacy or publicity) unless you own or control the rights thereto or have received all necessary consents to do the same.
 - o ***In other words don't upload images belonging to sports teams, company or organizational logos, TV or movie characters, or any other image that you don't own or have explicit licensing or permission to use.***
- Avatars represent your team identity and must be designed in the spirit of *FIRST*[®] and *Gracious Professionalism*[®].
- *FIRST* staff reserve the right to reject Avatars at their discretion.

Examples

The Blue Alliance has a great listing of the Avatars used in previous seasons.

- <https://www.thebluealliance.com/avatars/2018>
- <https://www.thebluealliance.com/avatars/2019>