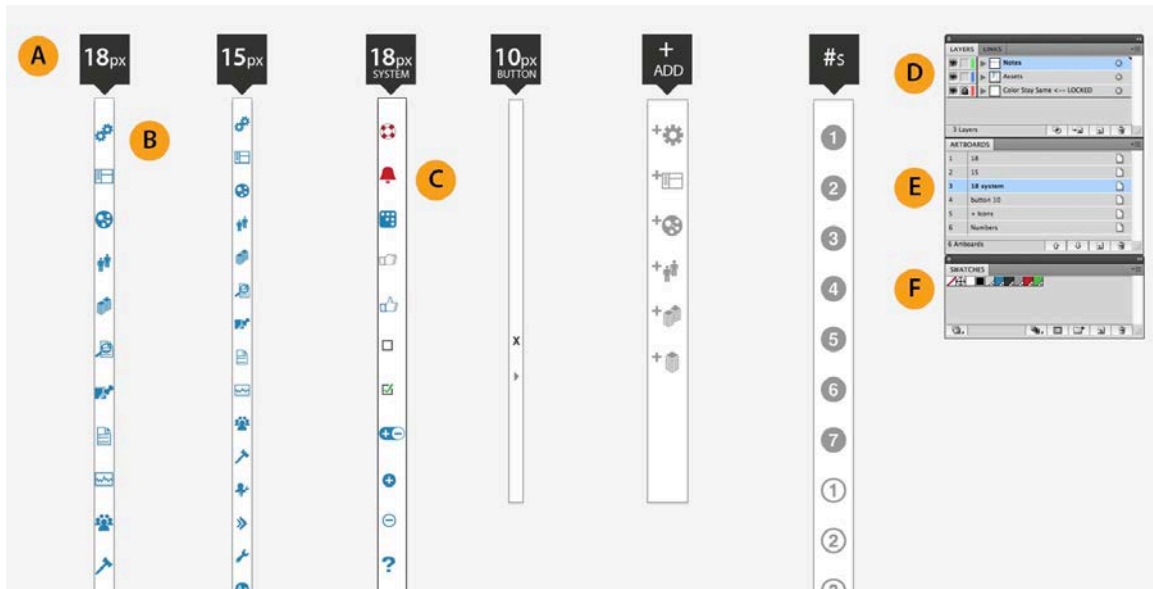


## Modifying Sprite Colors

### Step 1

#### Open Illustrator Document

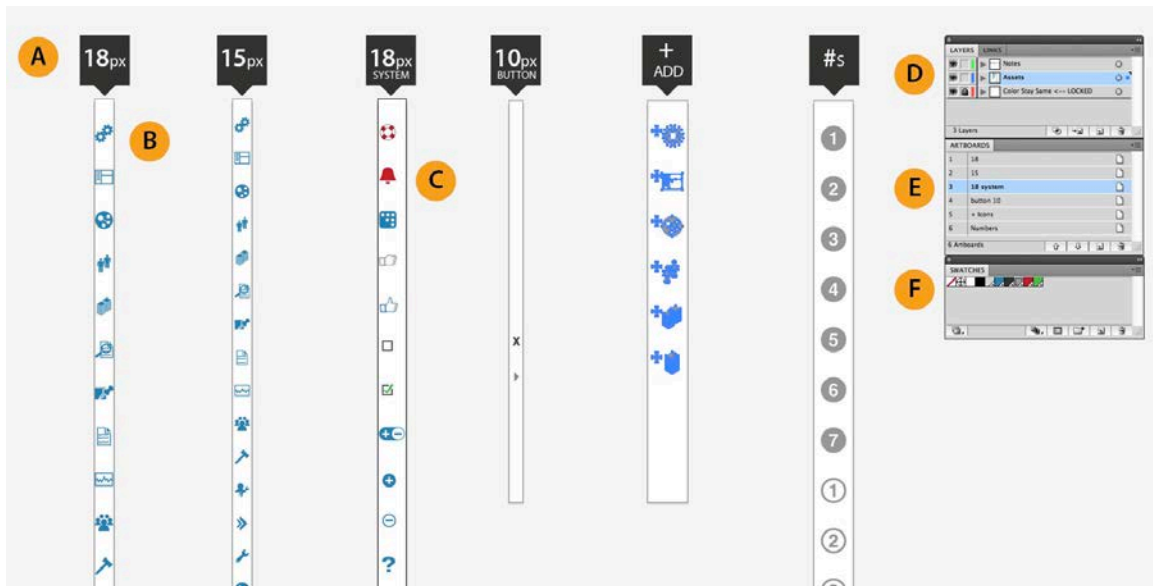
Open the illustrator document that includes the sprite designs for your platform deployment. The following illustration provides a brief overview of the document.



Element Name	Description
Headers	The headers coordinate with the Artboards "E" and indicate which set of sprites are on the Artboard and can be modified.
Icons	The icons are stacked on the Artboard and cannot be moved. The location of each icon is specific, if moved they will not be visible in the programmed User Interface.  Some icons are locked and cannot be changed. You can see in the Layers Panel "D" the bottom layer is locked and should remain locked.
Layers Panel	You can turn layers on and off if needed.
Artboards	You can select the Artboard by clicking on it. You must also select the Artboard when saving a modified icon.
Color Panel	It is recommended that you create spot colors for all of your brand specific colors. This will allow you to make changes easily.

## Step 2

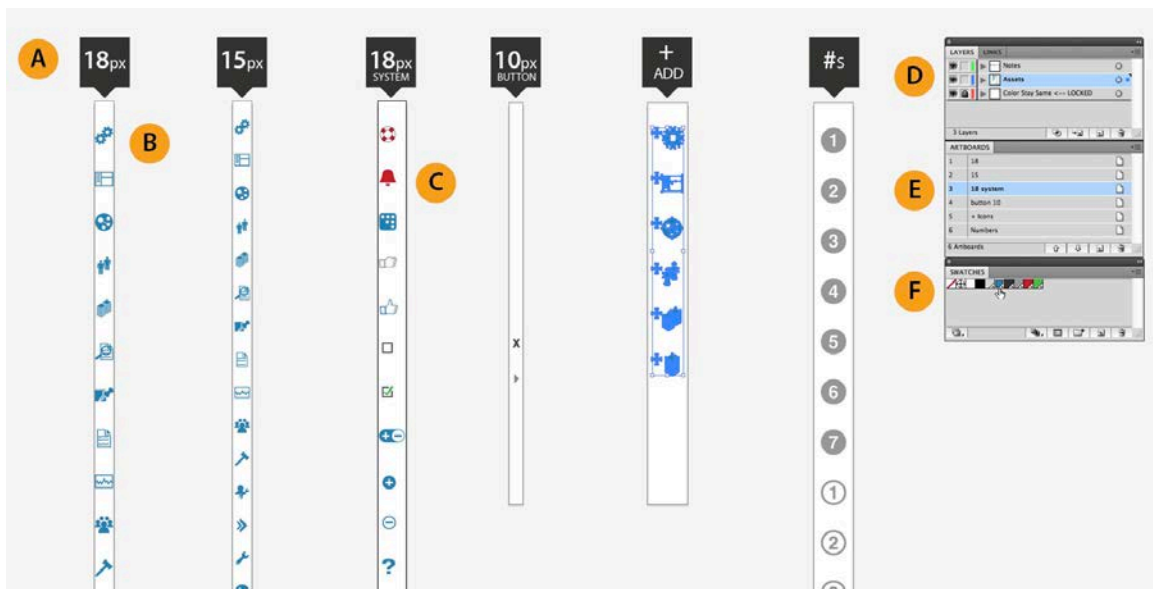
### Select the Icons



- In this screen the "+ ADD" are selected on the Artboard. Be very careful not to move the icons.

## Step 3

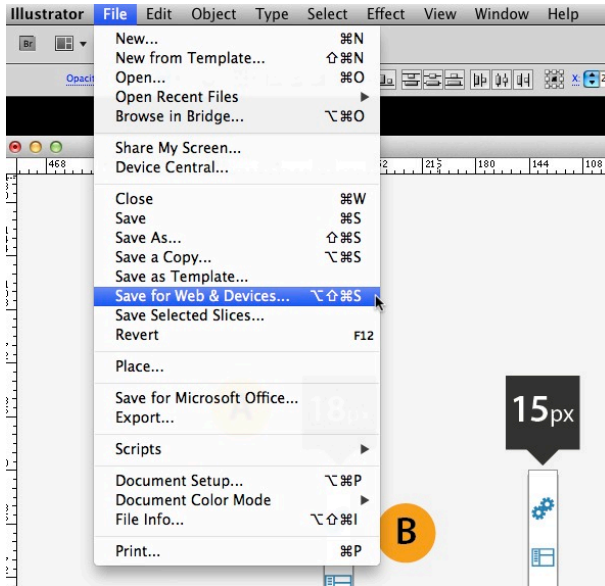
### Change Icon Color



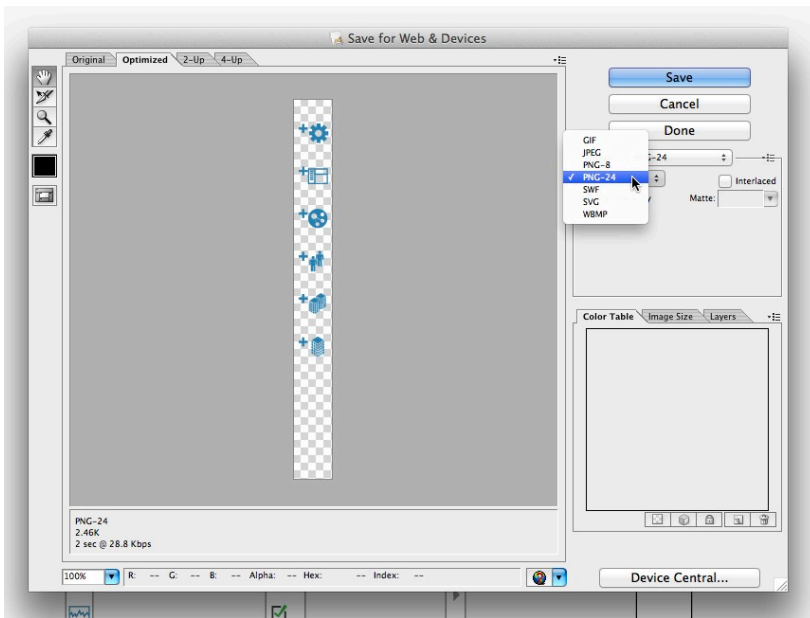
- With the icons selected you can now change the color of the icon by selecting a color from the Color Panel "F." Make sure you are filling the icon. NO stroke should be applied to the icons.

## Step 4

### Save Icons



- A. Now the color has been modified to match your brand standards, you must save the Artboard as a PNG file. In the File menu at the top of the screen select the "Save for Web & Devices." A new screen will pop-up and look similar to the following:



- B. Select PNG-24 and click the **Save** button. You are now ready to update your sprites in the resource folder and see the new colors in the UI.

