

OpenGameArt.org (+ itch.io free assets)

ID	GP-008
Type	Game Asset Library
Category	K. Gaming and Pixel Art
Source	https://opengameart.org/
Licence	Per asset: CC0, CC-BY 3.0/4.0, CC-BY-SA 3.0/4.0, OGA-BY 3.0/4.0 or GPL, as listed on each submission (OGA FAQ). Itch.io assets: each creator's own terms
Commercial use	Yes under each asset's licence
Attribution	Required for CC-BY / CC-BY-SA / OGA-BY / GPL assets
Redistribution	Per licence (share-alike for BY-SA and GPL)
Delivery	Free download per submission
Updated	2026-10-24

Notes

Community library of free game art, music and sound, each upload carrying its own open licence; itch.io's free game-assets listing is the main alternative, with creator-set terms per pack.

Our analysis

Our capture of OpenGameArt.org: a dense dark-blue portal layout with a top nav, tiles of the latest art, music and sound, and side columns for forums and collections. Strength: every submission states its licence and an attribution notice. Risk: licences vary per file (CC-BY-SA and GPL bring share-alike duties), so you must record the licence of each asset you download.

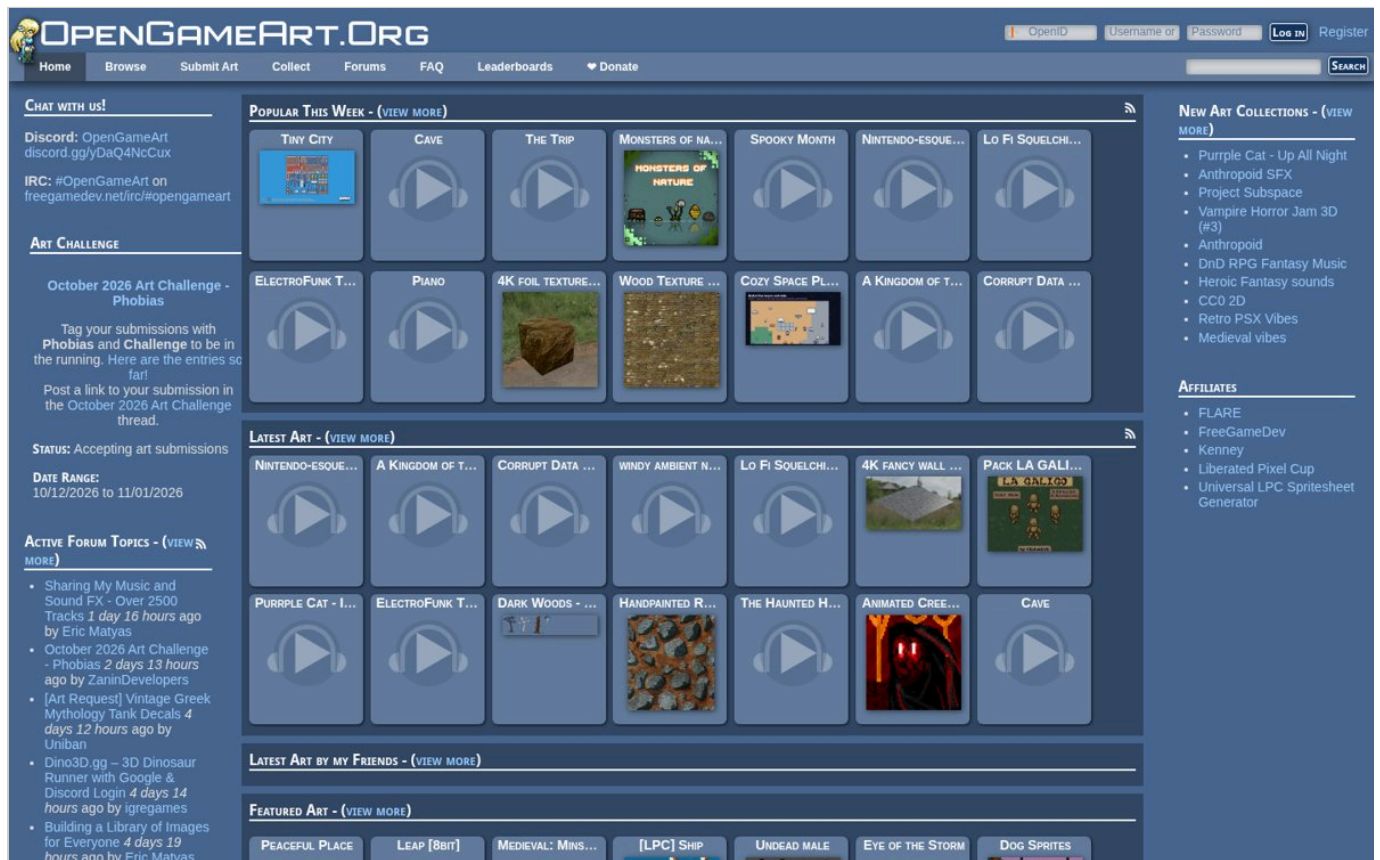
Best practices

- Record the licence and author of every file you download in a credits sheet at the moment you download it (OURS).
- If an asset lists several licences, you only need to follow one of them (OFFICIAL, <https://opengameart.org/content/faq>).
- Watch DRM: CC-BY and CC-BY-SA forbid distribution with DRM, OGA-BY removes that restriction; check before shipping to console or app stores (OFFICIAL, OGA FAQ).
- For itch.io packs, read each creator's page: terms are set per pack, not by itch.io (OURS, <https://itch.io/game-assets/free>).

How to use

Credit template from the OGA FAQ (when no notice is given):
"[asset name]" by [author name] licensed [license(s)]: [asset url]

Figures and reference captures



Reference capture of <https://opengameart.org/> (landing view), taken 2026-10-24 16:42 (UTC+8) by this library with a headless browser at 1440×900, reduced to 1200px. Fair-use reference for design analysis only; the page, its artwork and marks belong to OpenGameArt.org and each asset's author. Asset files are not redistributed through this capture: get them from the source under its licence. Source: <https://opengameart.org/>. Fair-use reference capture; content © OpenGameArt.org and each asset's author. Entry license: Per asset: CC0, CC-BY 3.0/4.0, CC-BY-SA 3.0/4.0, OGA-BY 3.0/4.0 or GPL, as listed on each submission (OGA FAQ). Itch.io assets: each creator's own terms

Reference captures are fair-use screenshots for design analysis, credited to their source; no asset files are redistributed in this PDF. Licence summaries are not legal advice: read the source's licence before use.

OpenGameArt.org (+ itch.io free assets): deep dive

Gaming & Pixel Art deep dive, checked 2026-10-24 (UTC+8). OFFICIAL = stated on the cited official page, README, licence or package file; ESTIMATED = measured by Design Library (file sizes, counts, contrast); OURS = our interpretation, not legal advice. Earlier pages hold notes, analysis, best practices and captioned figures with sources.

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- For itch.io packs, read each creator's page: terms are set per pack, not by itch.io (OURS, <https://itch.io/game-assets/free>).

Licences on OGA OFFICIAL

- CC0: 'may be copied, modified, distributed ... without asking, crediting or notifying'.
- CC-BY 3.0/4.0: credit required, indicate changes, no DRM distribution. CC-BY-SA: same plus share-alike. OGA-BY 3.0/4.0: CC-BY without the DRM restriction. GPL is also allowed.
- With several licences listed, you may pick one of the listed licences and follow only that one (OGA FAQ answer, paraphrased).

Source: <https://opengameart.org/content/faq>

How to credit OFFICIAL

- If no notice is given: "[asset name]" by [author name] licensed [license(s)]: [asset url], in the credits file and credits screen.

Source: <https://opengameart.org/content/faq>

itch.io free assets OURS

- itch.io lists thousands of free packs, but each creator sets the terms; read the pack page and save it with the download.

Source: <https://itch.io/game-assets/free>

Pitfalls and lessons OURS

- Share-alike (CC-BY-SA, GPL) can oblige you to release derivative art under the same licence; avoid it for closed commercial art unless you accept that.

Source: <https://opengameart.org/>