BIFANA
STUDIO

DIGITAL KIT

Icons, social, web and editable digital templates.

SMALL TEAM. STRANGE IDEAS.

One source. Correct exports.

Favicon	SVG + ICO + 16/32/48 PNG
Apple Touch	180x180 PNG
PWA	192 + 512 PNG
Profile master	2048x2048 PNG
Square post	1080x1080
Portrait post	1080x1350
Story / Reel	1080x1920
YouTube	1280x720 + 2560x1440
X header	1500x500
OpenGraph	1200x630

Templates, not cages.

Each game keeps its own art direction. Bifana adds a consistent studio frame: logo, typography, orbit/star accents and clear information hierarchy.

ANNOUNCEMENT

[GAME]

Replace game art / copy

DEVLOG

[GAME]

Replace game art / copy

SCREENSHOT

[GAME]

Replace game art / copy

RELEASE

[GAME]

Replace game art / copy

Vector first.

Use SVG for Bifana marks, patterns and interface ornament. Use AVIF/WebP for game screenshots and photography. The corporate package does not rasterise game art into the identity.

```
/brand/
  bifana-wordmark-dark.svg
  bifana-wordmark-light.svg
  bifana-studio-dark.svg
  bifana-symbol.svg
  favicon.svg
  favicon.ico
  icon-192.png
  icon-512.png
  site.webmanifest
  bifana-brand.css
```

Bifana signs the game. It does not repaint it.

01 Corporate marks remain consistent.

02 Game key art keeps its own palette and typography.

03 Use Bifana accents sparingly around, not over, key art.

04 Never place orbit/star motifs over critical game UI or faces.

05 Social templates can be broken when the idea is stronger - but keep the Bifana signature.

READY FOR WEB + SOCIAL

01_ICONS - browser, app and profile icons

02_SOCIAL - publishing-ready PNG assets

03_WEB - SVG marks, favicon package, tokens, manifest

04_TEMPLATES - editable SVG source templates

README_DIGITAL_KIT.md - implementation guidance

NEXT: GAME APPLICATION SYSTEM -> VILLAMUDA + future titles