

Sourcing Assets

An **asset** is something you use in a project - for example, a photograph

Assets you use should be:

- big enough
- high quality
- copyright free

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A games company has tasked Obidos Media with creating the cover of their new video game, Big Game Fishing.

The images required are:

- a shark
- a speedboat
- a tuna (a whole fish, swimming)
- a fishing rod and fishing tackle box

Source suitable images for the cover

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The backgrounds to the images will need to be removed