

# Custom Objects

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To personalize your Space, you can upload custom images as decorative or interactive objects. You might want to add an animal or special decor for your desk, a logo or mission statement on your wall, or images of the city skyline or architecture to bring local flavor to the Space. What follows are tips on how to choose the best images, instructions for adding and duplicating your custom image, and a link to our YouTube tutorial.

## Tips for Your Images

Before you head to Gather to add your custom image, you should have your asset(s) ready to go.

- **Pixel art** most closely matches the style in Gather (but of course you can use any style of image you'd like). You can use online tools to create your own pixel art from scratch, convert an existing image into pixel art, or just search for pixel art online. If you search for images, try adding "free" (e.g., free coffee pixel art) or "transparent," if you don't want a background (e.g., "free transparent coffee pixel art").

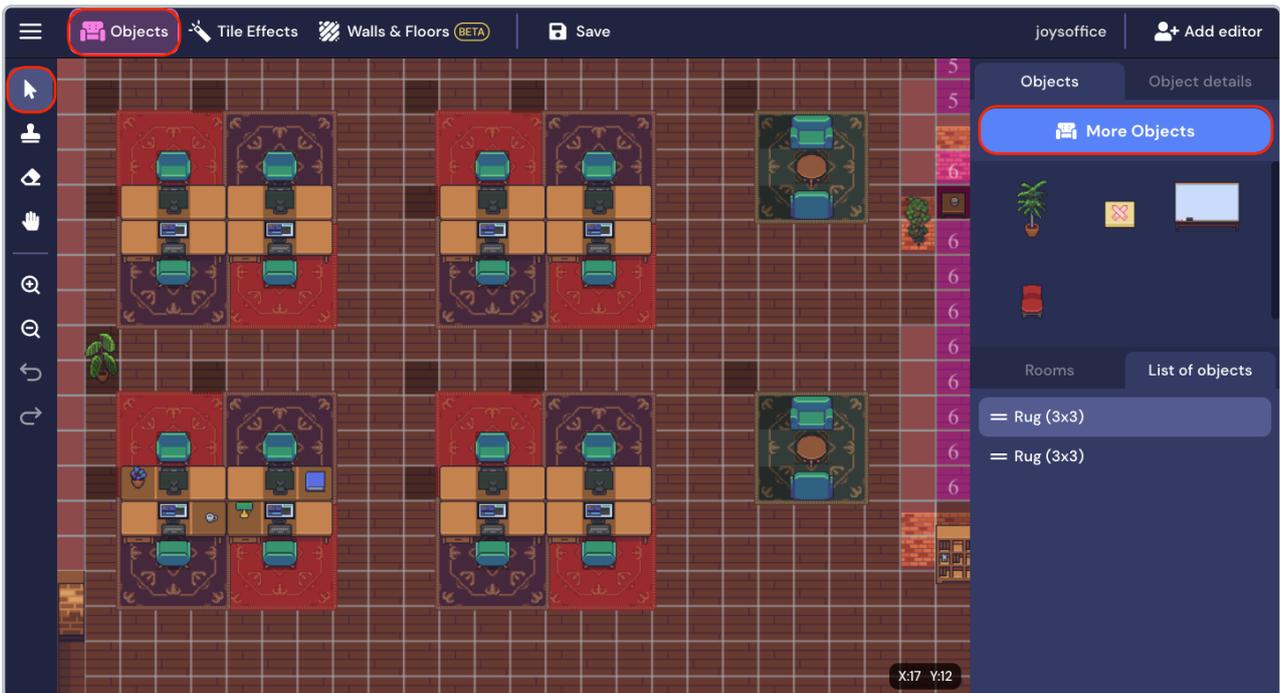
**Note:** Gather also has a [Git Repo](#) of maps, tilesets, and assets and more that you can browse!

- Save your image as a .png or .gif (you can use .jpg, but quality is better in .png or .gif).
- Tiles in Gather are 32 x 32 pixels, so if you're adding an object for your desk or another small space, keep your image close to those dimensions by editing the height and width in pixels.
  - Keep the image tightly cropped unless you want to have built-in space around it.

**Warning:** Gather does not currently have a built-in function to resize images. If you use an image found online without resizing it, it will likely be very large and cover a lot of your Space.

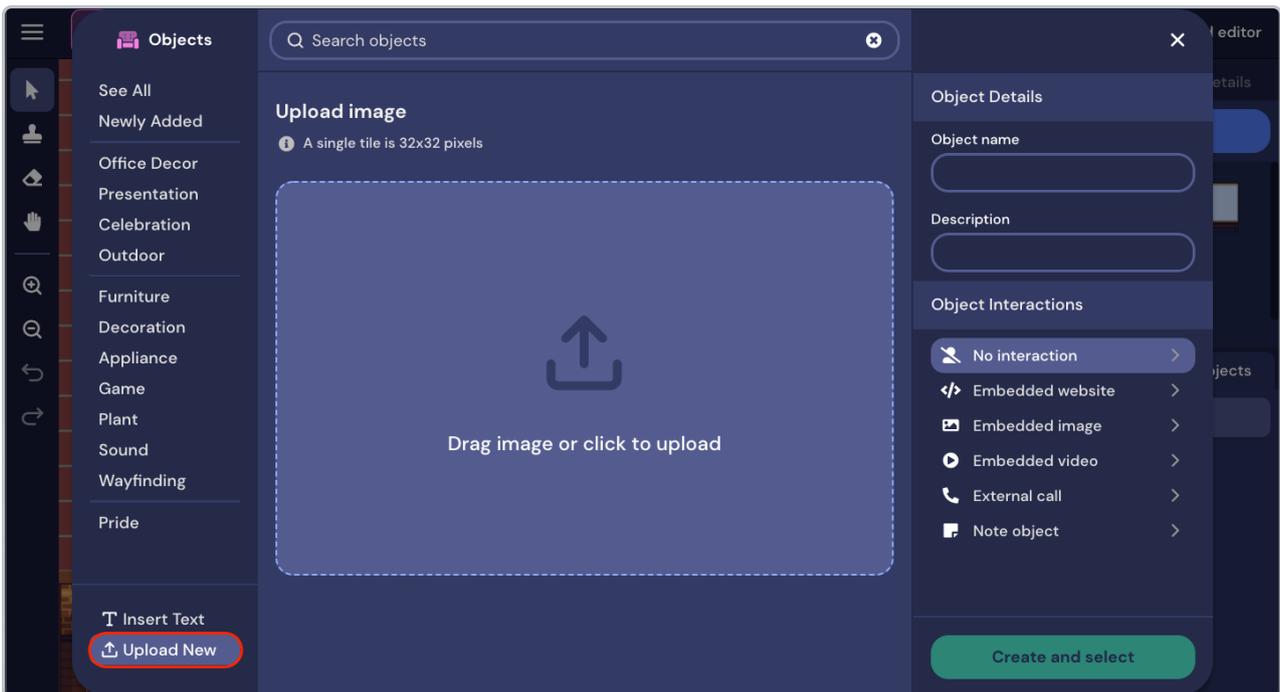
## Add a Custom Object

Once you have your image ready, head to your Gather Space. Click **Build** in the **Left Nav Menu**. Click **Build** (hammer icon), then click **Edit in Mapmaker**. A new window opens the **Mapmaker** with **Objects mode** active. Click **More objects** in the right panel to open the **Object picker**.



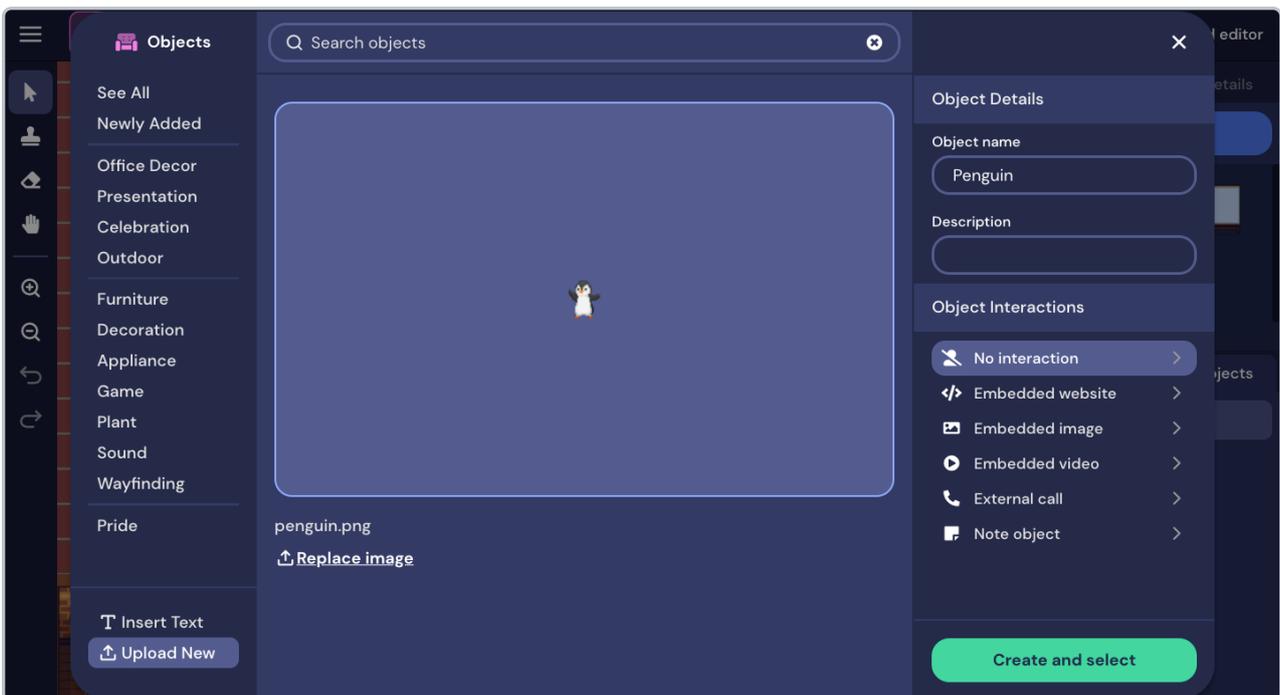
In the Mapmaker, in **Objects** mode, click **More Objects** in the right panel.

The **Object picker** displays. At the bottom of the right column, select **Upload New**.



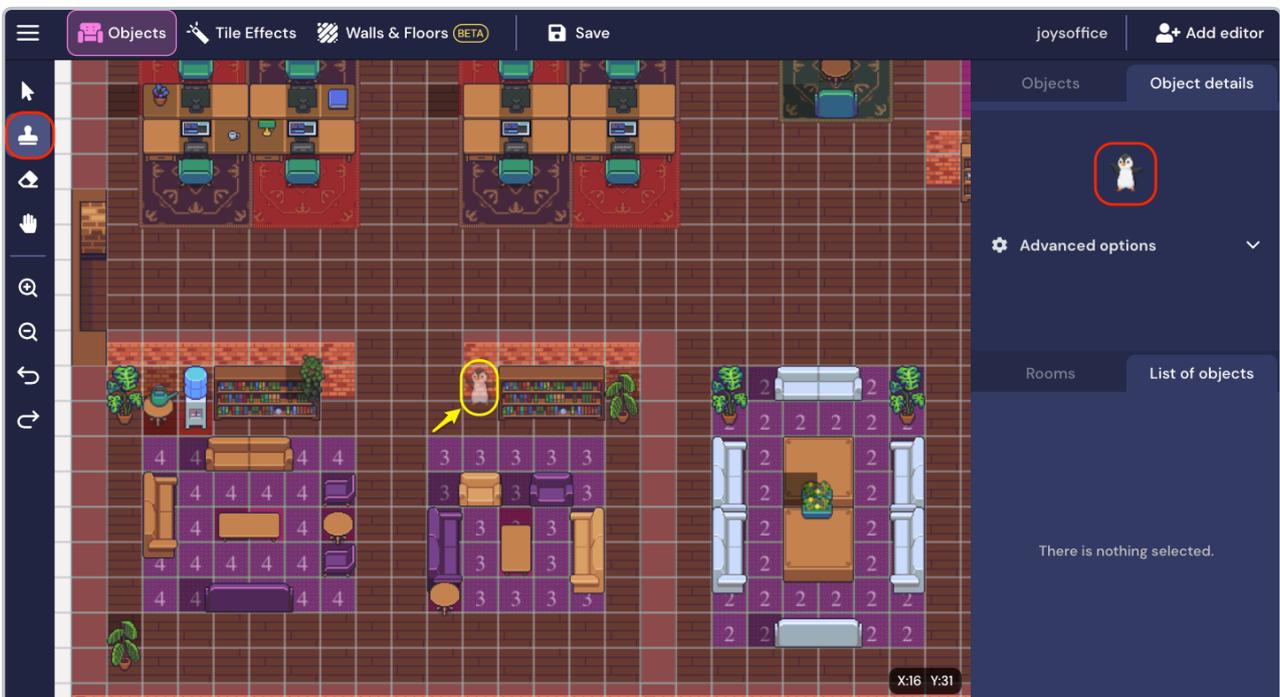
Select **Upload New** in the bottom right column of the **Object picker**.

Drag your image into the **Object picker** or click to select your file from your computer. A preview of your image will display, with the file name beneath. (If you upload the wrong image or need to switch files, click **Replace image**.) In the **Object Details** section, you can name your object and provide a description.



Drag and drop an image file into the **Object picker**. A preview of the image displays, as well as the file name. Enter an **Object name** and **Description**.

If you want to make this an interactive object, choose the **Object Interactions** you desire. (You can read more about [interactive objects](#) if you need to brush up.) When you're done, click **Create and select**. You will return to the **Mapmaker** with **Stamp tool** activated. The custom object will be on your clipboard (transparent next to your cursor). Double click on a tile to place the object.



In the **Object picker**, click **Create and select** to place your custom image. The **Mapmaker** displays, with the **Objects / Stamp mode** activated. As you move your cursor, you will see your semi-transparent image. Double click on a tile to place it.

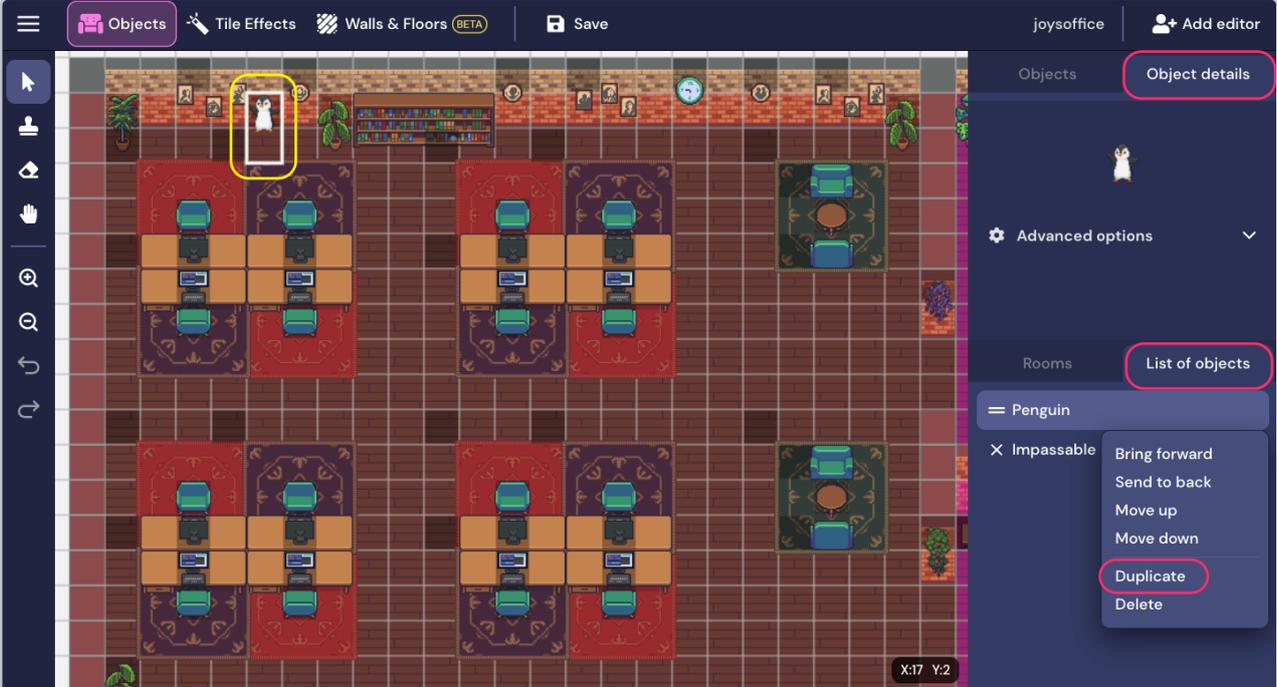
If you are satisfied with the placement of your object, click **Save** in the **Top Nav Menu**. Return to your Space to view your new custom object.

# Duplicate a Custom Object

While in the **Mapmaker** with the **Stamp tool** active and your custom object selected, you can place your image as many times on the map as you wish. If you decide later that you want to make a copy of that object to add to another spot in your Space, you'll need to head back to the Mapmaker.

You may think you can open the **Object picker** and search for the name of the object you added. Unfortunately, that's not possible at this time. However, there is a way to copy the object. Open the **Mapmaker**. By default, it will be in **Objects mode** with the **Select tool** active.

Find the custom object on your map (outlined in yellow below). Click on it. A white box will display around the object. The **Object details** panel displays a preview of your image on the right. On the **List of objects** tab, you should see the name of your custom object. When you hover on the right of your listed custom object, click the three dots that display. A menu will open. Select **Duplicate**.



The screenshot shows the Mapmaker interface. The top bar includes 'Objects', 'Tile Effects', 'Walls & Floors (BETA)', and 'Save'. The right sidebar has 'joysoffice' and 'Add editor'. The main map area shows a grid with various objects, including a penguin highlighted with a white box. The right panel is open to 'Object details' for the penguin, showing a preview and a 'List of objects' tab. A context menu is open over the penguin in the list, with options: 'Bring forward', 'Send to back', 'Move up', 'Move down', 'Duplicate', and 'Delete'. The 'Duplicate' option is highlighted. A coordinate indicator 'X:17 Y:2' is visible at the bottom right of the map.

Click on your custom image using the **Select tool** in **Objects mode**. It will be outlined in white. In the right panel of the Mapmaker, right click on your custom object in the **List of objects**. Select **Duplicate**, then double click to place the custom image on the map.

Now your custom object displays semi-transparent next to your cursor. Place the object wherever you'd like within the map. Click **Save**.

## YouTube Tutorial

For more info, see our [Resizing and Uploading Custom Object Images](#) tutorial. (Please note that the mapmaker and object picker interface in this video is outdated, but the general workflow remains the same.)