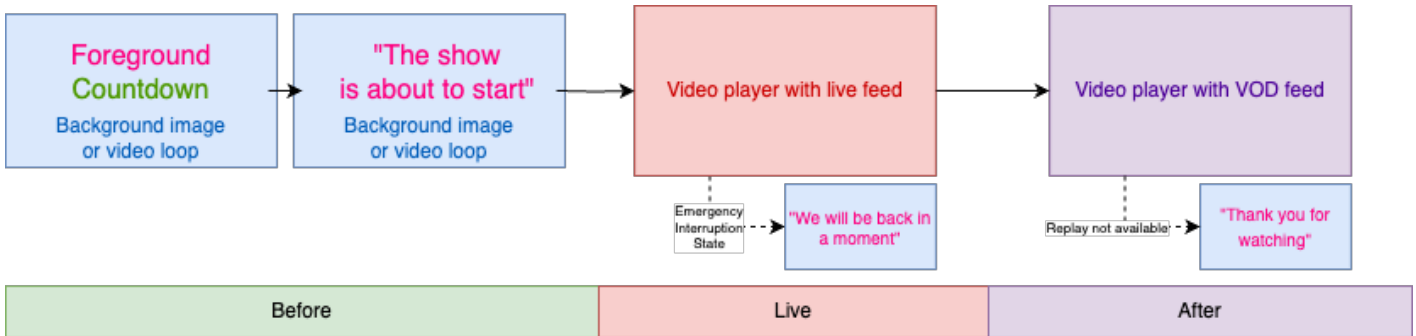


Event Engine can be customized with event-specific assets. In order to simplify integration workflow, especially for last minute assets delivery, the following settings are mandatory.

## Different states



## Layers composition



## Expected material

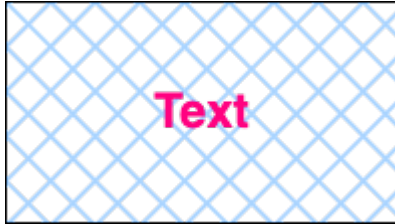
The following list will help us integrate quickly and seamlessly your custom design to

1. Event Engine Web interface, i.e., for embedded digital event,
2. [Event Engine State API](#),
3. Preshow video/image slates

If you are using **Figma** please

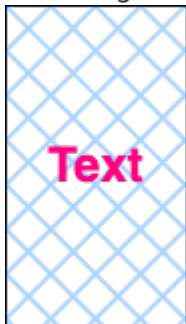
- name the elements with unique label (i.e., `myLabel-language-[ratio:169|916]`)
- group elements by `language` then `ratio`
- use the `/` character as folder/group prefix

- All 16:9 slates (prelive, postlive, interruption, custom)
  - including foreground and background



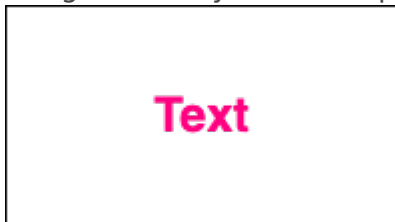
- 
- PNG format
- 1920x1080
- 960x540

- All 9:16 slates (prelive, postlive, interruption, custom)
  - including foreground and background



- 
- PNG format
- 1080x1920
- 540x960

- All 16:9 slates (prelive, postlive, interruption, custom)
  - foreground only with transparent background (with bounding box)



- 
- PNG format
- 1920x1080
- 960x540

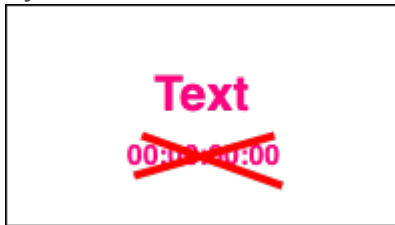
- All 9:16 slates (prelive, postlive, interruption, custom)
  - foreground only with transparent background (with bounding box)



- PNG format
- 1080x1920
- 540x960

- All 16:9 dynamic foreground

- foreground only with transparent background (with bounding box and without dynamic content like countdown)



- PNG format
- 1920x1080
- 960x540

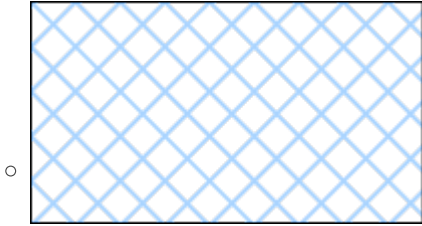
- All 9:16 dynamic foreground

- foreground only with transparent background (with bounding box and without dynamic content like countdown)



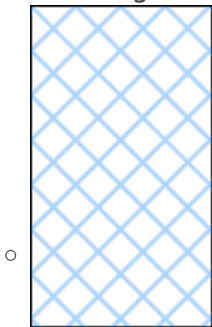
- PNG format
- 1080x1920
- 540x960

- 16:9 Background



- 
- PNG format
- 1920x1080
- 960x540

• 9:16 Background



- 
- PNG format
- 1080x1920
- 540x960