Credits & Resources

This is a running credits list by **Rachel Runa**.

Please Note: I usually use resources (shapes, flourishes, and other elements, etc.) that are free for commercial use and note that attribution is not necessary but regardless, I'm still trying to link all of that here to the best of my ability. If I've missed an attribution toward your resource, please contact me and I'll add you here.

If you are curious about something (such as a font) and you don't see it here yet, feel free to ask me directly. 😊 Thanks for your patience!

Last Updated: 2023-09-25

2023 GDOC Talk

Uses free resources

"Star Reader" Key Art
Character: https://pixabay.com/illustrations/queen-magic-wand-fantasy-fairy-tale-6467485/

2019 Portfolio

A lot of my work has artwork from Raw Fury's portfolio of games. Please take a look at them and their wonderful developers **here**.

PORTFOLIO:

Font: Lulo Clean (through Wix license)
Elements: Controller
Portrait art: Commissioned mingartstudio on Fiverr

All game art © their respective developers as individually credited below.

RAW FURY:

All game art © their respective developers.

PLASTIC FERN STUDIOS:

Chart > Timeline
Elements: Trowel, writing, watering can, money, sun, refresh, calendar, wrench, wand

CALL OF THE SEA:

Call of the Sea © Out of the Blue & Raw Fury
✧ *Call of the Sea assets, such as character art, logos, etc created by its developer, Out of the Blue!*
✧ Fonts: Bowlby One, Special Elite, La Belle Aurore

WEST OF DEAD:

West of Dead © Upstream Arcade & Raw Fury
✧ *West of Dead assets, such as character art, logos, etc created by its developer, Upstream Arcade!*
✧ Font: Diamond Creek (through license)

Soundtrack cover art
✧ Element: Guitar

LANDIEGO STATE:

Ahri from League of Legends © Riot Games
Bayonetta - Super Smash Bros Ultimate © Nintendo
Cammy - Street Fighter V © Capcom

All art has been used non-commercially.

LATE GAME:

League of Legends © Riot Games

All art has been used non-commercially.

IGDA:

Events > Game Jams
✧ Event logos are shown just to note the event, they were created by their respective designers.

LOGOS:

Plastic Fern
✧ Font: Ostrich Sans

Late Game [Personal]

✧ Font: Quadrat Serial

Bakunawa
✧ Element: Sea monster modified by me (Basic License)
✧ Font: Montserrat

Icarus Walks
✧ Font: Quicksand

Butterfly Estate [Personal]
Font: Glacial Indifference

Kiki's Delivery Service [Personal]
✧ Font: Volaroid

Uravity [Personal]
✧ Font: Quicksand

GIPHY

GONNER2
© Art in Heart (all art created by AIH) & Raw Fury
✧ Font: Permanent Marker

Call of the Sea
© Out of the Blue (all art created by OOTB) & Raw Fury
✧ Font: Bowlby One

ILLUSTRATIONS

Ochako Uraraka
✧ Font: Fredoka

Demon Slayer [Personal]
✧ Font: From Where You Are

BOOKS

The Art of Call of the Sea
✧ Call of the Sea © Out of the Blue (all art created by OOTB) & Raw Fury
✧ Artbook was designed by me

Dandara: Trials of Fear Edition Guidebook
✧ Dandara: Trials of Fear Edition © Long Hat House (all art created by LHH) & Raw Fury

✧ I took part in the design of this Guidebook

Dandara: Trials of Fear Edition Manual
✧ Dandara: Trials of Fear Edition © Long Hat House (all art created by LHH) & Raw Fury
✧ I took part in the design of this Guidebook

BANNERS

Black mage
✧ Font: Gothic Modern, Quicksand

White mage
✧ Font: Abuget, Quicksand

STREAM

Speedrunner
✧ Element: Man running
✧ Element: Controller
✧ Font: Rex

Nameki
✧ Element: Bat