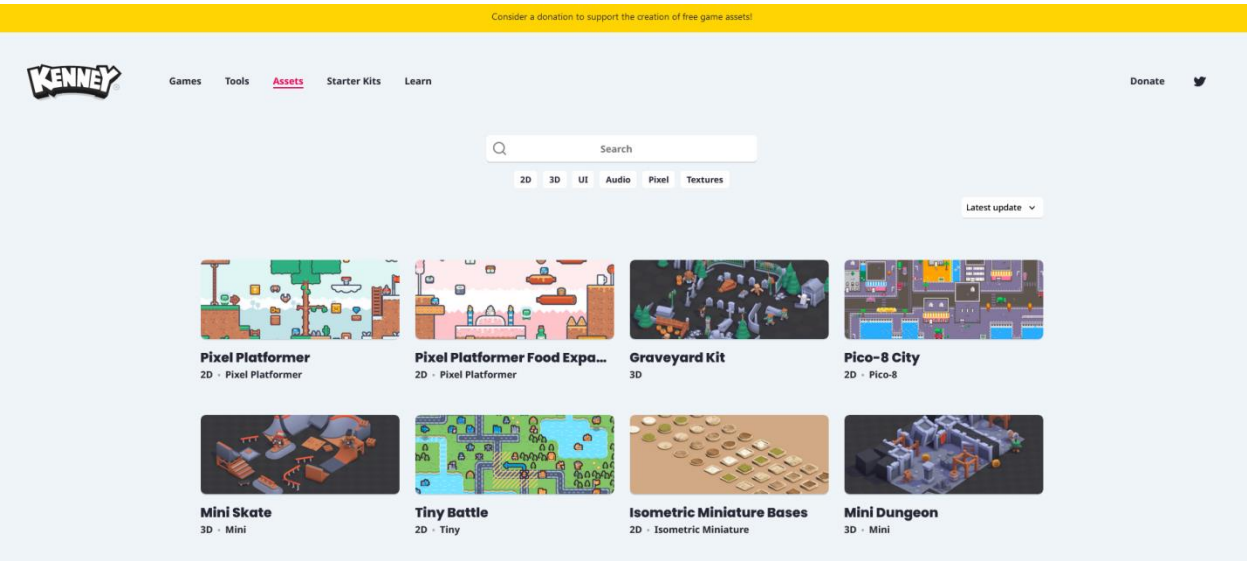
# Free visual assets

## Visual resources




## Link

**Kenney:** This website provides free 2D and 3D game assets as well as sounds. It releases them as CC0 creative common license. Which means the content is free to use in personal, educational and commercial projects.

**OpenGameArt**: OpenGameArt is a popular website for game assets, where you can find a wide range of high-quality art with free licenses, suitable for free/open-source game projects. It offers various kinds of game assets, such as 2D Art, 3D Art, Concept Art, Texture, Music, Sound Effect, Documents. Assets are provided under different licenses that you can filter in the asset browser.

**CraftPix**: CraftPix has a freebies category. You can freely use or modify these assets that are of good quality.

**Itch.io**: It is a game hosting platform but also a game assets marketplace. It is possible to browse for free assets. They are less numerous but you can sometimes find good ones.

**UnityAsset store**: the industry giant Unity engine provides an asset store. It is mainly a marketplace for paid assets but the there are some free ones available and discounts from time to time.

For more asset-providing websites check this list.

## Description

Asset marketplaces provide assets for video games ranging from 2d and 3d to sound, music and even code.

These platforms often feature a limited set of free assets, but some are specialized in community sharing and Creative Commons licensing.

## Features

They often feature filters to search for specific types of assets (2D, 3D) or in a specific ambience (futuristic, medieval, fantasy, modern...) genre (platformer, shooter) or by view (top-down, side-scrolling...).

## Price

Free, but you can also search with a price range.

## Why using it?

Because nice visuals are a good way to give a good feel to your game and increase player retention.

## How to use it?

See our MOOC chapter on importing visual assets into your game: https://logocourses.eu/courses/d-esl/lesson/choose-good-audio-and-visual-content/

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