

Press Kit

Godot Engine logos

Make sure to use the SVG logos instead of PNG whenever possible to benefit from better scaling and lower file sizes.

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Large horizontal logo

This is the "traditional" logo and should be used whenever possible.

- **Colored** (for light backgrounds): [SVG](#), [PNG](#)



- **Colored** (for dark backgrounds): [SVG](#), [PNG](#)



- **Monochrome** (for light backgrounds): [SVG](#), [PNG](#)



- **Monochrome** (for dark backgrounds): [SVG](#), [PNG](#)

Small horizontal logo

Use this alternative logo when displaying the logo at small sizes (typically less than 100 pixels tall).

- **Colored** (for light backgrounds): [SVG](#), [PNG](#)



- **Colored** (for dark backgrounds): [SVG](#), [PNG](#)



- **Monochrome** (for light backgrounds): [SVG](#), [PNG](#)



- **Monochrome** (for dark backgrounds): [SVG](#), [PNG](#)

Vertical logo

Use this alternative logo if the horizontal space available to display the traditional logo is insufficient.

- **Colored** (for light backgrounds): [SVG](#), [PNG](#)



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- **Colored** (for dark backgrounds): [SVG](#), [PNG](#)



GODOT
Game engine

-
- **Monochrome** (for light backgrounds): [SVG](#), [PNG](#)



GODOT
Game engine

-
- **Monochrome** (for dark backgrounds): [SVG](#), [PNG](#)

Godot Engine icons

- **Colored:** [SVG](#), [PNG](#)



- **Colored with outline** (only use if the background color clashes with the icon):
[SVG](#), [PNG](#)



- **Monochrome** (for light backgrounds): [SVG](#), [PNG](#)



- **Monochrome** (for dark backgrounds): [SVG](#), [PNG](#)

Godot Engine naming and pronunciation

The name *Godot Engine* should always be written in Title Case. Also, Godot should be written with only one capital letter – it's not "GoDot".

Godot is named after the play [Waiting for Godot](#), and is usually pronounced like in the play. Different languages have different pronunciations for Godot and we find it beautiful.

For native English speakers, we recommend "GOD-oh"; the "t" is silent like in the French original.

Logo and icon usage guidelines

- **Only use the logo and icon to represent Godot, not your own project.**
You are allowed to include the Godot logo in your project's splash screen, credits or website, but it should not be done in a way that implies endorsement of your project by the Godot developers.
- **Do not distort the logo or icon.** In other words, always preserve the aspect ratio when scaling images.

More design resources

You can find more design resources such as artwork and 4K editor screenshots in the [godot-design repository on GitHub](#).

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