

## Forum:[Hack Forums](#)

Thread: [How do games like realm of the mad god scale sprites?](#)

**Folks** - January 27, 2017, 2:30 pm

So most of their sprites are 8x8, when they have them in game they look HD so to say.

Do they just scale them up programmatically or do they just have an upscaled image of the with the same proportions?

**Annabelle Lee** - January 27, 2017, 2:45 pm

I believe it's not actually an image (as in a png, or a jpg/bitmap). I think the way it keeps the resolutions having a vector image that looks 8 bit, but then when needed it's scaled up as needed. This allows to keep it without losing any resolution, yet still look sharp. Of course I could be off, but that's my best guess. (Pretty fun game by the way.)

**Folks** - January 27, 2017, 3:06 pm

(Jan 27, 2017 03:45 PM)AnnabelleLee Wrote: [\[CITE\]](#) I believe it's not actually an image (as in a png, or a jpg/bitmap). I think the way it keeps the resolutions having a vector image that looks 8 bit, but then when needed it's scaled up as needed. This allows to keep it without losing any resolution, yet still look sharp. Of course I could be off, but that's my best guess. (Pretty fun game by the way.)

I thought that too until I read about how much more computation it takes to use vectors. Maybe they have a vector but then just scale it to the correct size image for their game and use that? Not too sure.