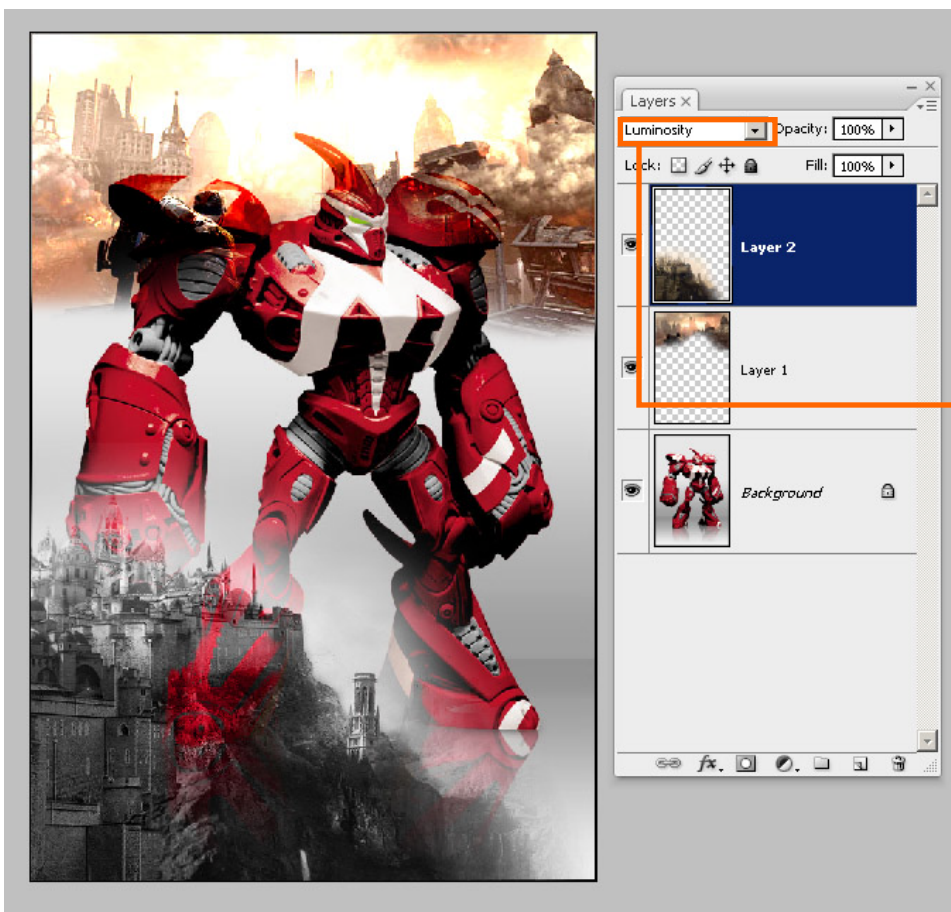


Designing artwork for your game can be fun and looks great in your portfolio. It shows to potential employers that you are completely involved in the game making process: that you know how to use PhotoShop for more than texture making and that you can design in two dimensions.



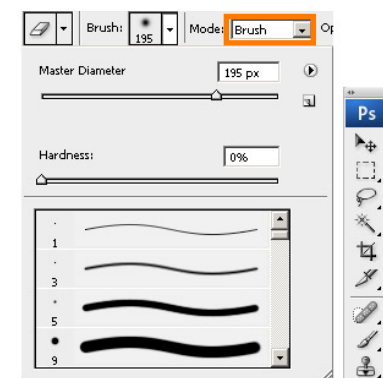
1. Take 3 JPEGs from your work; a mecha or boxer, and maybe a couple of shots from your maze.



2. In PhotoShop, open a new file 5.5 x 7.5 inches and 72 dpi.

3. Place each of your images in a layer

4. Using the layer blending modes, integrate the 3 layers in an interesting manner.



5. Use the Eraser tool to modify the interacting layers and emphasis certain elements.

6. Place some text on the cover using the text tool.

