

Graphics for Game Development
Assignment: Corrections to 2D Game Scene

For this assignment, you will make a number of corrections to a 2D video game scene using the correction tools you learned in Lesson 4.

1. Find a screenshot of a 2D video game of your choice (no 3D games for this assignment). It doesn't matter how old the game is (can be an old school Nintendo game all the way up to a modern game found today; like the image you see on the right).
 - a. No specific image size will be required here. However, the image width should be no less than 1200 pixels wide.
2. Open this image in Photoshop. Save immediately as **L4ReviewAssignment** in your Lesson 4 folder.



Photo Credit: Rogue Legacy

3. In this assignment, you will make a number of changes to the scene using the tools you have learned. Each change you make will be on its own layer (**Note: if your layers are not properly named for each of the following changes, you will receive zero credit for that item**).
 - a. **Direction #1** – Create a new layer (name it Direction #1); use either Clone Stamp or Healing Brush to correct two items on your screen (you choose). For example, in the image above, maybe you paint over the fire you see in the trees; using pixels from the tree levels).
 - b. **Direction #2** – Create a new layer (name it Direction #2); use the Content Aware Move tool to move two items on the screen from one place to another. For example, in the image above, maybe you move one of the characters of the screen from one place to another while also shifting the tent over to the right more.
 - c. **Direction #3** – Create a new layer (name it Direction #3); use the Content Aware Move tool to expand two items on the screen from one place to another. For example, maybe you select the fires and duplicate them two more times.
 - d. **Direction #4** – Create a new layer (name it Direction #4). Fill with 50% Gray (Edit Menu) and use the Soft Light blending mode (in the Layers Panel). Show good use of both the Dodge and Burn tools in various places in your scene. For example, in the image above, maybe you use the Dodge tool to lighten pixels in the sky in certain places. For the Burn tool, maybe you add shadows to parts of the characters.
4. Add text in the following places:
 - a. A title for your new and improved screenshot (you choose the title)
 - b. Your name and period #
5. You will also receive points on the creativity you bring to the assignment (with the things you change). Be creative on the things you decide to correct, move, extend, and darken/lighten.
6. Submit your Photoshop file when you are finished.
7. This assignment will be added to your Google Slide Portfolio. There will be no write up with this assignment. However, you will insert two images on two different slides:
 - a. On one slide, you will insert an image of the original scene (without the changes you made). The slide title will be called “Corrections to 2D Game Scene (Before)”. Remember Photoshop files cannot go onto Google Slides.
 - b. On the second slide, you will insert the image of your scene with all the changes you made. The slide title will be called “Corrections to 2D Game Scene (After)”.