

Graphics for Game Development

Lesson 3 Review – Video Game Screenshot Collage

Think of a video game you want to create where YOU are in the game. After thinking about what the game would be about, think about a “screenshot” of an actual scene from that game. For your first project of this class, you will create a screenshot of what that scene might look like. Your game can be either a 2D or 3D game (you choose).

1. Create a new file (File > New) and use these settings: Width = 1280 pixels, Height = 800 pixels, Resolution = 72, Color Mode = RGB Color 8 Bit, Background Contents = White
2. Save immediately as **L3ScreenshotProject** in your Lesson 3 Assignments folder
3. Think of a background you want your scene to take place in. Could be a battlefield, outer space, in the water, you choose (try and find a background where there is plenty of available space for you to add your items)! When looking up background images, make sure it’s big enough for your dimensions above (look at the width/height before you download). Choose File > Place when you have found your image to use. Resize your image as needed (make sure it doesn’t get distorted to a point it doesn’t look good). Suggested you lock this layer when you are done.
4. Include (10) items in your screenshot using either: (1) images from the Internet and/or (2) your own images (or a combination of both).
 - a. One of the items must be of YOU (can be just a head shot or your entire body in there). Poses can include (but not limited to) running or shooting at something. You decide where YOU will go in the game.
 - b. Want your friends in there too? Those can count as items as well.
 - c. Items can include (but not limited to) weapons, vehicles, spaceships, enemies you are facing, etc.
 - d. If you have pictures on your phone, you may use your cell phone to send them to your email (or if you have your cord with you, you can connect it to the computer to download)
5. These (10) items you use will involve using Selection Tools to get exactly what you need from the picture and placed onto your collage. It will also include scaling and rotating these items once placed on your collage. For each of the (10) items, you will be graded on:
 - a. How clean the edges of the selection come out
 - b. Perspective (does it look right in your collage?)
 - c. Overall look (is it too dark for your picture? If so, use adjustment layers to correct)
 - d. Each layer is named in your Layers Panel (should not say “Layer 1”)
6. Lay out all (10) items in a way that you want to portray a scene in your game.
7. In addition to the (10) items you include, also include these layers:
 - a. At least (5) layer styles in any of your (10) items
 - b. At least (4) adjustment layers on any of your (10)
8. A minimum of (5) text boxes onto your scene that would tell the player various information in the game. (1) box must include the name of your game. (1) box must include your name and period #. The other text boxes can include (but not limited to):
 - a. Place for score
 - b. How many lives are remaining?
 - c. Weapons being used
 - d. Time remaining
9. When done with your Video Game Screenshot Collage, complete your Artists Statement in the Presentation Google Docs you created recently. Resave as “My PSD Portfolio” in your Google Drive. When you are ready to share with me, do so (make sure you allow me as a user that can edit so I can add comments to what you send me).