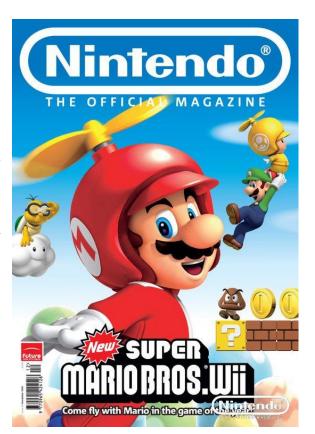# Graphics for Game Development
Assignment: Front Cover of Video Game Magazine

Many times what gets consumers to purchase a magazine either at the supermarket or even at the local 7-11 convenience store is the front cover! Graphic designers spend a lot of time making sure that the font choices, placement, and size are perfect to attract potential readers.

1. Create a new Photoshop document (Size = 8.5 x 11 inches OR choose U.S. Paper for the preset document setting). Color Mode = CMYK and Resolution = 300

2. Save the document as **Magazine Cover.psd** in your Lesson 7 Assignments folder.

3. Go to your Internet Browser and do a search for "video game magazine covers". Choose a video game magazine cover of your choice (PG Rated please; nothing that is going to get you in trouble) that you want to use to try and duplicate its layout (don't worry about the person on the cover or the text that is on there; you can change this around in your assignment). **Make sure you save this image as you will add it next to your magazine cover you create later in your Google Doc Portfolio.**

4. For your magazine cover, you will add the following:

   a. Add (1) screen shot from a video game of your choice. You will need to crop your picture so you keep the portion you want for your magazine cover (crop your image by a fixed amount: 8.5 x 11 inches) **Note: Make sure you look for larger images in your Google Search.**

   b. The name of the magazine using text, shapes (use Shapes Tool to draw a rectangle if needed) to duplicate how they create this graphic in their magazine. If you think using cooltext.com could be useful here for your magazine name, you can use it instead of the Text Tool.

   c. Text with the issue date (i.e. October 2018) and cost of magazine (i.e. $1.00). If the magazine has a website address listed, insert text for that as well.

   d. Text to create the main story in this magazine issue (which should tie in to the video game screenshot you included on the front cover).

   e. Addition of filters to your magazine cover. Please including the following:

      i. Use of Filter Gallery for a portion(s) of the screenshot you chose (i.e. adding a filter to the main character only). Remember SmartObject.
      ii. Add use blur somewhere in the screenshot (remember SmartObject)
      iii. Add any of the following: (1) flame filter, (2) trees filter), (3) clouds filter – Add this to a blank separate layer and clearly label it (so I know where to find it). – BE CREATIVE HERE!

   f. (1) image of a bar code to go in the front of the magazine cover (so that a person selling the magazine can scan it when selling it to the consumer)