

Then...

1. Go to the Internet and find an image of a video game screen shot (2D or 3D) you want to convert to black and white (and do the same thing we just did with the first image)



2. Save as “MasksAssignment2”
3. Follow the same steps on the left that you just completed. However, now uses Masks to bring in the color on multiple items on the images you chose (see example above)
4. Resave