## Graphics for Game Development Photoshop Lesson 1 Review

## Complete the following:

- 1. You will be sent the following files (move these into your Lesson 1 Assignments folder):
  - a. Businessman.jpg, Football.jpg, and Yellow.jpg
- 2. Open **Businessman.jpg** and complete the following:
  - a. Choose the Brush Tool *in the Tools Panel*
  - b. In the Options Bar, open the Brush Present Picker
  - c. Choose (1) style brush (you choose the size and color)
  - d. Add this brush at various places on this person's suit
  - e. Repeat Steps C and D but now using another brush style
  - f. Add (1) line of text (you choose what it says)
  - g. Save as a Photoshop File in your "Assignments" folder (**Businessman.psd**)
- 3. Now open **Yellow.jpg** and complete the <u>following</u>:
  - a. Use the Elliptical Marquee Tool in selecting one of the lens of the girls sunglasses
  - b. Use the Hue/Saturation feature in the Adjustments Panel to change the color of this lens (you choose)
  - c. Click on the Background Layer in the Layers Panel; then repeat Steps A and B but choose the other lens AND instead of changing the color, try one of the other features in the Adjustments Panel (you choose)
  - d. Save as a Photoshop File in your "Assignments" folder (**Yellow.psd**)
- 4. For the **Football.jpg** file, make (2) changes of your choice (color change, brightness change, etc.) and add (1) line of text somewhere in the image. If you want some different changes to

try out (other than a color change), go to the Adjustments Panel and try out some different things. Be prepared to let Mr. Parslow know what the two changes were that you made.

a. Save as a Photoshop File in your "Assignments" folder (Football.psd)



