

Graphics for Game Development

Midterm Project (Video Game Cover)

1. Create a folder in your Photoshop Folder (name it **Video Game Cover Midterm Project**).
2. Go to the G113 Handouts folder and pick a template you want to use for this project. Each file represents a different game console.
3. Once opened, save the file immediately as **video game cover.psd** in your Midterm Folder.
4. In Photoshop, create a folder in your Layers Panel where all of your items will go (call this folder “**Midterm Project Items**”)
5. **FOR THE FRONT COVER:**
 - a. Create a simple background for your cover (i.e. sky, ground, outer space)
 - b. **YOU** will be the main character in the game. Take a picture of yourself. For your pose, you will need to have your arms and hands showing (as you will be photoshopping items in your hand(s)). The image you can include can be from the waist up (similar to what you see in the above image).
 - i. Think about your facial expression
 - ii. Where should your eyes be looking (at the camera? away from it?)
 - c. With your main character image, add something in your hands (i.e. sword)
 - i. Use correction tools to make it look like you are holding this item
 - d. Add at least (4) pictures to your front cover of characters, scenes, etc. that you want to have blended in your poster. These images should not already be photoshopped (i.e. background of a game that already exists). I want you to create your items from scratch!
 - i. We will assume you have access and permission to use all images found on the web. **Make sure your images do NOT come out blurry in your video game cover. You are responsible for finding good quality pictures for your poster.**
 - e. Add good use of filters (at least two) to the cover (i.e. noise, blur, filter gallery)
 - i. Make sure your filters don't cover up too much of your
 - f. Include the following text in your movie poster:
 - i. Title of Your Video Game (cooltext.com can be used for this)
 - ii. Logo of a Video Game Production Company making the game (i.e. Riot Games)
 1. Do a Google Search if you are not sure of companies out there
 - iii. ESRB Rating Logo (i.e. Rated “M” for Mature logo)
6. **FOR THE BACK COVER:**
 - a. Add that same simple background you added in the front cover
 - b. Add at least (2) items (i.e. you fighting the enemy)
 - c. 2-3 sentences using text tools in Photoshop that tell the viewer something about the game that gets them excited to buy/play it
7. **FOR THE SIDE COVER:**
 - a. The name of your game rotated (so that we can read it sideways)
8. Spell Check! Make sure spelling, capital letters, spacing, visibility, etc. are good in your cover!



For the video game cover itself, you will be graded on using a number of Photoshop concepts we learned this semester in creating your artwork. They can include (but are not limited to) the following:

- Blending Objects
- Refining Edge (i.e. Feathering)
- Adjustment Layers (i.e. Color Fill)
- Layer Masks
- Clipping Masks
- Gradients
- Layer Effects

- Blending Modes
- Filters (i.e. Clouds, Blurs, Noise, etc.)
- Smart Filters and Smart Objects
- Others

The more of these concepts you incorporate, the higher the points you will get in that I will see you are using a variety of concepts we have learned this semester. Focusing on just one or two above will not give you a lot of points.

WHEN THE PROJECT IS DUE

The Photoshop file is due (in School Loop) by **Wednesday, 11/7 by 3:00 PM**

Artist Statement

As we have done all semester long, you will insert both your design and artist statement into your portfolio. Your artist statement will account for 25% of your overall project grade (so spend some time on this). Your artist statement should address:

- Image Info in the upper right hand corner (“Video Game Cover”, Image Size, “Adobe Photoshop”)
- The audience you are going after
- How do you want the audience to feel when looking at your video game cover
- Photoshop Tools used (don’t just give me 1 or 2; give me numerous tools used AND how you used them)
- Name (1) challenge you encountered with this project (and how you went about solving it)

More than likely your artist statement should go on two slides. As such, create (2) slides in Google Docs for your video game cover (the image itself will go on both slides). When you run out of space on the first slide for your artist statement, continue on the second slide).

WHEN THE ARTIST STATEMENT IS DUE

The artist statement is due (in your Google Slide Portfolio) by **Thursday, 11/8 by 3:00 PM**