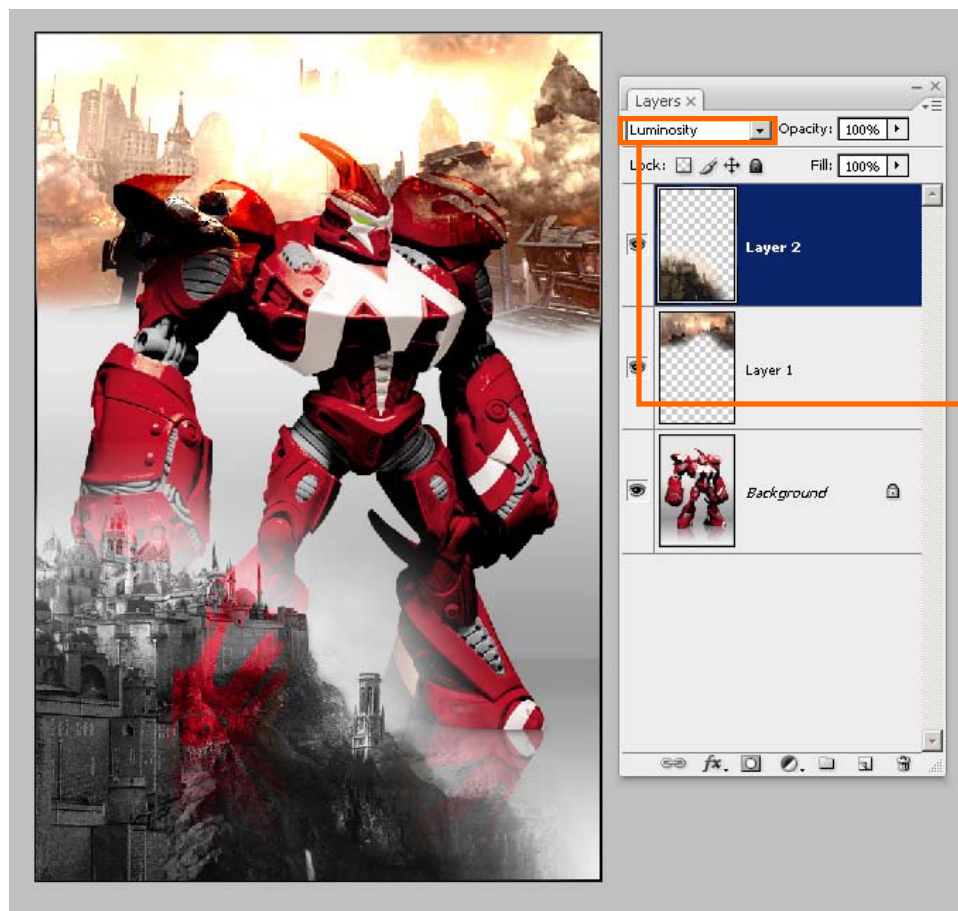


Designing artwork for your game can be fun and looks great in your portfolio. It shows to potential employers that you are completely involved in the game making process: that you know how to use PhotoShop for more than texture making and that you can design in two dimensions.



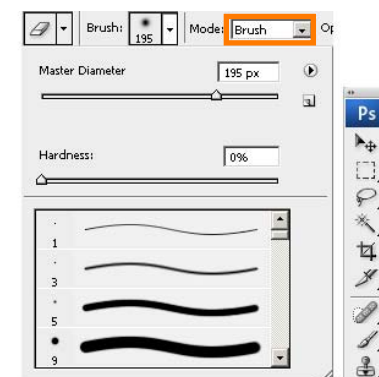
1. Take 3 JPEGs from your work; a mecha or boxer, a landscape and an interior.



2. In PhotoShop, open a new file 5.5 x 7.5 inches and 72 dpi.

3. Place each of your images in a layer

4. Using the layer blending modes, integrate the 3 layers in an interesting manner.



5. Use the Eraser tool to modify the interacting layers and emphasis certain elements.

6. Place some text on the cover using the text tool.



7. Save your cover image
8. Open 3D Max and create a chamfered box.
9. Place the cover image on the box and render as a JPEG.

