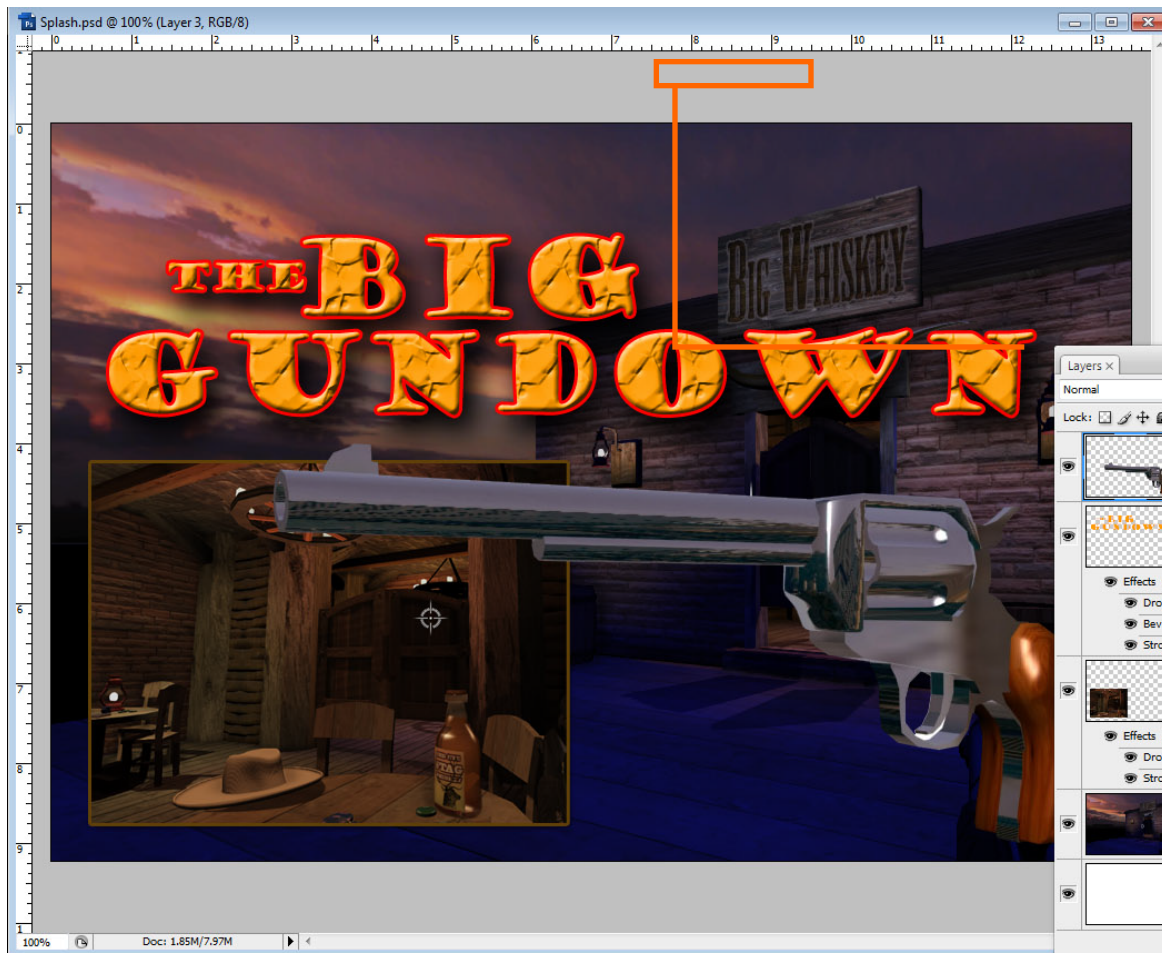**Designing artwork for your game can be fun and looks great in your portfolio. It shows to potential employers that you are completely involved in the game making process: that you know how to use PhotoShop for more than texture making and that you can design in two dimensions. Spalsh art is used when you open a game to play. In this project you'll take imagery from your game assetsand create a "Splash Page".**

1. Take 3 JPEGs from your work; a mecha or boxer, and maybe a couple of screen shots from your maze.

2. In PhotoShop, opena new file 8 x 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. Add drop shadows and outlines

5. Place some text on the using the text tool.