



Exercise I

DESIGNING GRAPHICS IN PHOTOSHOP

Preparation

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| Watch the tutorial video | <i>Designing Raster Graphics in Photoshop</i>
Online: http://www.youtube.com/user/mitartemis
Offline: 01_Photoshop.mp4 (available from the instructor) |
| Prepare a photograph | Bring an original photograph of a city or place with clear copyright.
If you do not have one, ask the instructor for a stock photo. |
| Review template files | Use the files in the folder called Tutorial I for this exercise.
Add your photograph to the Imported Images sub-folder. |

Graphic design

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| BEGINNER | Edit the text and replace the photo in the Photoshop file Boston.psd to create similar graphics for another city. |
| INTERMEDIATE | In addition to editing the text and replacing the photo, also change fonts, colors, transparency, background image, and/or other graphical elements in the Boston.psd file. |
| ADVANCED | Think of redesigning the entire look and layout of the game. Start here by creating a new file for your city and designing an entirely original layout. Use your own colors, shapes, etc. |
| ALL | Save your design in a new Photoshop file; e.g., if you create graphics for Lahore, Pakistan, at the end of the exercise you should have a file such as Lahore.psd. Also save your design in PNG format, e.g., Lahore.png, which you will later use in Unity. |