



## Exercise 2

### STORYBOARDING IN PHOTOSHOP AND ILLUSTRATOR

#### Preparation

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| Watch the tutorial video | <b><i>Storyboarding in Photoshop and Illustrator</i></b><br>Online: <a href="http://www.youtube.com/user/mitartemis">http://www.youtube.com/user/mitartemis</a><br>Offline: 02_PhotoshopIllustrator.mp4 (available from the instructor) |
| Prepare logo images      | Bring images of logos you are authorized to use, e.g., a university logo.<br>(If you do not have logos, you do not have to use any.)  |
| Review template files    | Use the files in the folder called Tutorial 2 for this exercise.<br>Add your logo image, if any, to the Imported Images sub-folder.   |

#### Graphic design and storyboarding

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|--------------|---|
| BEGINNER     | In Illustrator, replace the background image with solid color. If you can use a logo, use File->Place to import it to the storyboard. Change the look of the title; e.g., change the font, color, size, etc.  |
| INTERMEDIATE | In Photoshop, prepare your own background image and save it in PNG format. In Illustrator, replace the ARTEMiS background image with your own. Add a logo image, if you can use one. Change the text color and font in the title, button, and/or toggle layers.   |
| ADVANCED     | Continue redesigning the entire look and layout of the game. For example, design a background image in Photoshop and export it as PNG. Create a new Illustrator file, import the background image, and design all new images for the title, toggles, and buttons. |
| ALL          | Save your designs in new files in Photoshop (intermediate and advanced) and Illustrator (all). Do not “slice” images for Unity yet. We shall do that after adding vector graphics in the next exercise.   |