

Game Backgrounds

Create three different interesting and complex game backgrounds/environments in Illustrator.

The size of your backgrounds should be at least 872 x 486 pixels (our screen size).

* If you plan on panning (or moving) your background, it may not be wider or taller.

You should incorporate a unified look to your background that will match the characters and objects that you have created.

Be sure to incorporate the cel shading technique into your background elements to match your characters and objects and give your settings depth.

We have multiple classes to work on these backgrounds. Take your time and make sure they look good! Place them in the “game backgrounds” drop box when you are finished.

