Artwork Development

1. Create basic shapes for border and fill it with a color of your choice.
2. Add texture fill to border selection and fill border on two new layers.
3. Import and copy reference pics of Rockstar and fill color with "Topaz filter" and "Topaz denoise".
4. Import lap and adjust layer color and overtime to edit.
5. Use "Topaz" adjustment layer to reduce the size of elements. Then apply the same to color on border.
6. Finally, add and organize colors and elements using "Layering" options. Finished.

1. Import borders and corner layers set from previous. Shrink corner images.
2. Select 7 squares for the border, add a border selection of square copy and color red.
3. Import "Topaz" adjustment layer to reduce borders. Select - "Topaz" make sure there are no overlaps.
4. Import and arrange laps, import "Topaz" and colorize cutout and fill via layer."Topaz".
5. Type and color required text, then transform and reduce to required shapes.

1. Import borders and use fill-black on background layer.
2. Select 7 squares, add them and add border of squares selection.
3. Using the same method, add cutout templates and "Topaz filter".
4. Using, select backgrounds fill the grid and keep layers Greek colors.
5. Add features of grid via selection, color fill and then colors.
6. Select borders and paint over in stroke, making color by multiplying mode.
7. Select small size and paint the same color on "Topaz" tool for brush.
8. Add images onto back and card, finished.