

Week of Nov 16 BIMM

Integrating Project #1 “Crazy Character”

Using Editing techniques, Selections and Layers

Objective: To practice the skills from CS 4 Lessons 1, 2, on the Introduction and Basic Photo Corrections; Lessons 3, 4 on Selections and Layers or comparable lessons in previous texts. Complete exercises on Image Size and Scanning plus practices on “File Formats”, Editing “Edges” “Layer Comps” and

Description: Students will create a composite of a hybrid character, animal or thing using a variety of selection tools and layer management skills. The character should **dominate** (fill the page). Basic version should be on a plain, solid color background. Other backgrounds may be used for variations.

Skills: Image Size, Resolution. Edit: Healing, Patch tools. **Adjustment:** Levels or other. (Adjustment Layers* recommended.)

Selections: Use marquee, lasso, wand, and Quick Selection in combination or separately. Transform, crop, move, copy and paste selections on new layers. Be sure to make clean selections (without a “cut hard ragged edge.”). Use anti-alias, and refine edges. Selections may be feathered. Do not smudge edges. Use “Refine Edge”. **Save selections** even if not perfect. (Select>Save Selections.)

Layers: Rearrange layers, copy/paste layers; add **type** layer; **name** and **group** layers in sets. Include at least 8 named layers. Vary layer opacity. Use **Adjustment Layer(s)** for tonal changes and **Layer Styles** for special effects.

Concepts: Create imaginary character by making multiple selections from image(s) that have a common theme: garden tools, instruments, flowers, fish, etc.

Design: The final character should be *dominant* (fill page) and have *contrast* to the background or its surroundings. Elaborate upon the character. Use many separate selections to create eyes, ears, legs and/or arms, hair, etc.

Resources: Use images provided by instructor (suggested) or personal images (digital camera or scans). Multiple selections may be made from a single or multiple images. *Do not stretch any selections larger.* Use selections at original or smaller size.

Planning:

Select image(s) with a common theme. Make a list of the images with their size (dimensions and resolution.) Provide the sources of the images used. **Keep original images in a folder separated from the edited images.**

Instructor discretion: Complete 2–5 **thumbnails/sketches** of ideas to be approved by instructor prior to project. A sketch may be scanned and used as a template for the layout. Create at least 3 **Layer Comps** by moving, and/or turning off/on selected layers creating 3 variations. At least one comp should have the character on a plain background, while another could be a new image. **Keep all layers in the PSD file.**

Document/

Image Size:

Start with a Photoshop document 5” x 7” vertical or 7” x 5” horizontal with a resolution of **150 ppi** in RGB mode. Save image with “last name_-Integ1” as PSD in project folder. At the end, **save COPY of this file as a JPEG** (this will flatten the file). Downsample a COPY of the layered PSD to 75 ppi.

Canvas size may be enlarged or cropped down in order for the character to fill the page. Final document must be no larger than 8 x 10 inches at 75 ppi. See Image>Image Size menu.

Submission: Use grade-sheet as self check. Fill in write-up form describing how each criterion is met. Provide downsampled layered PSD including at least 3 layer comps at 75 ppi and JPEG copy at 150 ppi Put images used into a folder and make a contact sheet of the images if more than one image is used.

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