

1. Kaleidoscope
2. Personal Newsletter
3. Personal Notebook Cover
4. Photoshop Adjustments/  
Photoshop Manipulations
5. Photomorph/montage
6. Self Portrait
7. Image within a Word
8. Name Tag
9. Name within a Name

## Vocabulary

1. One Drive
2. 365 Drive
3. Graphic Design
4. Graphic Arts
5. Thumbnails
6. Portfolio

## Mr. Thomas Myers



## What I Teach :

*Drawing I Painting I*  
*Sculpture*  
*Fundamentals of Art*  
*Computer Graphic Design I & II*

**Graphics Open Studio**  
Wednesday 7:05-7:30

# Introduction

Graphic Design I is an introductory computer based art course in basic visual communication. The class will cover graphic design skills using computer-imaging software such as Photoshop, In-Design and Illustrator. The areas of file formats, image creation, scanning, digital photography, presentation tools, data storage and file output (printing) will also be covered. The class will cover the scope of graphic design, newsletters, personal notebook covers, picture kaleidoscopes, Photoshop adjustment and manipulation, photomorphs, photomontage, self portraits, image within a word, word with in a word, name tags and digital portfolios.

1. Ice Breaker/Introduction to class
2. Art Rules and Responsibility Powerpoint
3. Student Responsibility/ Contract / Portfolio and Protective Sheets
4. File Folders for One Drive
5. What to look for in a good photograph and ways to bring them in
6. Scope of Graphic Design Powerpoint
7. Thumbnail Sheet/Tutorial Video

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## Program

- Adobe InDesign

## Vocabulary

- Work Space
- Windows
- Tool Bar
- Menu bar
- Option Bar
- Kaleidoscope
- Nudging
- Flip Horizontally/Vertically
- Macro Photography

## Tools

- Selection Tool (v)
- Rulers (ctrl R)
- Free Transform Tool (E)
- Zoom Tool (Z)
- Normal View (W)
- Preview View (W)
- Flip Vertical
- Flip Horizontal

## Windows

- Pages

## Short Cuts

- Control C = Copy**
- Control S = Save**
- Control X = Cut**
- Control Z = Undo**
- Control V = Paste**
- Control P = Print**
- Control A = Select All**

Shift keeps images

# Kaleidoscope

**Objective:** The main objective to this lesson is to create a symmetrical design that mimics that of the mirrors inside the “tube-shaped optical instrument,” called a Kaleidoscope. You will use a macro photograph of an object of your choice. You will utilize some basic In-Design techniques to increase or decrease the picture size proportionately while building your skills altering the position through nudging and rotating horizontal and vertical flipping. Moving the images properly insures no lines between the photographs and all edges align.

**Homework:** Must bring in 3 macro photographs (digital) of objects of your choice. You can not take them from the internet. Place them in the Kaleidoscope folder.



# Kaleidoscope

A kaleidoscope is a tube of mirrors containing loose, colored objects such as beads and pebbles. The viewer looks in one end and light enters the other end reflecting off the mirrors.

Computer, Adobe In-Design program, flash drive, printer paper, printers, digital photos, film pictures, scanner

## Size:

8 1/2 x 11

## 3 Ways to Select an object:

1. Control A (select all)
2. Click and hold outside of the work area and drag across each of the photos to select.
3. Holding down the Control or Shift key while selecting each of the photos.

## Short Cuts

- Control C = Copy
- Control S = Save
- Control X = Cut
- Control Z = Undo
- Control V = Paste
- Control P = Print
- Control A = Select All

Shift keeps images constrained

## Procedures:

1. Open the Adobe In-design program and in the top bar select PRINT. On the Blank Document Presets on the next Bar, select LETTER. On the right side of dialogue box the units is set in picas, change it to INCHES. At the bottom click create.
2. Divide the page horizontally and vertically into exactly 4 equal quadrants. To achieve this, click and hold on the horizontal ruler and drag a guideline to 5.5". Now click and hold on the vertical ruler and drag the guide to 4.25".
3. Click on the File menu and select PLACE. Place the picture that is attached to your cursor in the top left corner of the white page (black outer line). Click the mouse so the photo is placed into the page. Using the Free Transform tool from the tool bar, and holding the shift key, reduce or increase the size of the picture to fit the top and bottom of the top left quadrant. (You may have to zoom out to see your whole photo) Now choose the selection tool and move the left and right side of the photo even with the left and right edge of the quadrant.
4. Select the photo using the selection tool and copy (ctrl c) the photo. Paste (ctrl V) the photo and move to next available quadrant. Do this until all four boxes are filled.

5. At this point we are altering the orientation of the photo using one of the following methods. These include: Use the chart below to flip your photos

### Flip Horizontally

### Flip vertically

This photo does not flip

Flip this photo Horizontally

Flip this photo-Vertically

Flip the photo-Horizontally and Vertically



6. Once all four pictures are placed we will **nudge** the photos. This means to move the photos closer together to eliminate white edges. Select the Zoom Tool and zoom into the photo. Using the arrow keys on the keyboard move (nudge) the pictures to align the edges. Before you nudge you will have to remove the guide lines so you can see where the pictures align.
7. Using the floating windows, choose Pages. Once the window appears, create 3 new pages by clicking on the bottom icon (piece of paper with a folded edge) to the left of the trash can. Copy and paste page one into page two and flip each of the photos horizontally, copy page two and paste it in page 3 and flip each of the photos vertically. Finally copy page three and paste into page 4. You have to decide what it is that has to be done in order to create the 4th kaleidoscope.
8. File SaveAs, Your name Kaleidoscope File Export, save as JPEG as 300 dpi
9. Go the File>Print. Select Room 209 Color (will demonstrate in class)

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## Program

- Adobe InDesign

## Vocabulary

- Thumbnails
- Masthead
- Folio
- Pull Quote
- Columns
- Text Box
- Headings
- Subheadings
- Captions/Citations
- Internet
- World Wide Web
- Top Level Domain (TLD)
- Domain
- Subdomain
- Uniform Resource Locator (URL)
- Country Code
- Search Engine
- Browsers
- Truncating

## Tools

- Selection Tool (V)
- Direct Selection Tool (A)
- Type Tool (T)
- Line Tool (L)
- Rectangular Frame Tool (F)
- Ellipse Frame Tool
- Rectangle Tool (R)
- Ellipse Tool (L)
- Free Transform Tool (E)
- Rotate Tool (R)
- Eye Dropper Tool (I)
- Hand Tool (H)
- Zoom Tool (Z)
- Normal View (W)
- Preview View (W)

# Personal Newsletter

**Objective:** The main objective to this lesson is to develop a themed NEWS-LETTER that will deliver to the reader information regarding your personal interest. Along with the personal interest, you will research the internet for pertinent information that educates the reader about your interest. You should include information that is relevant and describes your chosen theme to your newsletter.

## Homework:

1. On the moodle under the Creating a Thumbnail (Topic 6), watch the tutorial and print out one of the Thumbnail Sheets. Develop at least 3 newsletter thumbnails of your layouts. This will give you options when you go to develop your original newsletter.
2. On the moodle under Personal Newsletter (Topic 8), Open Newsletter Research Homework Sheet. Complete sheet online.

## Windows:

- Pages
- Swatches
- Stroke
- Text Wrap

The image shows a newsletter layout for 'SNOWBOARDING MONTHLY'. At the top is a masthead with the title 'SNOWBOARDING MONTHLY' and 'volume 1 issue 1 by adam shick'. Below it is a subheading 'clothes' and a pull quote: 'If it's your first time snowboarding, rent a snowboard and snowboard boots. There's no point in investing in all that equipment until you're sure this sport is for you. Make sure you wear warm, comfortable clothing. Snowboarders spend a good amount of time sitting on the ground, so waterproof snowboard pants are a must. You may also want to rent a helmet and wrist guards, if possible, to minimize the possibility of injury on your first day.' Below the pull quote is another subheading 'boards' and a pull quote: 'If you're in the market for a new snowboard this season, the choices can seem overwhelming. Narrow down your search by taking a look at all the latest offerings for the 2008-2009 season by Atomic, Burton, Rossignol. Though known more for their successful pine race skis, Atomic makes some great snowboards, especially for riders that deal with hard-snow conditions on a daily basis. Ice Coasters, or anyone looking for a solid, stiff board would do some well to check out Atomic Snowboarders, especially for those that deal with ferings. With 41 different models for the 08/09 season, Burton offers a board for just about every riding style out there.' Below this is another subheading 'other gear' and a pull quote: 'Snowboard boots are the most important piece of equipment you'll use. Learn what to look for when buying snowboard boots, how to fit snowboard boots, where to get the best deals, and what accessories you'll want for your snowboard boots. Snowboard bindings are the only thing that connect you to your snowboard, so you'll want to make sure you're riding the right bindings.' The layout includes several images of snowboarders and various text boxes with labels like 'Masthead', 'Subheading', 'Folio (8 pts)', 'Caption (8 pts)', and 'Citation (5pts)'. A 'Pull Quote' label points to a quote box. A 'Caption' label points to a photo of a snowboarder. A 'Citation' label points to a URL 'Citation:www.google.com'.

## Adobe In-Design Environment

- Menu Bar
- Option Bar
- Tool Bar
- Palettes (Windows)
- Work Space

## File>Place

- **Selection Tool** (selects an object and crops)
- **Direct Selection Tool** (distort the objects shape and moves picture around on the inside.)

## Tool Bar>Rectangle Frame Tool

- Click on the **Rectangular Frame Tool** and click on the workspace and drag to make a square.
- **File>Place** a picture into the frame tool.

## Tool Bar> Free Transform Tool

- Scale and rotate

## Tool Bar> Scale Tool

## Object>Fitting

- Use the Fitting command from the Menu bar or the fitting buttons on the Options Bar.
- Fit Content to Frame
- Fit Content Proportionally
- Center Content
- Fit Frame to Content
- Fill frame proportionally

## Tool Bar>Text Tool

- Create a text box.
- **Type>Fill with Place Holder Text**
- Highlight text and change the font, font size and text color. If you highlight the text you should see the Fill Color box change to a T which indicates the text color. Change the color of the text. Walk through option bar.
- Pull swatches window out of

**dock** and change the color of the text and show how to change the color of the text box. Describe the **Fill and stroke box** as well as the tint slider. Discuss how tinting a color does not make the color transparent but just lighter.

## Tool Bar>Selection Tool

- Select text box and right click, select **Text Frame Options**
- Change columns to 3 and preview. Change back to 2 for assignment practice. Discuss **Gutter**
- Use the Direct selection tool to distort the text boxes shape to fit under the picture that you distorted.

## Tool Bar>Rectangle Tool.

Make a rectangle the same size as your text box and distort the shape to match. Fill with a color from the swatches or color palette. Show how to use **Color Picker**.

## Tool Bar>Fill Color

- Double click on the fill box at the bottom of the tool bar.
- The color picker will pop up. Click in the colored box to select a color. You can use the slider to change color.

## Tool Bar>Stroke Color

- Double click on the stroke box next to the fill box to select a color. Pick a color.
- Window>Stroke In the option bar you will also find the stroke command along with line types.
- Select a larger weight to see your stroke appear.
- Use **Transparency** this time instead of tint.
- Right click on the selected shape **Arrange>Send To Back**.
- Select both the text box and

shape. Right click and group. Move the grouped object over the picture to show transparency.

## Tool Bar> Pencil Tool

## Tool Bar> Line Tool

- **Window>Stroke**
- Change size, style and color of line

## Tool Bar> Hand Tool

- Double click on hand tool to fit the page to screen

## Tool Bar> Zoom Tool

- Bottom left corner % change
- Double click on zoom tool puts you at 100%

## Tool Bar>Normal and Preview

## Pull Quote and Picture

- **Window>Text Wrap**
- Place text box with text between 2 columns
- Open the text wrap window and select **Wrap Around Object Shape**. The body text should move away from your other text box. (never put a text box in the middle of a column)
- To fine tune the text box so text does not touch the edge of the text box select the text box, right click and select the **Text Frame Options**. This time you will select **Inset Spacing**.

- **Create Masthead**
- **Folio**
- **Create Headings**
- **Subheadings**
- **Captions**
- **Citations**
- **Pull Quote**

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## Program

- Adobe InDesign

## Vocabulary

- Path, align, Logo Type, PNG,

## Windows

- Align (shift F7)
- Pages - Master Pages (F12)
- Layers (F7)

## Tools

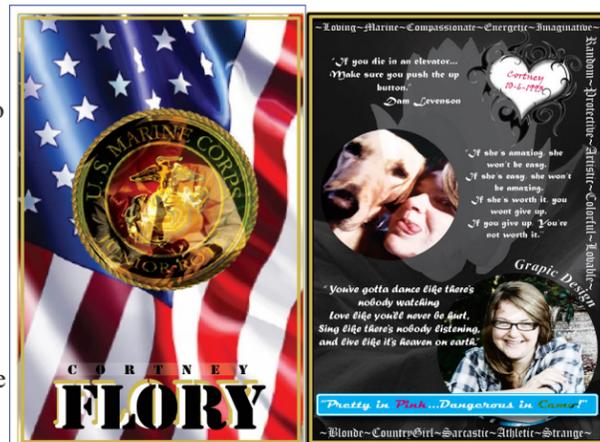
- Selection Tool (V)
- Direct Selection Tool (A)
- Type Tool (T)
- Type of a Path Tool (Shift T)
- Line Tool (\)
- Rectangular Frame Tool (F)
- Ellipse Frame Tool (L)
- Rectangle / Ellipse Tool (R)
- Free Transform Tool (E)
- Rotate Tool (R)

# Personal Notebook Cover

## Objective:

The main goal of this lesson is to choose a layout from the graphic design world and develop a Personal Notebook Cover about you. You will be reinforcing the elements of art and the principles of design within your layout. Some of the tools that you will use will be the Type tool, Pen tool and Shape tool to emphasize how the text can be manipulated within the design to create a sense of movement, unity and harmony within the layout.

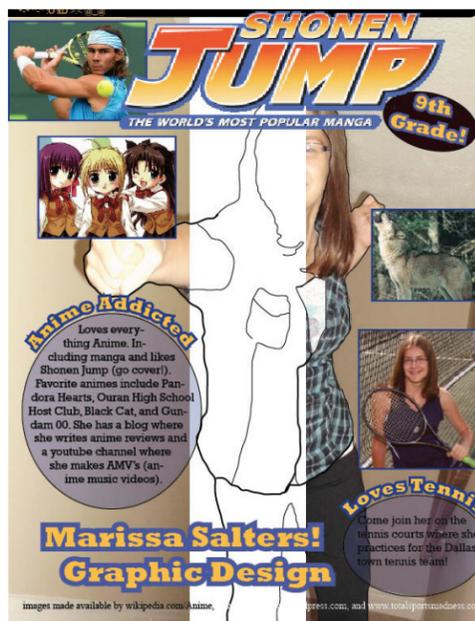
-This assignment requires you to research a magazine that you would like to see yourself featured on. It is your choice, TIME, Sports Illustrated, Field and Stream etc. You will become the designer for that Magazine so mimicking the cover to make it look like the original is the main goal.



Trading Card

## Homework:

1. Bring in at least 2 Photographs (digital or print) Must match the size and placement of that of the magazine itself.
2. Develop 3 Notebook Cover layout Thumbnails, You can use your sheet from the new letterhead thumbnails or print a new sheet.
3. Found on moodle under Magazine Cover. (Topic 9) Open and complete the Magazine Research Homework and save to magazine folder. The research is designed to get you to look at different layouts from the graphic design world and how they are put together.



Magazine Cover

## Type of Layouts to Choose from for Enrichment:

- CD/Album
- Calender
- Trading Card
- Cell Phone Cover
- Skateboard, etc.



Magazine Cover

## Requirements for Cover: (refer to rubric)

- \_\_\_ Your name stands out against background and other text
- \_\_\_ Information about self that you want to share
- \_\_\_ Use of Transparency
- \_\_\_ Shows multiple layers
- \_\_\_ Photo of student imitated that of original covers
- \_\_\_ Pictures relating to text
- \_\_\_ Text must mimic that of original covers
- \_\_\_ Use of various text sizes
- \_\_\_ Use of Type on a path
- \_\_\_ Evidence of Research
- \_\_\_ Must use one of the effects
- \_\_\_ Must align text

## Additional In Class Instruction:

1. Magazine Logo Type
  - To begin your cover, you will research the magazine logo type. Type in the magazine name logo, followed by PNG (remember this will give it a transparent background) example: (TIME Magazine Logo PNG). Find the highest resolution possible. I will show you how to change the color if necessary.
2. Photo of self
  - Your photo must be clean, well lit, and cleanly cut out. It must fit the magazine. Example: If you do Sports Illustrated than you need to have a photo of yourself in uniform, etc. Direct selection tool- allows you to alter the shape of the
3. Creating a new layer-
  - Under Windows open up the layers palette. Create a new layer by selecting the new layer button at the bottom of the layers palette. Turn off eyeball (turns the layer off and on). To move one layer above another just click and hold on the layer and drag it above. You will see a thick blue line where you want it to go.
4. Lock a layer
  - In the layers palette (window), to the right of the eyeball turn on the lock which will lock the layer so it cant be changed or moved.
5. Create a master page
  - Under the pages palette (window), click on the A-Master pages to create text and or imagery that will be present on each page.
6. Align Images or Text
  - Window>Object&Layout>Align to align top edges.
7. Creating Effects in and around text images and text
  - (FX) button located on the Option bar or OPTION >EFFECTS.
8. Type on a path.
  - TYPE>TYPE ON A PATH>OPTIONS.



Trading Card

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## • Adobe Photoshop CC

### Vocabulary

- RGB and CMYK, Grayscale
- Adjustments and Modes
- Crop and Touch Up
- Sepia
- Invert
- Threshold
- Posterization/Gradient Map
- Colored Grayscale and Handtint
- Duotone

### Windows

- Layers and Modes

### Tools

- Move Tool (V)
- Rectangular Marquee Tool (M)
- Lasso Tool (L)
- Magic Wand Tool (W)
- Quick Selection Tool (W)
- Crop Tool (C)
- Spot Healing Brush Tool (J)
- Healing Brush Tool (J)
- Brush Tool (J)
- Red Eye Tool (J)
- Brush Tool (B)
- Clone Stamp Tool (S)
- Eraser Tool (E)
- Background Eraser Tool (E)
- Magic Eraser Tool (E)
- Paint Bucket Tool (G)
- Blur, Sharpen, Smudge
- Dodge, Burn, Sponge
- Horizontal Type Tool (T)
- Shape Tools (U)
- Hand Tool (H)
- Zoom Tool (Z)
- Foreground Color
- Background Color

## Photoshop Adjustments/Manipulations

### Objective:

The main goal of this lesson is to introduce you to Photoshop and the various methods of adjusting and altering a photograph. You will learn the environment of Photoshop to include, the **Menu Bar, Option bars, Tool Bar, Windows Bar, and Work Space.**

You will learn the process of converting image modes to RGB, CMYK and grayscale. You will be able to transform and adjust your image to create an original adjustments/manipulations. See back page for check off list. All areas below will be covered under the following menu:

IMAGE>ADJUSTMENTS

### Homework:

Must bring in 3 photos. One selfie, selfie with a family member/pet and selfie with a friend. The key is that you must be in the photo and be recognizable with no filters from snapchat or any other app.

1. Open Adobe Photoshop CC
2. FILE>OPEN>Picture of Self
3. Using the CROP TOOL, (on the option bar select the first drop down box and select HxWxResolution, this will allow you to you to type in the height and width in inches, you must place the "in" after the number so the program knows you want inches) crop the image to a 5in x 7in or 7in x 5in and save in the ORIGINAL folder. **Firstnamelastnameoriginal5x7.jpg**
4. IMAGE>ADJUSTMENTS: As we walk through each of the following adjustments you will save the original with the same file name so we are creating the best photo possible. Once we finish with the adjustments we will compare the original and the adjusted photo.
  - Levels
  - Brightness and contrast
  - Exposure
  - Vibrance
  - Hue & Saturation
  - Color Balance

\*\*\*\* Now do this with the other two photos. You should have 6 photos in the original photos folder. 3 that were downloaded and 3 that were altered and named. These 3 are the files you will be opening each time we adjust or alter in Photoshop.

5. The following will be adjustments that we will save individually in the folders that you made. We will open the saved original and apply the following to that photo. You must save the file according to the adjustment. ie - **FirstnamelastnamemeInvert.jpg**

**Grayscale (Desaturate)**

**Invert**

**Posterize**

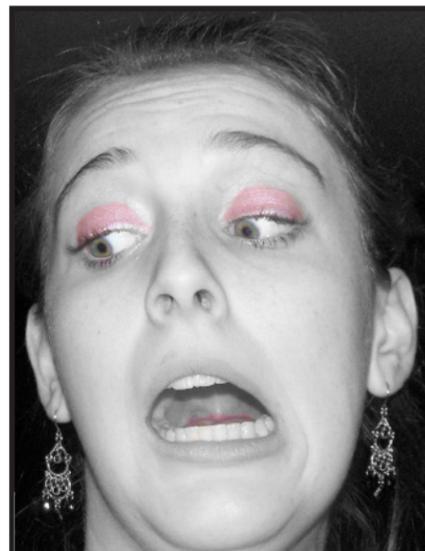
**Threshold**

**Gradient Map**

**Variations (SepiaTone)**

6. We will create a **Combination** incorporating invert, posterize, threshold, sepia and grayscale all in one work.

7. We will use the Rectangular Marque selection tool to select an area and using the transform tool (ctrl T) enlarge the shape selected to fragment the image like that of **Picasso**. You must show at least 5 fragmented areas.



8. Open and desaturate a photo. In the layers (window) you will create 2 new layers. On each of the new layers you will pick a color and using the paint bucket, fill them in. Pick two Complementary colors. Using the modes, begin by selecting **overlay** for each of the new layers. Do not apply to the picture itself. You should be able to see two tones on the image. If it doesn't, experiment with the other modes until you achieve a two tone image. Just because you start with red and green doesn't mean your image couldn't be red and yellow. This should create a **Duotone** photo.

9. We will use the layers (window) to convert an image to grayscale. Create a new layer and change the mode to overlay. Pick a color to hand color (**Handtint**) your eyes and hair. In order to do this you will need to select the brush tool and change it to a soft edge and pick a size that fits the space you are tinting. (select the brush tool and on the option bar select the Brush Preset Picker, the second drop down from the left. Select a brush that has a soft edge, not a hard edge. You can change the brush size by using the bracket keys on the keyboard) Will show how to whiten teeth as well and eliminate redevye.

10. A **Colorgrayscale** combines a grayscale photo with the same color photo. Open a color photo. Duplicate that layer by right clicking on the layer and selecting duplicate. Convert the layer to a grayscale. Using the eraser tool, select a soft brush like in handtinting. Erase through the grayscale to reveal the color section that you would like to keep.

11. A **Filter** is a predetermined effect that you can apply to your photo. There are so many combinations that I can barely scratch the surface. You will need to experiment with the filter gallery located in FILTER>FILTER GALLERY. Use the drop down under each of the filter sections and select one of the filters to see how it effects the image. Experiment. You will find other filters under FILTERS so you may want to experiment with them as well, but stay within the Artistic through Texture Filters.

12. **Liquify** gives you the opportunity to enhance or diminish features. Open a photo. FILTER>LIQUIFY. When the dialogue box appears you will find several tools. Forward warp tool (stretches an area), reconstruct tool (fixes an area without redoing the whole picture), Pucker (shrinks an area), Bloat, (enlarges an area). Have fun. When you are satisfied with your makeover push ok.

13. **Touching up a photo** can consist of red eye reduction, removal of unwanted scars, acne or blemishes. For this we will need to use the Spot Healing Brush Tool (Automatically samples pixels to correct a spot with one click), Healing Brush Tool (this tools allows you to select the area that you want to copy and blend it over the area that needs correcting. You will need to hold down the ALT key and left click the mouse to select the area you want to copy. Left click again over the area and it will automatically blend it with the image to correct the area), Patch Tool (this tool allows you to circle the area you need to repair and drag the center of the selected area to an area you want to copy and release. It will blend the two together) and the Red Eye Tool (click on the red area and the red you be removed).

14. **Clone Stamp Tool** is used for copying an area from one place to another. By holding down the ALT key you click on an area and move the tool to another area that you want to replace. Great for tears in photos, rips etc.

# Photoshop Adjustments

\_\_\_\_\_ *Cropped, adjusted 5x7 colored photograph (levels)*

\_\_\_\_\_ *Grayscale (desaturate)*

\_\_\_\_\_ *Invert*

\_\_\_\_\_ *Threshold*

\_\_\_\_\_ *Posterization*

\_\_\_\_\_ *Gradient Map*

\_\_\_\_\_ *Sepia Tone (Variations)*

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\_\_\_\_\_ *Combination (grayscale, invert, posterize, sepia, threshold)*

\_\_\_\_\_ *Picasso*

\_\_\_\_\_ *Duotone*

\_\_\_\_\_ *Hand tinted grayscale*

\_\_\_\_\_ *Colorgrayscale*

\_\_\_\_\_ *Touched up self photo*

\_\_\_\_\_ *Filtered Photo*

\_\_\_\_\_ *Liquify*

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## Program

- AdobePhotoshop CC

## Vocabulary

- Layers
- Photomontage
- Photomorph

## Windows

- Layers

## Tools

- Selection Tool
- Free Transform Tool
- Eraser/Magic Eraser
- Magic Wand



# Photomontage

## Objective:

The main objective to this lesson is for the student to create a **Photoshop Photomontage**. You will further your skills using the Photoshop layers window, layer modes, blending tools and extracting images from the background to combine at least 3 digital images, one being of themselves, and apply them to a design that communicates a message/theme (students choice). The photos will be seamlessly blended to make the objects look like they belong together, but in reality, they would not. Refer to demonstrations presented in class.

## Homework:

- Must bring in at least 3 photographs to be combined into one composition. One of the photos must be of you and the other two must support your concept you are trying to convey. Have fun and be creative. The photos must be of the same quality.
- Open the homework file on the moodle labeled Photomontage Homework and save it to your Photomontage folder. Insert photographs and type into the document. Keep everything on one page. I will look at it in class on screen.



# Photomorph

## Objective:

The main goal of this lesson is to create a **Photoshop Photomorph**. You will combine a photo of yourself and an animal that displays your inner self. You will learn the use of Photoshop layers, modes and blending tools to digitally manipulate the images into one seamlessly blended image. Refer to demonstrations presented in class.

## Homework:

- Must bring in at least 2 photographs to be combined into one composition. One of the photos must be of you and the other one of your animal that you choose to morph with. The photos must be of the same quality.
- 
- Open the homework file on the moodle labeled Photomorph Homework and save it to your Photomorph folder. Insert photographs and type into the document. Keep everything on one page. I will look at it in class on screen.

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## Program

- Adobe Photoshop
- Adobe Illustrator

## Vocabulary

- Adobe Photoshop
- Adobe Illustrator
- Color Theory
- Primary Colors
- Secondary Colors
- Intermediate Colors
- Analogous Colors
- Complementary Colors
- Split Complementary Colors
- Double Split Comp. Colors
- Grayscale
- Monochromatic
- Warm and Cool Colors
- Rasterized Image
- Vectorize Image
- Color Picker

## Windows

### Layers

### Tools

- Move Tool (V)
- Crop Tool (C)
- Brush Tool (J)
- Paint Bucket (G)
- Eye Dropper (I)
- Eraser Tool (E)
- Hand Tool (H)
- Zoom Tool (Z)
- Foreground Color
- Selection Tool (V)
- Live Paint Bucket (K)

# Self Portrait

## Objective:

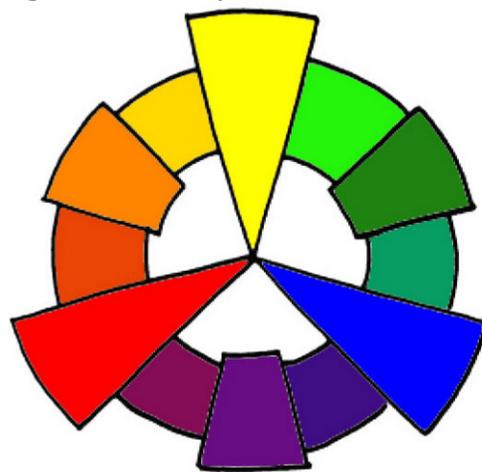
The main purpose of this lesson is to learn how color can impact a design and how it can be used personally to express emotion through a self portrait using Adobe Photoshop and Adobe Illustrator. You will choose a unique portrait of yourself and use Photoshop to realistically trace the outlines, highlights and shadows of your face. The image will be placed into Illustrator and converted into a vector image and colored with a chosen color theory learned in class. You will learn the difference between a Rasterized and Vector Image and develop the skills using the drawing tablet and stylus. (tutorials available)

## Homework:

Must bring in one photo of self from an unusual perspective and place in your self portrait folder.

## Color Theory;

1. View color wheel presentation (on moodle topic 13)
2. Open Color Wheel (on moodle topic 13) Right click and save into self portrait folder
3. **Open Adobe Photoshop**>Open the color wheel
4. We will be using the paint bucket, the eye dropper, and the color picker for this exercise. I will demonstrate each step in class.
5. We will begin with the Primary colors. After we place them in the main color wheel you will also place them in the color wheel labeled primary colors. We will go through the secondary and intermediate the same way. As we move onto the Analogous we will use the eye dropper to select colors from our main color wheel so the colors are consistent. We will continue this process until each of the color theories are completed.
6. The key is that the 12 colors from your color wheel are the colors that you must use throughout the sheet. No colors are used outside that color wheel except for the grayscale and the monochromatic colors. Don't Print. Put your name on the top and I will check it in class.



## Self Portrait: (All will be demonstrated in class)

1. Open **Adobe Photoshop** .
2. File New> On top option bar click on Print>On the right side under Preset Details make the document 8 x 8 and change the units to inches, Resolution 300. At the bottom right click on create.

# Graphic Design Projects

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8. Name Tag
9. Name within a Name



# Self Portrait

3. File>Place your image and fit your image to fit the 8 x 8. Make sure you hold the shift key to keep it constrained.
4. Create a new layer
5. Select the new layer. Using the color picker select the color black. Using the Brush tool with a hard edge tip begin with an 11 pt. line, tracing the contour (edges) of your face. You are beginning with an 11 pt. as a starting point. You are looking for a thin line that will allow you to create fine **detail**. If the line is too thick you should alter the line's weight. Complete the tracing. Delete or turn off the eyeball to the picture layer. FILE>SAVE AS. Save the file as: Firstnamelastnameportrait.JPG into the Self Portrait folder.

6. Open **Adobe Illustrator**.
7. FILE>NEW. You will be creating an 8 x 8 format. You have to change points to inches. The same as you did in Photoshop.
8. FILE>PLACE your traced image. Don't deselect your image.
9. Make sure your image is still selected. On the OPTION BAR select IMAGE TRACE. This is where you will know if you traced your face well. *You are taking a Rasterized image from Photoshop and converting it to a Vector image which is a mathematically plotted line that has no pixels and can be enlarged without distortion.*
10. Once the image is live traced you will need to select EXPAND on the OPTION BAR. This will convert the image into an editable file.
11. Your main goal at this point will be to make sure that your portrait has no gaps. Here is what you need to do. Using the LIVE PAINT BUCKET, {shortcut (K)} hover over areas of the portrait and look for spaces that flow from one area to another. If this occurs you will need to close the gaps. There are 2 ways we can do this:
  - Under OBJECT on the OPTION BAR go to LIVE PAINT and select GAP OPTIONS You will need to turn on the gap options and decide if you want the small, medium or large gaps filled. If this works you are complete and ready to move on to applying your color.
  - If not you will need to use the DIRECT SELECTION TOOL to alter the individual handles that make up the lines of your portrait. We learned how to move and alter a path when we were in Photoshop and InDesign.
12. You are now ready to apply color to your self portrait.
13. Using one of the color theories that we learned, begin using the swatches window and/or create your own swatches. I would suggest creating squares in the workspace and color them with your color theory this way your colors will not disappear in the swatches the next time you open the file.
14. The lightest color should be the lightest area within your portrait and the darkest shadow should be the darkest of your colors. Using your live paint bucket apply the colors to the appropriate spaces.
15. There are 3 parts to the self portrait and I will demonstrate the other two in class.

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## Program

- Adobe Illustrator

## Vocabulary

- Adobe Illustrator

## Tools

- Selection Tool
- Free Transform Tool
- Pen Tool
- Pencil Tool
- Brush Tool

## Materials:

- Adobe / Illustrator
- Color Laser Printer
- Photo Paper
- Various art works to use as examples ( work of art can vary)
- thumbnail paper
- pencils

# Image Within a Word

## Objective:

The main goal of this lesson is to develop a design within the letters of a word in order to create a compound word known as an image within a word. This is the first opportunity to begin to draw in illustrator so the image that goes inside of the words must be hand drawn.

You will research and examine contemporary letter styles and how those letter styles are used within a design. You will choose a letter style (font) that relates to the object/image chosen. The letter style must relate to the object/ image and the images will be placed within the letter forms to create a positive negative space design. There will be two ways to approach the assignment.

1. The first is that the image directly relates to the word. (The word feather with feathers on the inside of the word)



2. The second will allow the student to create an image that creates a compound word. (The word paint with images of brushes creates the word paint brush)



## Homework:

Create 5 sample Image Within a Word thumbnails. Thumbnails are located on the bottom of the Image within a Word Rubric sheet found on the Graphic Design (Moodle topic 15.)

Step 1: Open Adobe Illustrator. FILE>NEW, 4" high and 11" wide.

Step 2: Type out your font as large as possible to fit your 4 x 11 space,

Step 3: Select your brush tool. Double click on the brush tool and select all boxes. This will allow you to draw without the lines disappearing when they cross over each other. You will then go to the *option bar* and select the *Brush Definition* drop down option and select 3 point oval or 5 point round. Then to the left of that pick the stroke drop down and select .25. This will give you a small size tool. Using your brush tool, you will draw out the image that goes on the inside of the word. You may have to use the live paint bucket to fill in an area. Nothing says you cant start out using the shape tools and alter them using the direct selection tool. Once the image is complete you will need to change the image from black to white using your swatches palette.

Step 4: The final objective will be to copy and paste your image as many times as needed and fit the space within the word. The challenge is to make the images larger or smaller to fit within the word so that the space is used effectively.

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## Program

- Adobe Photoshop

## Vocabulary

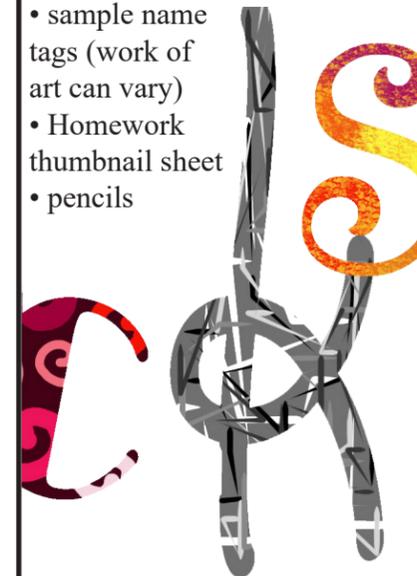
- Layers

## Tools

- Selection Tool
- Free Transform Tool
- Paint Bucket
- Color Picker
- Paint Brush

## Materials:

- Laser Printer
- Printer Paper
- list of elements and principles of design (topic 13, Color Theories Defined)
- sample name tags (work of art can vary)
- Homework thumbnail sheet
- pencils



# Name Tag

## Objective:

The main goal of this lesson is to research and examine contemporary letter styles and how those



letter styles are used within a design to create a Name Tag.

A letter style (font) will be chosen and will be manipulated in a creative manner that reflects the student's personality.

## Homework:

1. • Your first assignment will be to research 5 fonts and compare and contrast those fonts based on the weight, stroke and feelings evoked. You will be introduced to various font forms and terminology relating to describing a font's character and personality. Open **Font Research** Topic 16 on Moodle. Save to name tag folder.
2. • You will then take the information you learned about the fonts and develop 5 thumbnails (**Name Design Thumbnails** found under topic 16) of your name for the name tag. The actual name tag will show your whole name not just the initials. Utilize the whole space of the thumbnail sheet. How big will each of your letters be. They can vary in size. You don't have to worry about the type of font you choose at this point. Your goal is figure out the flow of your name and how it will fit the space.

Size: 4"H x 11"W

1. You will choose from various fonts and sizes to produce a layout of your name. You will alter the position and size of each letter in a creative manner that displays your personality using the color theories learned in class. You will apply one individual color theory to each of the letters of your name in order that they appear in the list on the next page.
2. Open Photoshop
3. FILE>NEW>Click PRINT on Option bar of dialogue box
4. In the dialogue box, create a 4" height by 11" width with a 300 resolution
5. Using the TYPE TOOL, type the First letter of your name. Pick the size and font. Rotate and place the letter where you want the letter to go. Hit enter to confirm.

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6. Select the move tool to deselect the type tool. Reselect the type tool and click on the surface and you will notice that it automatically creates a new layer. Change the size and font for the second letter. Using the MOVE TOOL, move your letter to its appropriate place next to the first letter.

7. Continue this until all your letters are complete and you are satisfied with the layout similar to what you see below.

8. Select your first layer. Use your magic wand to select the area outside of the letter. SELECT>INVERSE. This will select only the letter. Using the paint bucket, brush tool, pencil or anything we learned in Photoshop to apply the primary color theory (red, yellow and blue) to the letter. Think pattern, texture, shapes. I will show you an alternative way to select letters in class. Be creative.

9. Continue applying each of the color theories to each of the letters of your name. You can use the CTRL T for the free transform tool to increase or decrease the size of your letters at any time. Use the Color theories listed below in order as you color the letters.



- Primary Colors – red, yellow and blue
- Secondary Colors – orange, green and violet
- Intermediate (Tertiary) – yellow-orange, red-orange, red-violet, blue-violet, blue-green, yellow-green
- Analogous Colors – are 3 colors that sit side by side on the color wheel and have one common hue.
- Complementary Colors – 2 colors that are opposite each other on the color wheel
- Monochromatic Colors – are the tints (add white) and shades (add black) of one color on the color wheel
- Split Complementary Colors- are one color combined with 2 colors on each side of the first color's complement on the wheel.
- Double Split Complementary- consists of 2 adjacent colors and their complementary colors directly opposite on the color wheel.
- Warm Colors- consists of colors that come forward in a work of art. (yellow, yellow-orange, orange, red-orange, red and red-violet)
- Cool Colors- consist of colors that recede into a work of art. (yellow-green, green, blue-green, blue, blue-violet and violet)
- Grayscale- a series of shades from black to white.

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## Program

- Adobe Illustrator

## Vocabulary

- Adobe Illustrator

## Tools

- Selection Tool
- Free Transform Tool
- Type Tool
- Swatches

## Materials:

- Adobe / Illustrator
- Color Laser Printer
- Photo Paper
- Various art works to use as examples ( work of art can vary)
- thumbnail paper
- pencils

# Name within a Name



OBJECTIVE: The objective to this lesson will be to choose a font that reflects your personality and within that name you will fill the letters with your last name. Ultimately creating a name within a name. The size and style of the font will tell a story about the students personality whether through a bold or delicate statement. Another approach will be to put your first name with in your first name. Different fonts and sizes of the font will create variety within the design.

1. Begin by creating a text box at least 5 inches wide and 5 inches high and typing your first or last name or first and last name etc. at 24 points. Type it over and over again until it fills in the box.
2. Now it is time to alter the fonts and sizes to each word as you see fit.
3. Do this until you have filled the entire box.
4. Copy and paste the text box and set it outside in the workspace. The one that is left you will pull out the swatches window and drag the text box into the swatches window. This will create a swatch of text for you to use.
5. Now type out your name and make it fit the 4x11 space. Choose a font that represents you, but also a font that is bold enough that you can see the text swatch inside of it and that it is readable. Highlight your name, and select the font swatch that you created. You will be able to experiment with color down the road. Will demonstrate in class.



## Enrichment:

1. Take this same concept and apply it to your self portrait.
2. In the bottom left corner of the swatches window, click on the swatch library menu. Each one of these brings up different swatches. Scroll down to patterns and try dots. Using tiny dots for light areas and bigger dots for the shadows. Experiment. Once all the dots are in place we will eliminate the outline.