

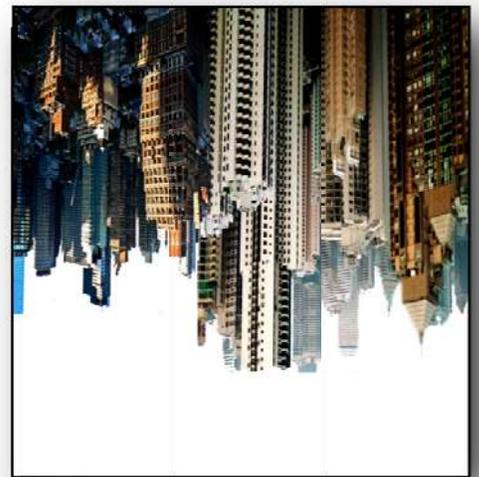
Project Globe: Create your own globe!

You will be using photos of skylines, architecture and perhaps *other things* to create a globe in your own distinctive style and mood. This is a relatively complex project and, like all others, will be as exciting and interesting as **you** want it to be. Also like all other projects, you must try to personalize both the source image choices and the treatments that you choose to apply. For example, if you wish to explore a darker side of your personality with this project, you might choose more imposing, gothic structures, a darker atmosphere and more severe hue and contrast manipulations. All buildings should be tall. **Important:** once you understand the intent of each of the instructions below, feel free to modify or change the method of application. i.e. Paint a shadow edge rather than blur a silhouette.

- 1) **Main Skyline Image:** Create a new file **8" wide by 4" high, 150 ppi**. One good skyline may be flipped and repeated (Edit>Transform>Flip Horizontal) or you may use a patchwork of skyline images to create one continuous skyline reaching across the width of the image. The image(s) you choose must be **high resolution, not too busy** (you don't need a thousand buildings), the buildings must be **tall and vertical** and the **horizon should be horizontal**. Do not worry about the skies lining up as they will be replaced (You may find it easier to delete the skies now). Edit the sides of the separate skylines carefully along logical edges. You may need to use the Rectangular Marquee Tool to select your image in orMerge the layers when complete. Save as "Main Skyline."



- 2) **Elongate and flip:** Select Image>Resize>Image Size, deselect Constrain Proportions, and **change the height to 8"** to make the image **square**. Select Image>Rotate>Flip Vertical and use the up arrow to make sure your Main Skyline is **aligned with the top of the page**, upside down.
- 3) **Make the globe:** Select Filter>Distort>Polar co-ordinates>Rectangular to polar. Your new globe will look a bit awkward and wacky, but don't worry; we'll fix the awkward but keep the wacky! Select Layer>New>Layer to create a new layer and place a single red dot in the centre of your globe to use for future reference.
- 4) **Edit for fun and excitement:** At this stage you will **personalize your globe**. You can select groups of buildings and make them stand out by changing their location, contrast, hue or other features. **Be ruthless in your editing** here. Get rid of awkward buildings and spaces so that the remaining structures are clear and high impact. The **Polygonal Lasso Tool** is useful here, as well as the **Clone Stamp**.



You can introduce new buildings or *other things* (giant sculptures, ice cream cones, etc.) by elongating them and altering their perspective using Image>Transform>Perspective and dragging them into an appropriate and convincing place in the globe. Adjust for size, colour, shadows, etc. Items can be unusual but should look like they are part of the globe. You are creating a new world. Whatever you add to that world should look as if it belongs.



5) **Make a copy:** If you haven't already, make 2 backup copies of your globe layer by dragging it onto the copy icon beside the garbage in the layers window.

6) **Choose a background:** Your background should emphasize the **colour, shape and thematic** choices



you made on your globe. Take a photo(s) or find a photo(s) and use filters and drawing/erasing tools to create a background that shows off your globe. It can be whatever you wish as long as your globe does not get lost: sky, modified sky, fire, space, waves, combinations, etc.

7) **Let there be light:** Now you must adjust for light. Take one of your backup copies and make your globe a silhouette by adjusting the brightness to zero. This silhouette will echo your skyline and help it to stand out against your background. Fill your silhouette with a colour that will contrast your globe and blur the edges using Filter>Blur>Gaussian Blur (or some other method). Hold Shift+Alt and drag a corner to slightly increase the size of your silhouette so that it shows around the edges. You may wish to use the Liquify filter to drag in any edges that protrude too much from your silhouette.

Select your background layer and select Filter>Render>Lighting Effects. Select Omni for Light Type and adjust the Lighting Intensity until the background is lit to your satisfaction.

Now go over your globe with a sharp eye and **meticulously correct any errors** in selection, lighting and "attitude." Congratulations! You've created your own globe!



Below is another example of the Globe Project.

Flash and Photoshop Learning Task: _____

Name: _____

	Level R	Level 1	Level 2	Level 3	Level 4	
Composition: Use of Dominance and Balance	Main subject is unclear with little or no attention to balanced composition	Main subject is obviously clear with some attention to general balance	Dominance is well designed and balance effectively achieved	Main subject is cleverly made dominant and balance is carefully achieved	Main subject is cleverly and subtly dominant and balance is creatively achieved in context	Knowledge
Composition: Use of Unity	Little or no consideration of unity or variety in the image	Some evidence of attention to unity and some effort made to use a variety of elements	Image is effectively unified while maintaining an interesting level of variety	Image is cleverly unified while maintaining interesting variety in context with the subject matter	Image is subtly unified while creatively maintaining a dynamic and interesting composition in context with subject	
Software explored thoroughly	Very limited experimentation with software and little evidence of control over tools and techniques	Some evidence of experimentation with software and controlled application of tools and techniques	Good evidence of the purposeful use and control of a variety of tools and techniques with a good level of overall craftsmanship	Strong evidence of the effective use and control of a variety of tools and techniques to a high level of overall craftsmanship	A wide variety of tools and techniques used to creative effect with a high degree of control and overall craftsmanship	Thinking and Inquiry
Project Criteria and theme	Little or no evidence of concern for individual project criteria or interesting theme	Some evidence of an awareness of the criteria with limited use of tools to develop ideas and theme	Good evidence of a challenging response to theme and criteria with appropriate tools	Criteria fully satisfied with interesting twists and confident technical understanding	Project criteria fully satisfied with creative embellishment and advanced technique and meaning	
Written components: in project and statement	Little or no evidence of understanding or grammatical revision	Some evidence of an understanding of the principles of design and effort shown in revising writing	Good evidence of an understanding of the principles of design and good level of revision in writing	Strong evidence of an understanding of the principles of design and extensive effort made revising writing	Shows a thorough and subtle understanding of the principles and their application in art and exemplary writing quality	Communication
Accuracy and care in application of tools	Little or no evidence of careful application of techniques	Some care in selection, blending, colour enhancement and general application of tools	Good evidence of care in selecting, arranging, blending and enhancing many areas of the image	Strong evidence of subtle control of most edges, blends, contrast and colour qualities	Image has meticulously accurate edges, convincing blending, excellent control of contrast and colour intensity and subtle, creative application of software	

Comments:

