

“Newimals”



Objective: Students will use photo manipulation skills to synthesize two images by matching colors, textures and shapes to create a new, seamless image.

Materials

- Images of animals
- Computer graphic application i.e Photoshop
- Drawing tablet (optional)

Motivation

- You might start this lesson with a discussion about Chimeras. This word, originally associated with a mythical beast from ancient Greek, has most recently been used to describe a creature created by combining two or more animal parts.
- You could also discuss the topic of animals in art using Theo Jansen’s kinetic [STRANDBEEST](#) sculptures.
- For more visual inspiration, check out [these completed Newimals](#)

Step 1: Tutorials

Making Newimals is less advanced than it looks. With some basic photo manipulation knowledge such as *cut and paste*, *transform* and *hue/saturation*, your students can be on their way to creating Newimals.

To gain the knowledge needed, have your students run through a few tutorials. Here are [video tutorials](#) I use with my students to get them up to speed quickly.

Step 2: Ideas and Referencing

Before starting on the computers, have students create a list of animals with similar colors and textures. Brainstorming will lead them to more creative combinations.

Next, have students look for animal photos. Be mindful of copyright laws. If possible, look for images that are creative commons or have students use their own photos.

Step 3: Photo Manipulation

Have students use photo manipulation skills to blend their two images into one Newimal. Along with cutting and pasting, this project is a great way to introduce the concept of layers. You can also teach simple keyboard shortcuts such as Control A (or Command A on a Mac) to select all.

Tip: For best results, have students choose two photos with similar textures and lighting.

Tip: Although designed for the computer, this lesson could easily be adapted for a drawing or painting assignment.