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Photoshop Project 3 – Hogschwartz

Project Scenario:

Let's be honest - the best part of learning to use Photoshop is learning to build crazy, out of this world franken-monsters! Challenge yourself to create a realistic, mythical creature that looks like it belongs in the local pet shop of everybody's favorite teenage wizard.

Project Goal:

Create a composite image blending multiple animals into one

creature.

Project Timeline:

This may take a student 6-7 hours of class time to complete.

Video	Title	Length
TOPIC 3.01	Copyrights and Wrongs	9:14
TOPIC 3.02	Clients and Copyright	7:17
TOPIC 3.03	Using Web Images	5:03
TOPIC 3.04	Transparent About Set Up	4:51
TOPIC 3.05	Super Selections	6:28
TOPIC 3.06	Refining Your Selection	5:16
TOPIC 3.07	Saving Your Selection	4:58
TOPIC 3.08	A Bunny by the Horns	8:08
TOPIC 3.09	Adjustment Layers	6:11

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TOPIC 3.10	Bunny Bulls Gives You Wings	8:37
TOPIC 3.11	Tips, Tricks, and Shortcuts	4:53
TOPIC 3.12	Tinkering With Text	6:26
TOPIC 3.13	Exporting Our Project	6:58
TOTAL		84:20

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Project Outline

- Follow along with the Project 3 - Hogschwartz tutorial videos.
- Complete the note-taking study guide with information from the videos.
- Feel free to use your own images to create a unique project.
- Select the desired animal parts from your different images, and perfect the edges of the selections so it blends seamlessly with your project.
- Add Adjustment Layers to even out the colors on the animal parts.
- Add the other animal parts using the same methods above.
- Create a text layer to title your project.
- Finalize your project by saving in different file formats for web and print.

Adobe Certified Professional 2021 Exam Objectives Covered

1.3 Determine the type of copyright, permissions, and licensing required to use specific content.
a Identify legal and ethical considerations for using third-party content, such as copyright, permissions, and licensing.

b Identify when and how to obtain permission to use images of people and locations.

1.5 Demonstrate knowledge of basic design principles and best practices employed in the design industry.
b Identify and use common typographic adjustments to create contrast, hierarchy, and enhanced readability/legibility.

2.1 Create a document with the appropriate settings for web, print, and video.
a Set appropriate document settings for printed and onscreen images.

2.3 Use non-printing design tools in the interface to aid in design or workflow.
c Use guides and grids.

2.4 Import assets into a project.
b Place assets in a Photoshop document.

3.1 Use layers to manage design elements.
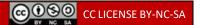*a Use the Layers panel to manage visual content.*

3.2 Modify layer visibility using opacity, blending modes, and masks.
a Adjust a layer's opacity, blending mode, and fill opacity.

b Create and edit masks.

4.2 Add and manipulate text using appropriate typographic settings.
a Use type tools to add typography to a design.

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b Adjust character and paragraph settings in a design.

4.3 Make, manage, and manipulate selections.
a Make selections using a variety of tools.

b Modify and refine selections using various methods.

c Save and load selections as channels.

4.4 Transform digital graphics and media.
b Rotate, flip, and modify individual layers, objects, selections, groups, and graphical elements.

4.5 Use basic reconstructing and retouching techniques to manipulate digital graphics and media.
c Evaluate or adjust the appearance of objects, selections, or layers using various tools.

Materials/Equipment:

- Computer meeting the minimum specs for Photoshop
- A copy of Adobe Photoshop
- Internet Connection for resources

Concise Help, Explanation, and Tips (CHEATs)

- Take the time to make excellent selections, and don't be afraid to start over!
- Use soft brushes to blend the edges of your selections so that your animal parts look natural.
- Work non-destructively whenever possible. When you make selections with layer masks, you can continually adjust your edges until you're finally happy with them - and then adjust them some more.
- Pay attention to the lighting of your individual images. If one animal is in sun and another is in shadow, you'll need to lighten or darken those layers so the finished version looks natural.
- When choosing a font for your project's title, be sure the font fits the style of this design.

Evaluation:

- Does your imaginary animal look obviously photoshopped? Have you appropriately used a variety of selection tools and refining options to get the best selections possible? Have you blended layers together using layer masks to achieve a smooth result? Have you added an eye-catching title that fits the style of your design?

PHOTOSHOP PROJECT 3 LESSON PLAN – 2021-11-22

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Extension Challenges:

- After you make your first animal, try taking a completely different route with new animals! Try an animal with a different texture - if your first animal was all feathers, try making a new project that focuses on scales or skin.

- Add human features to your animal - maybe even yourself? Ever wondered what you would look like as a llama?

- Find a random tutorial and complete it to learn something totally new!

Cross-Curricular Enrichment:

- **History/Language Arts:** Do some research about famous mythological creatures that have appeared throughout literature, especially in ancient Greece and Rome, and create your own illustration.

- **Language Arts:** Compose your own myth about the animal you created.

- **Science:** Discuss classification of animal species, and write a scientific name for the animal you created.

- **Science:** Research endangered or extinct species from your area or around the globe, and make a composite animal project with a conservation theme.

- **Science:** Read about real efforts to cross-breed different species of animals to create strange new hybrids, and the ethics involved in these efforts.

- **Math:** Research the populations of the animals used in your project over time, and create a graph illustrating the population change.

- **Math:** Calculate the approximate height and weight of your imaginary animal. For example, if an average bull weighs 2,400 pounds, and his horns make up approximately 1/10 of his body, how much might his horns weigh?

Project 3 Scoring Rubric				Student Score
Required images	15 points: (extra credit) More than 3 animals used	**10 points:** A minimum of 3 animal images are used	**5 points:** Only two animal images are used	
Image resolution	**5 points:** Images used in project are high enough resolution and do not appear pixelated or blurry.	**3 points:** One or more images do not match the resolution of others.	**1 point:** All images are noticeably low resolution.	

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Selection Quality	5 points: Edges of layer masks are not noticeable - animal parts are blended together carefully.	2 points: Layer mask edges are too hard - boundaries between animals are noticeable and look "cut out."	
Color/ Lighting	5 points: Animal parts are blended together with a variety of techniques so that their colors and lighting are consistent.	2 points: Animal parts are noticeably separate - i.e., one animal is in shadow while another part is in sunlight, or brown fur does not blend well with black fur.	
Text Layer	5 points: A creative name for the animal is displayed with careful typographical choices. A transparent box is behind the text to help the contrast.	2 points: A name for the animal is displayed with basic text, and no extra typographical formatting is used. Colors may not match image, and a contrasting element is not used.	
File Type	5 points: Files are properly saved in multiple formats for print, web and digital storage.	2 points: Files are saved only as one format, or saved incorrectly.	
Total Points Earned **(35 points possible)**			

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