Assignment 1: 2D Design – Selections & Layers

Introduction

In a world full of visual communication through books, computers, television etc to entertain us, help us gain knowledge, communicate to others and in a lot more ways we find that there are a vast array of images to process in our minds to help us understand. Many of these images are at some stage in their developmental life cycle touched by digital techniques in the modern world. The aim of this assignment is to look at some of the underlying principles upon which these 2d images are created.

What Will You Learn About

In this assignment we will explore the components of bitmap or raster images and some of the key terms and issues associated with using this technology in Computer Graphics.

We will complete a small design task to focus on 2 of the main methods of working with 2D graphics; the use of selections and then use of layers.

We will finish with a short review task that will aim to draw together the ideas covered.

What You Will Do

Step 1. Background

View the PowerPoint presentation “Understanding Raster Graphics” that gives an overview of the range of issues that need to be considered to effectively produce raster (bitmap) images. The presentation will be used as a start point for design based activities to further explain some of the key features and issues of working with bitmap based images.

Step 2. The Design Brief

Using the techniques of concept sketching, bitmap based drawing and illustration techniques, design and create a character using a set of photographic resources of fruit and vegetables.

Limitations:

- The image is to be produced in Photoshop with an A4 document size.
- A series of concept sketches ideas of a range of characters should be developed to work out which items if fruit and veg you will use in creating
• Fill effects, gradients and other visual techniques can be added to provide a sense of visual depth to your character.

Skills Required:
As a part of your research phase we will look at some key processes. In order to complete this brief to a high standard it is strongly recommended we aim to gain a good working knowledge of the Photoshop basics of:
• Making & working with selections
• Using the transform tools
• Use of layers
• Use of layer masks
• Use of layer adjustments

Step 3. Research And Development

We will look at some of the basic tools and processes of working effectively with Photoshop (our production tool) with class demonstrations and also looking the Photoshop video tutorials on www.atomiclearning.co.uk.
We will also look at some basic concept sketching techniques to help in the development of ideas.

Concept Planning:
Explore a few ideas through sketching of some character ideas. Be brave and try lots of different ideas.
When you have an idea you are happy with try to produce a clean, detailed pen or pencil sketch of your fruit & veg character to the best of your ability to use as a reference for when you actually produce your character.

Scanning In Your Character:
Once you have the clean final sketch of your character we will scan this at 300 dpi and import it into Photoshop to use as a background template.

Step 4 Produce

Using handouts as a guide draw in each element of your character on different layers and use fills and appropriate colours complete your illustration of your character. Try and also place your character into an environment or setting if you have time
Step 5 Review

The final step in the process is to complete the assignment review that reflects on your design work and the techniques you used to create your character.

Assessment

Assessment of this assignment will be based on the following components for the task.

- Your concept sketches that were created to plan out the shape and from of your fruit and veg character.
- The completed image of your fruit and veg character.
- A completed evaluation sheet that reviews your assignment’s success and some of the processes we have covered.

Assessment Criteria

1 Collect, analyse, organise, and evaluate information (content & detail of your review)
4 Generate and communicate ideas (concept sketches of your character and final presentation of your completed character)
5 Demonstrate knowledge and understanding of design principles and elements (how the character is built to provide a unified whole that has a sense of balance & unity)
6 Demonstrate understanding of the context and process of design (all design process elements followed & completed)
8 Competently use technology to create digital content. (use of Photoshop as the creative tool)