Agenda

1)   Sketchbook: shaded sphere

2)   Introduction to Photoshop continued:

Skills to Learn:

- Brush tool, opacity, blending

- Blur, sharpen, smudge

3) Practice Assignment #3: Shaded Sphere

4) Continue the Semester Project: 2 Photoshop Tutorials

Sketchbook
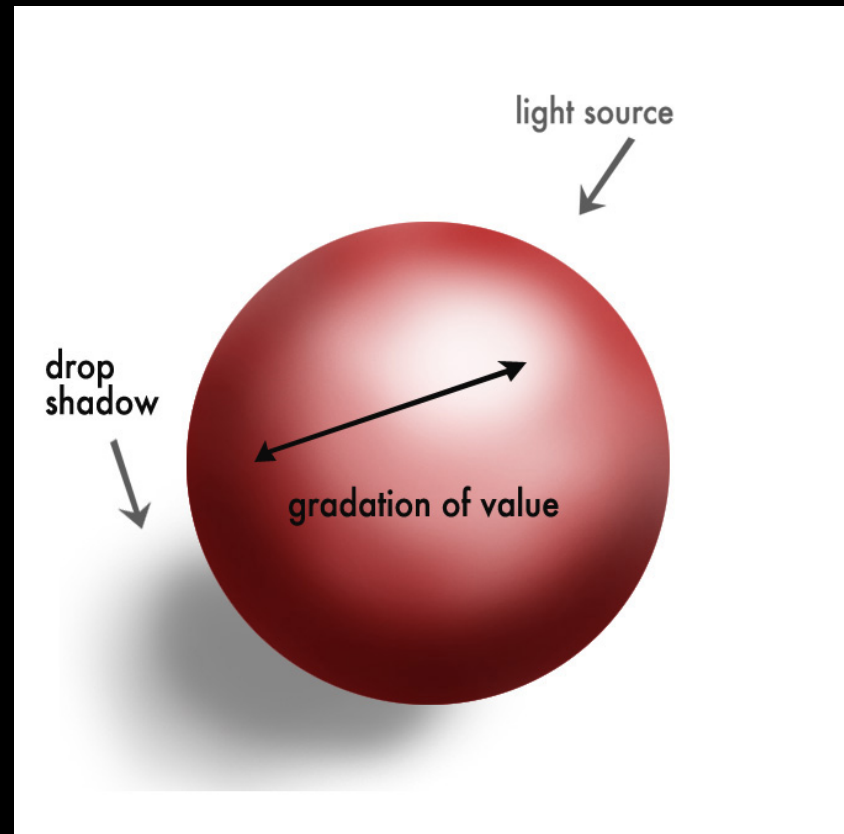
1) Draw a Value Scale with 11 Values moving from white to pure Color to black
2) Draw a sphere with a pencil (color or regular). A sphere is a 3-dimensional circle.
To show that it is 3-D,
you need to demonstrate VALUE based on a light source.
3) Remember to draw a cast shadow.
***hint: this shadow is opposite the light source - see diagram >>**

-Your sphere should be at least the size of your fist

light source

drop shadow

gradation of value

everything between white and red is a
TINT

everything between red and black is a
SHADE

WHITE | | | | | PURE RED | | | | | BLACK

PS Assignment #3: Shaded Sphere

Demonstrate mastery of the brush tool by painting a sphere in Photoshop.

Requirements:

- Value Scale-8 different values

- Realistic 3-D sphere in color

- Use of a range of VALUES to create 3-D Form

(include highlight, gradation of value,

and drop/cast shadow)

- Smooth blending of values with paintbrush tool-

- Title this document "your last name_sphere.psd" and save in your H drive, online storage, or flashdrive