

Agenda

- 1) Sketchbook
- 2) Photoshop Skills to LEARN:
 - 3D render
 - cast shadows
 - Warp
 - Layer styles
 - Custom shape tool
- 3) Complete Practice Assignment: Shaded Sphere
- 4) Complete Practice Assignment: 3D rendered object
- 5) Continue your Semester Project: 2 Photoshop Tutorials

Sketchbook:

Review the “100 Top Digital Artists” Article.

Choose a different artist that appeals to you. Browse their personal website/portfolio.

- 1) Name the artist and describe their artistic style.
- 2) Explain why you like this artist’s style.
- 3) Choose 1 artwork you like best. Draw a small thumbnail sketch or describe it in detail.
- 4) What stands out? Why is this is a great digital artwork? Explain.
- 5) Explain how the artist created this work. What images did they use? What photoshop skills do you think the artist used to create this?

PS Assignment: Shaded Sphere

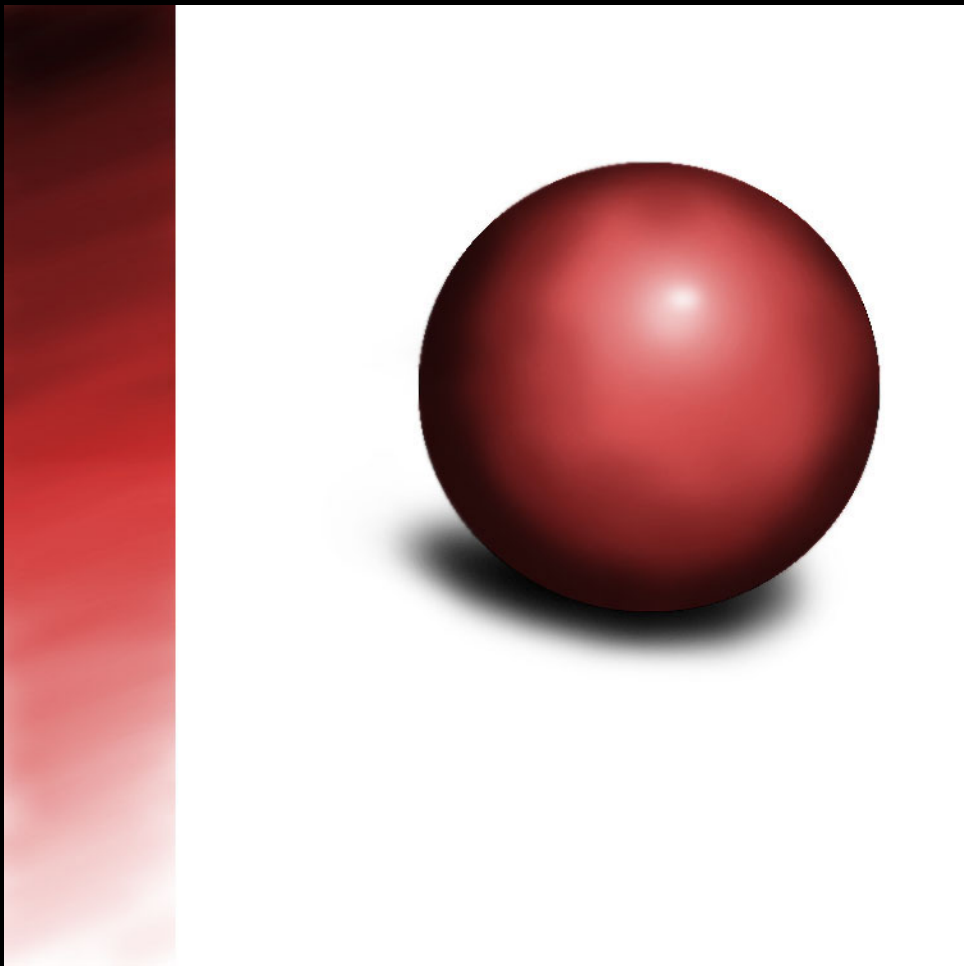
Demonstrate mastery of the stylus and graphic tablet by drawing a sphere in Photoshop.

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-using the stylus

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

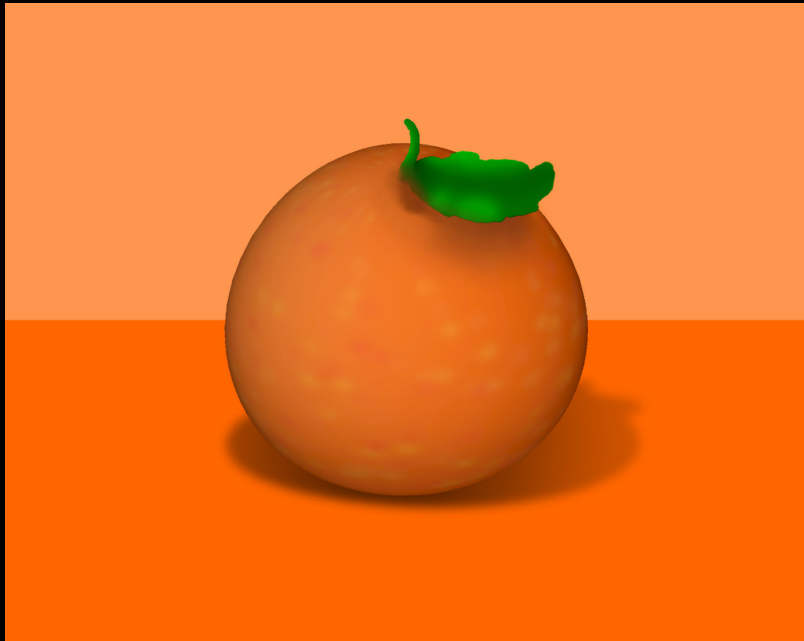
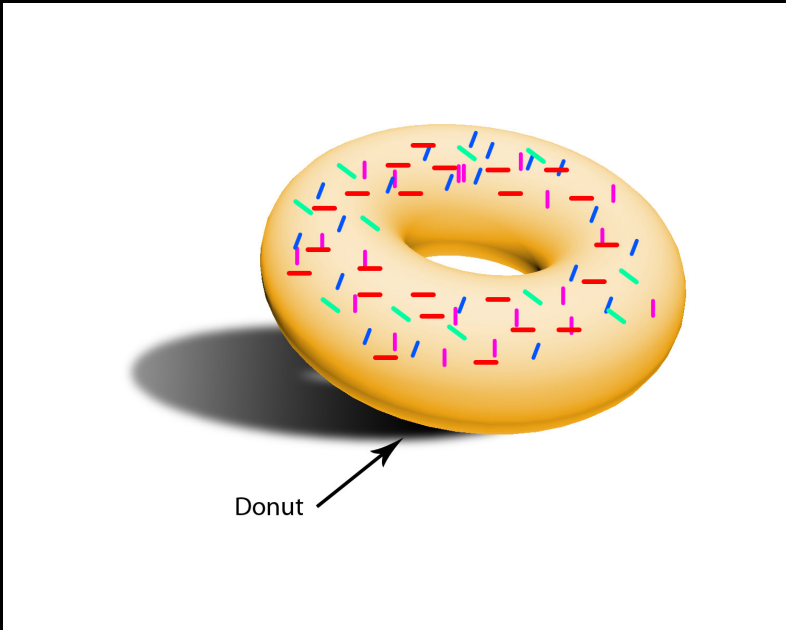
Extra Credit: create a cube or a cone



Photoshop Practice: 3D Rendered Object:

Make a 3D rendered object and add unique details.

- Use 3D>shape from layer
- Use warp, distort, etc.
- Use layer blending modes and/or filters for fine details.
- Include a cast shadow
- Add text or custom shapes
- Call it yourlastname-3D.psd







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OF THE BATHHOUSE