

Agenda

1) Photoshop Skills to review:

- 3D render
- cast shadows
- warp
- Type Tool: fonts, color, text warp
- Custom shape tool

2) 3D Object practice: ice cream cone

3) Complete Practice Assignment #3: Shaded Sphere

4) Complete Practice Assignment #4: 3D rendered object – your original 3d object

5) Continue your Semester Project: 2 Photoshop Tutorials

PS Assignment #3: Shaded Sphere

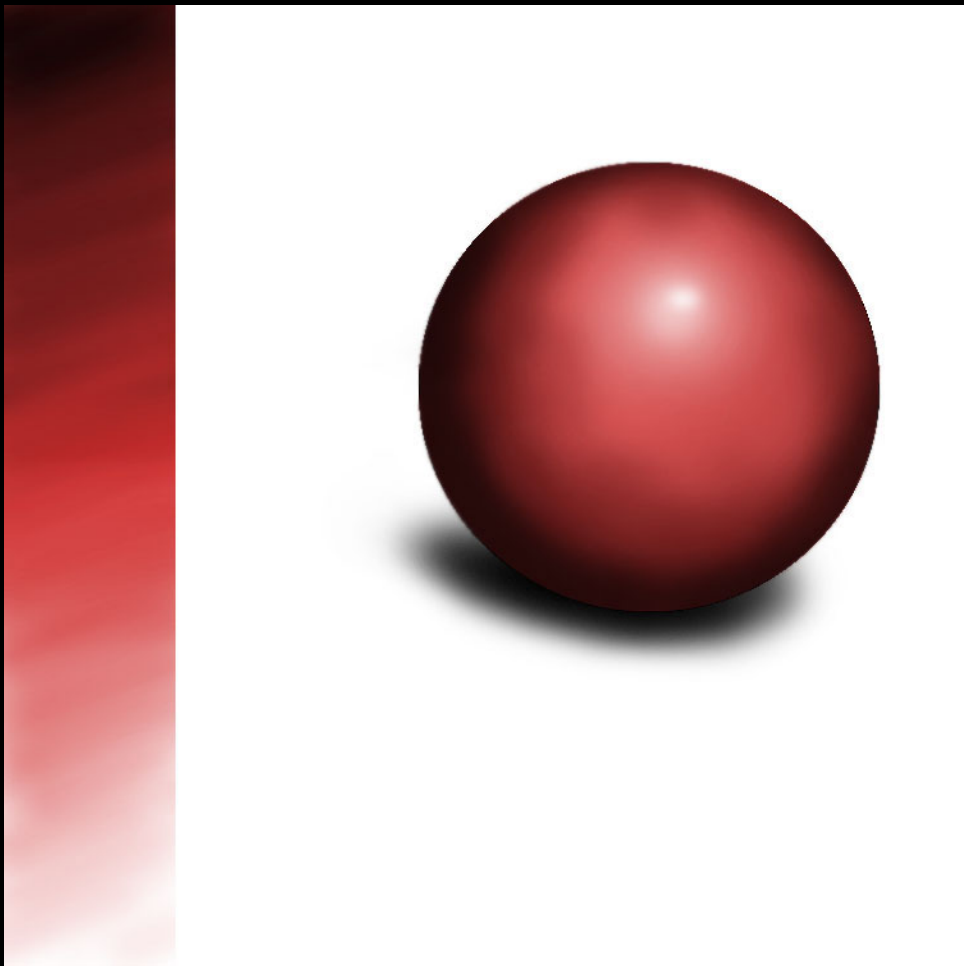
Demonstrate mastery of the stylus and graphic tablet by drawing a sphere in Photoshop.

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 #4: 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

