

Photoshop for the Theatrical Designer

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Jan 16th

Homework: Due February 6th

Create a Poster promoting the subject matter of your choice.

The Poster should have the following attributes:

- 8.5"x11"
- 300dpi
- At least five layers
- Use Text with a layer effect
- Have some painting
- Involve a complex use of selections
- Involves a scanned image
- Involves an image from the web

What is Adobe Photoshop for?

- Two dimensional image manipulation and painting with some new 3-d capabilities
- Photographic Corrections
- Graphic Design and Printing
- For Theater Designers
 - Paint Elevations
 - Renderings
 - Storyboards
 - Portfolio
 - Swatches and patterns

Primary Concepts

- Selections
- Layers
- Tools
- Adjustments
- All of the skills and sensibilities you have learned in other design classes

Workspace-Essential ideas

- Pull down menus
- Tool Palettes
- Options
- Save workspace

Importing Images

- From scanner
 - Scanner Interface
 - DPI
 - LPI
 - Only Scanning as much as you need: Preview
 - Not Adjusting document blind in the scanner interface

- From web
 - <http://www.gettyimages.com/>
 - <http://www.corbis.com/>
 - www.freefoto.com
 - Google image base
- From file

Early Image Correction

- Rotate canvas
- View/fit on screen
- DPI/Image size-adjusting all imagers to be compatible
- Levels
- Crop
- Mode

Help Menu

Jan 18th

Selections

- Marquee Tools
- Lasso Tools
 - escape
- Magic Wand Tool
- Adding to a Selection
 - Shift/selection tool
- Subtracting from a selection
 - Alt/selection tool
- Selection Menu
 - Color Range
 - Feather
 - Modify
 - Grow
 - Similar
 - Save Selection
 - Load Selection
 - Channels

Moving Selections, vs. moving content of Selections

- Copying
 - Ctrl/C
- Pasting (image size must be the same)
 - Ctrl/V
- Moving

Layers

- Transparent “Acetate” Layers
- Name your layers!
- Why do we use layers?
- Text Layers, shape layers vs. Image layers/raster vs. vector
- Merging or flattening layers
- Linking layers
- Layer Opacity
- Layer Options
- Layer pull downs and menu
- Layers and Data
- Layers and Color Modes
- Buttons at bottom of Palette
- Background Layer: limitations

Text

- Creating Text
- Editing Text

- Text Color
- Text Layers...why they are special
- Layer Effects for Text
- Warping Text-changing direction

Jan 23rd

Transforms

- Use with selection button activated in tool menu
- Move-selections vs. content
- Free Transforms (from edit or right click)
- Transform selection
- Navigator
- Hand Tool
- Magnifying Glass

Drawing/Painting Tools

- Paintbrush
 - (Discuss brush options menu)
- Rubber Stamp
- Pencil
- Eraser
- Paint bucket

Color

- Color Picker
- Foreground Color
- Background Color
- Color Modes
- Eyedropper
- Swatches

Other Tools

- Smudge
- Blur
- Sharpen
- Burn/Dodge
- Ruler
- Gradient

History Palette

- Basic uses

Jan 25th

Work on Posters in Class

Jan 30st and Feb 1st

No Class: Playground

Feb 6th

Homework: Due February 13th

Create a structure in Sketch-Up that involves the following:

- Is composed based on research from a photo
- Several volumes converging
- materials
- use of the push/pull tool
- use of the follow me tool
- Some resemblance to a recognizable structure

Look at Poster Homework

Sketch-up

- Line and Shape Tools
- Zoom, Pan and Rotate
- Views
- Transform Tools
- Measuring and Text
- Contour Tools
- Materials
- Groups
- Solid Tools

Feb 8th

Work on Sketch-Up in Class

Feb 13th

Homework: Due March 7th

Create a Storyboard or series of Costume Sketches in Photoshop

NOTE: You may propose an alternate project.

- Scenic or Lighting Storyboard should be based on a sketch, sketch-up model or photo of a model and should contain at least three cells.
- Costume Sketches should involve at least seven sketches of different characters
- Alternate Project Parameters will be determined by student and professor

Look at Sketch-Up Projects

Demo Correcting and Altering Photos

Feb 15th

History Palette

- Working back in time with the History Palette
- History Brush
- Working back in time on part of your document

Filters

- Common Filters
 - Sharpen
 - Artistic
 - Render/Lighting Effects
- Plugins
 - From the Web
 - Purchased

Adjust Menu and Adjustment Layers

- Levels
- Color
- Other

Paths

- Creating
- Adding to
- Subtracting from
- Filling
- Stroking Paths

Begin to Demo building a scene.

Feb 20th

Work on Storyboard in class.

- Bring pencil sketch or model photo, pre-imported or basis for your sketch to class.
- Have gathered texture, patterns, images, other components, etc...
- Have begun pasting some of the elements together

Demo continues

Feb 22nd

Work on Storyboards in Class

Feb 27th

Continue to work on Storyboard in class

Feb 29th

Continue to work on Storyboard in class

March 5th

Continue to work on Storyboard in class

March 7th

Review Storyboards