

Project 1 — Line and Fill Functions

During this class, we will create a character that we will use for several projects, and may eventually animate.

Objective: Learn the basics of Photoshop, think about line, shape and color

A) Get several pieces of printer paper and a pencil or a pen, and draw TWO drawings of what the companion could be. (I'm thinking dog, porcupine or Sponge Bob, but it's up to you.) We will have half an hour to do these sketches. The point is to make a drawing on paper and then recreate it on the computer, not perfection.

B) Set up a file in Photoshop (CS3–CS4)

- 1) Open Photoshop and go to File>New
- 2) Type in the name of the file (such as "Your Name CG120 Project 1")
- 3) Go to Preset>Photo
- 4) Set Size>Landscape, 10x8 or Portrait, 8x10

This gives you an image with a resolution of 300dpi, RGB color mode, and a white background. The file size will be around 1.5 megs.

- 5) Change color mode to "CMYK Color" (so colors will look better when you print the file) and click OK
- 6) Go to Window>Workspace>Default Workspace and release
- 7) Go to the Layers pallet on the right side of your screen, go to Layer>New>Layer and let go

You now have two layers. A layer is like a sheet of clear plastic that you place over the drawing to be able to work on different parts without ruining them, and so the layers can be repositioned separately later. Name that layer "Scene." Then create another layer and name it "Character."

C) Putting color in the background

- 1) Click on a color you want to use for your background on the Swatch pallet on the right of your screen.
- 2) Click and hold on the gradient tool until the paint bucket tool shows up.
- 3) Click on Background on your Layers pallet (below the Swatches pallet) to select that layer.
- 4) Hold the paint bucket tool over your image and click, and the image should fill with that color.

D) Drawing

- 1) Use the Wacom stylis rather than your mouse to draw.
- 2) Click on Layer 1 on your Layers pallet (below the Swatches pallet) to select the "Character" layer.
- 3) Click on a color you want to use to draw your image on the Swatch pallet on the right of your screen.
- 4) Click on the paintbrush tool
- 5) Make sure that your brush size is set to 5 or greater, mode is normal, opacity is 100 and flow is 100.
- 6) We will be coloring with the paint bucket tool, so make sure that your lines completely enclose spaces, and that those spaces are big! If the color can get out, or if you click on a rule instead of a space, it can paint your entire painting. If you make a mistake, hit Command-Z to undo.
- 7) Finish drawing your character. If you have time, draw a scene on your "Scene" layer.

E) Coloring your character

- 1) Use two colors (either complimentary or analogous) and shades and tints of those colors.
- 2) Use your paint bucket tool to paint the insides of your character. Change the tolerance setting at the top if it's filling too much or too little.
- 3) If you make a mistake, use Command-Z or your History pallet at the top right of your screen to go back

F) Saving your file and printing it

When you're done, save your file to your Flash Drive and onto your backup folder on your computer. If you don't have a Flash Drive, e-mail the file to yourself if it is small enough. Hit Command-P or File>Print to print.

For Next Assignment: Look at characters in books, videos, games and the comic section of the newspaper and draw several sketches for your main character. Think about their personality and how you can say those things through drawing. (hero — big muscles; teenager — gangly, sloppy, preppy; baby—diaper, etc.) Think how you can improve the character you drew today.