

DIGITAL SYSTEMS & METHODS //

ADOBE PHOTOSHOP EXPERIMENTS:



* = SELF-DRIVEN

U01.B. ADOBE PHOTOSHOP | PROCESS.

WEEK 04.

> HOMEWORK & QUICK PREPARATION: [PLEASE COMPLETE BEFORE CLASS]

- > [OPTIONAL: ADOBE PHOTOSHOP TOOLS. [Adobe link.](#)]
- > *10-50 x QUICK PHOTOGRAPHS. [all Imagery must be yours.]
- > *3-10 x SCANNED DRAWINGS.
- > *10-20 x CUT BLACK FRAME PHOTOS. <EXAMPLES>

SPRINTS / EXTRA CREDIT / GD MAJORS. These are all sprints. However, any extra pieces you make in each series will count as extra credit. The amount of credit will be based on quality of work and not necessarily quantity. If you are a Graphic Design major we recommend repetition to learn these tools by creating multiple experiments.

- x GETTING STARTED in PS
- 4.1 1 x CYCLE of LIFE / CIRCLE DRAWING in PS 
- 1 x SPACES of LIFE / SQUARE DRAWING in PS  <EXAMPLE >

- 4.2 1 x PHOTO MIXED with Digital DRAWING. / #1 / #2 / #3 /
- x PHOTOS + ANALOG DRAWINGS.
- x PHOTOGRAPHIC ONLY COLLAGE.

- 4.3 1 x PHOTO RETOUCHING.
- x SKIN SMOOTHING EXPERIMENT 

- 4.4 1-3 x FIGURATIVE FACE COLLAGE.

- 4.5 1-3 x OTHER EXPERIMENTS to TRY 
- 1 x MINIATURIZE
- 1 x GRADIENT OVERLAY / #0 / #1 / #2 / #3 /
- 1 x SELECTING HAIR OR FUR
- 1 x _____ [PICK PS TUTORIAL]

WEEK 05.

- 5.1 1 x MASKING USING LAYERS. [link to other video [tutorial](#)]

- 5.2 1 x ANALOG LAYERED PROTEST COLLAGE.

- 5.3 1 x MONSTER DRAWINGS [Custom Pattern & Brushes in PS]

- 5.4 / watch [ADHD Perspective from a child](#) /
- 1 x DIFFERENCE FILTER EXPERIMENTATION.

WHAT TO TURN IN ON BLACKBOARD:

- 1 x *PDF PRESENTATION [Created with Adobe InDesign that includes all work above. See below.]
- > ____ *Download InDesign Presentation [Template](#) for PS Experiments.
- > ____ *Add any missing assignments to the template. Please include all above.
- > ____ *Export each file above as a jpg or png at 300 ppi. Then, place into ID presentation file.
- > ____ Watch video tutorial here: {C: <https://youtu.be/GCVXht7g75U>}

RUBRIC.

DIGITAL SYSTEMS & METHODS.

ADOBE PHOTOSHOP.

0	DRAFT QUALITY
1	DEVELOPING
2	MEETS EXPECTATIONS
3	ABOVE AVERAGE
4	STELLAR

RUBRIC CRITERIA

% of grade

- Formal Qualities.** [Elements & Principles of Design]. Examples include: ___.Compositional qualities (layering & balance). ___.Line Shape, Texture, Space, Color, Balance, Symmetry, Space, Rhythm, Scale, Contrast, Value. ___.Color Pallet includes students own mixed colors and not the default colors. ___.Has the student successfully solved the compositional qualities of the work? **20%**
- > Technical Skills: Adobe Photoshop Technical Skills / Experimentation and originality of photographic elements and raster forms.** Examples include: ___. Technical development of Photographic elements, brushes and Illustration while embracing digital tools. ___. Raster Technical Skills. ___. Crafting of raster elements. Examples include: ___. Form experimentation with cohesive shape, size, scale, line, weight, etc. ___. Range and Variation in form, line, pattern. ___. Uniqueness of Form and implementation of successful design decisions. **15%**
- Experimentation, Originality, Visual Language, & Vector Forms.** Examples include: ___.Experimentation with Pattern, Unique Shapes, Forms, Illustrations. ___.Formal experimentation with cohesive shape, size, scale, line, weight, etc. ___.Range & Variation in form, line, pattern. ___. Uniqueness of Form and implementation of successful design decisions. ___. Are objects / compositions sophisticated? ___. Do compositions avoid branded elements like logos or other trite elements? If universal forms are utilized are they visually different with their own sense of visual language? ___. How are compositional aspects balanced? ___. Is there an attempt at developing Visual Language, individual voice, and aesthetic from the student's unique point of view? ___. Are there unique elements that express voice. ___. Form experimentation with cohesive shape, size, scale, line, weight, etc. ___. Range and Variation in form, line, pattern. ___. Experimentation with minimal and complex forms. ___. Uniqueness of Form and implementation of successful design decisions. **15%**
- Visual Presentation, Followed Submission Instructions.** Examples include: ___. Did student upload their work in a thoughtful manner considering presentation as a significant element of communication? ___. Did student upload file types that are readable to multiple viewers, PDF format? **20%**
- Design Process + Design Thinking.** Is evidence of the design process present? ___.Did student experiment with their design process during the assignment? Examples include: ___. Is student working on process and developing their work. ___. Did student work on sketches? ___. Did student perfect compositions to completion considering the Elements and Principles of Design.? Design process can include brainstorming, visual research, aesthetic awareness, variation experimentation, "formstorming", different design techniques [Kit of Parts], etc. See *Graphic Design Thinking* and *Graphic Design the New Basics*, by Ellen Lupton for suggestions. **15%**
- Self-Driven Critique, Peer Critique, & Studio Culture.** **10%**
- Professionalism + Positive & Critical Thinking.** **5%**
- Time Management + Required Experiments.** Did student complete all required experiments? **15%**
- Is Work Late? -20%**