

**PAINTING, EFFECTS, CANVAS SIZE,  
& PLACING .ai FILES**

LESSON

9

Spring 2020

**DESCRIPTION**

Learning the use of Photoshop’s painting tools, drop shadows and other effects, and placing Illustrator graphics into Photoshop.

**ASSIGNMENT**

Add canvas to your image, then using Photoshop’s painting tools create a "painterly interpretation" of an apple, import a bee graphic from Illustrator, then add a drop shadow effect for the Bee.

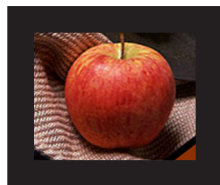
ASSIGNMENT  
SCHEDULE

Photoshop-Demo M—3/30  
Lesson-9

**Part 1**



Open the file AppleToPaint

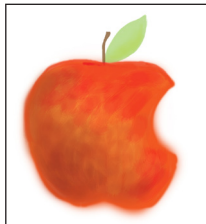


Using *Image—Canvas size*, add a 1" black frame around the AppleToPaint image file.

When you add canvas, make sure the anchor "dot" is in the center

The canvas extension color (bottom of dialog box) should be set to black

**Part 2**



Working from the revised file **AppleToPaint.psd** as a template - create a digital painting of an apple which emphasizes color and brush work. In other words, the final image should look like a "painting", not a photograph or graphic interpretation. **Does not have to a masterpiece.**

**Before you paint**, make sure you add a layer above the apple photo, and lock the apple photo layer so you don't paint directly on the apple image.

Select your new layer to use for painting

Select the Paint Brush tool from your toolbar

Choose a small ish brush size - around 20 or 30 pixels. You can change the size for more or less detail

Make sure the Mode: is set to normal

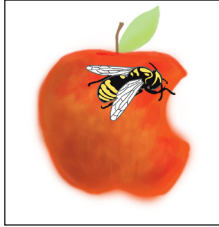
Set the brush opacity to 60 or 70 percent so you can build up paint slowly instead of just using solid colors.

To acquire a color to paint with, from the Window menu choose *Window-Colors* to see the color picker/palette

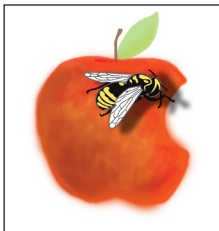
### Part 3



Place the file **BeeArt.ai**, use File-Place.



It may come in rather large, so scale it to fit in the apple



Add a drop shadow to the BeeArt

Select the layer containing the placed bee graphic

Select *Layer—Layer Style—Drop Shadow* effects option. Adjust the drop shadow using the interactive settings.

Blend Mode: multiply

Distance/Spread/Size: make it look "good"

Noise: 0 %, but you can play with this

## SPECIFICATIONS

### DOCUMENT FORMAT

- 6" x 5", 8" x 7" after adding canvas.
- Document color mode is RGB
- Resolution is 150dpi

### DESIGN & TECH:

- File format is .PSD
- Use layers - one for apple photo  
one for painting  
one for the bee with drop shadow

### SAVE

**Save.** Save your artwork as Photoshop .PSD file with layers intact.

**Backup.** Make appropriate backup copies of your file on servers, Flash drive  
NO EXCUSES for lost files.

## PRESENTATION

### **Digital**

Single Adobe Photoshop file with layers intact of the final version of your design.

- Title the PHOTOSHOP file: LSN9-your initials.psd

**Submit via DROPBOX - no specific folder**

SEE LESSON 8 FOR DETAILS

## EVALUATION 0-10

**Process** - ongoing progress (milestones), to finished design.

**Technical** - document construction and quality of execution using procedures, tools, and techniques (Adobe Photoshop); follows specifications.

**Visual** - Quality of visual execution, and meeting project visual criteria.

**Presentation** - paper and electronic file.

**Deadline** - (deduction for not meeting deadline).

## TOPICS

- Painting tools
  - pencil
  - paint brush
  - paint bucket
  - airbrush
  - eraser
  - history brush
- Choosing colors
  - selecting colors from palette and image
  - customizing color palettes
- Choosing brush size, kind, and opacity
- Out of gamut colors
- Working with pressure sensitive tools — Wacom tablet/pen
- Creating drop shadows and other effects
- Rasterizing (placing) Illustrator graphics into Photoshop
- Smart objects — placing linked images into Photoshop
- Adding canvas to an image

NOTES