Drawing with the Shape Tool   **Name** _____

Digital Illustration and Design

OBJECTIVE: Create a drawing of an animal or insect using the shape tools (along with other tools) in Adobe Photoshop

Believe it or not, most things can be drawn using the Shape Tools and that includes the Custom Shape Presets. In Art Foundations, we taught you to stop looking at the whole picture, and start looking at an object in terms of lines and shapes.

Take a look at the owl image.

Now at first glance, this may look like an involved sketch. But if we take a closer look at it we will see that the whole image was made using the basic shapes (rectangle, triangle, and ellipse) from the Shape Tools pallet.

First, let's simplify the image. Here is what it looks like without all of the fancy shading.

And now we are going to look at it in pieces. Here is the wire frame and the basic shapes creating this owl.
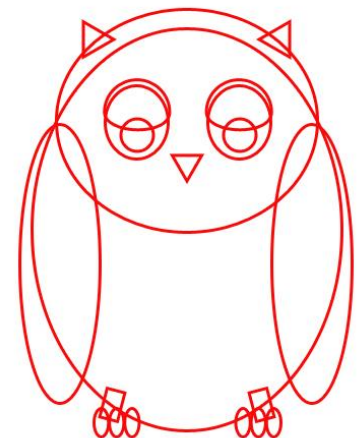
Once you get to know the shapes and can start to visualize how whole images are built using them – then you can start to do things like transform them (EDIT-TRANSFORM), and use the gradient fill on the shapes to create the owl above.

<u>Your assignment:</u> Draw a picture in your sketchbook of an animal/insect. Break it down into simple shapes (as you see above in red). Then you are going to use the shape tool in Adobe Photoshop to create your animal or insect.

Use the gradient tool and various colors to fill in the shapes.

You may use the Transform to adjust the shapes as needed

The color comes from the fill where you may choose to create a gradient inside of it.

You have 3 days for this assignment and it is worth 50 pts. Always save as a .psd while working and at the end when finished with all your layers. THEN Flatten your image and Save As a .jpg. Save both versions to your folder on the Flash Drive.

Creating your own Pattern in Adobe Photoshop

Open an image you would like to create the pattern. This can be anything (a photo, a drawing, etc)

Use the Rectangle Marquee tool on any open image to select an area to use as a pattern. **Feather must be set to 0 pixels**. Note that large images may become unwieldy so you may need to choose a small area.

Choose Edit > Define Pattern.

Enter a name for the pattern in the Pattern Name dialog box.

Note: If you are using a pattern from one image and applying it to another, Photoshop converts the color mode.

Editing an Existing Pattern in Adobe Photoshop

Make a new document 4 inches x 4 inches 125 ppi. Use the Paint Bucket to make a fill in the document. Choose the Pattern option (Instead of Foreground). You can update the preset patterns and choose the one you want.

Click on the canvas to create the pattern. If you would like to change the color, use the color replacement tool. If you would like to change the background color of the pattern you should choose the brush tool and change the opacity of the brush before painting.

You may choose add a filter to it, alter it by using the Liquefy Filter (choose the bloat or pucker options).

When finished Choose Edit > Define Pattern.

Enter a name for the pattern in the Pattern Name dialog box.

Creating your own BRUSH TOOL in Adobe Photoshop

Open the shape you would like to make a brush out of. Use the Rectangle Marquee tool on any open image to select an area to use as a brush.

Choose Edit > Define Brush Preset.