

Project 1: Image Making & Image Editing

Recommended Reference(s):

Lourekas, P. & Weinman, E., *Photoshop for Windows & Macintosh Visual Quickstart Guide*, Peachpit Press

Internet Resource(s):

How to Use Your Flatbed Scanner as Digital Camera

<http://digital-photography-school.com/how-to-use-your-flatbed-scanner-as-digital-camera/>

What artist/teacher Harold Olejarz did with a scanner...

<http://www.olejarz.com/about/statement0104.html>

What can be scanned?

http://users.rcn.com/napier.interport/ns_idx.html

Overview:

Today, many artists have turned to digital scanners and image editing software for immediacy in creating their art. In this project, you will have the opportunity to discover some of the unique aspects of the digital scanner and Adobe Photoshop, and to explore their possibilities as imaging tools for creating works of art. Your assignment is to create one (or more) images related to a subject of your choice which use the digital scanner as a source of image-making.

Problem:

To begin work on this project, you'll need to gather several two-dimensional found images and materials (such as old photographs, newspaper clippings, tickets, loose fabric, graphics, printed words, poetry, sheet music, etc.), and a variety of three-dimensional objects.

The content (what the work is about) of the image(s) you create is up to you. For example, the image(s) you create might: be autobiographical in nature; be suggestive of a well-known personality, story, or place; be a response to a social or political event; or be related to formal concerns. Consider that if you want "art out of the computer" you have to "put art into it." Neither the scanner nor Photoshop alone will produce an interesting work of art! You may start with an idea and then look for things to convey that idea, or you might let the "stuff" you collect suggest an idea to you. Remember...

- Images can be symbolic. They can evoke emotional responses such as irony, humor, nostalgia, or dread.
- Images can be pictorial. A combination of images and objects can illustrate ideas that dominate our thinking, showing us in retrospect.
- Images can be metaphorical. They can serve as substitutes for other objects, ideas or experiences that are comparable in some symbolic way.
- Images can be abstracted. Selected photos can be collaged to provide balance and harmony.
- Above all, images trigger personal, highly individualized responses that might depict or remind us of ourselves, our problems, our joys.

Your Job as Artist and Designer:

Instructions will be given regarding use of the scanner and Adobe Photoshop.

Consider several possible arrangements of the items you choose to scan. While your idea may not be primarily formal in nature, one of your goals is to arrange things in an interesting way. Although your image will be of your own choosing, it must exhibit an understanding of the concepts covered in class. Your finished work should exhibit comprehension of the following:

- Image Modes - including Bitmap, Grayscale, RGB Color, CMYK Color
 - Color Adjustment - within Photoshop
 - Selection Procedures - using various tools for selection, as well as the use of feathering
 - Layering Procedures - using multiple layers to achieve desired effects and related composing methods
 - Adjustment Layers
 - File Simplification - use of layer flattening and layer merging
 - File Conventions - use of “Save As” functions for saving files in an appropriate format
- Physical dimensions of the finished image should be 8” x 10” with resolution set at 200 ppi
 - Image Mode may be RGB or CMYK
 - Your finished composition MUST include at least one scanned three-dimensional object AND at least two scanned two-dimensional items (ie: photograph, swatch of fabric, etc.)
 - Your finished document should be flattened and saved as a JPG file.
 - You may save more than one version. However, you will turn in only one — preferably your best! A back-up copy of your work should be saved to your Jump Drive, and you’ll have the opportunity to print a color copy of the finished work.
 - You will show the work on screen for critique, and will explain to your peers the procedures used to complete the assignment.

Project Timeline:

Final Critique: Thursday, September 7

Evaluation:

All work will be evaluated on conceptual idea, technical merit and form/composition. Participation, both in class and during critique, as well as work ethics, will also have a bearing on your final project grade.