

Nature versus Human-made

Due in 3 weeks

Using real objects you have scanned and then opened into Photoshop, find ways to manipulate them to create either an abstract design, or use the objects to make a statement through your composition. The theme is Nature vs. Human-made. Absolutely no images from the internet may be used in this project.

Choose a combination of objects, some which are natural (made by nature), and some made by humans. The success depends on sharp detail of textures, and also choices of composition, form and color.

1. The printed size should be 19 x 13 inches. The final resolution should be 300 ppi (which means pixels per inch). We will discuss the **Image Size dialog box** in class, and how to use it.
 2. Choose objects and materials for their textural qualities. A contrast of textures will be interesting. Metals and other effective materials scan well, as do textured natural materials.
 3. **Pay attention to resolution** and think about the final size of the image (How large do you want the object or texture to appear? So then at what size should it be scanned?) Getting the resolution right is crucial to the success of this assignment.
 4. Think about the overall composition.
 5. Consider associations your viewer might have with these materials/objects; how can you make use of that, to communicate a mood, or concept?
 6. Please use this assignment to **experiment** freely in Photoshop. Mistakes can lead to discoveries that can be incorporated into your design!
 7. **Flatten your file** before you turn it in. **Always print from the flattened version.** Designers usually keep one copy with all the layers, in case they want to go back and use / change it later.
So when you finish:
 - Choose **Save**.
 - Then from the layers' pull-out menu, choose **Flatten**.
 - Then choose **File > Save As > and rename** it, by adding "**flat**" to the name (**my_name-project-name-flat.jpeg**). Now you have a flat copy, and the original, with all the layers.
- One approach to this assignment is to create a background pattern, and a focal point in the foreground. Many other approaches are possible!

THE PRINCIPLES AND ELEMENTS OF DESIGN

Elements of design are: Line, shape, texture, value, color, space/spatial illusion.

Principles of design are: Unity/harmony, balance, emphasis, focal point, hierarchy, scale, proportion, variety, similarity, contrast, proximity, repetition, rhythm, symmetry, asymmetry, negative and positive space, implied form, continuity.