GRAPHIC ARTS
UNIT 1 – INTRODUCTORY SKILLS (PT 2)

Adobe Photoshop –
+*shading, painting*
- pixelated

Adobe Illustrator –
+ *vector images*

OBJECTIVE
You've discovered that you can develop images of the face and some basic ideas in Photoshop – this unit will explore more ancient observational art making techniques as well as more programs of which you could make digital art.

INSPIRATION
Most artists, from Da Vinci all the way up to the contemporary artists you've just researched, practice their skills by drawing from observation. Even the best illustrators with signature styles know how to look at something and re-create it realistically on paper. (Anime artists draw anime becaues the want to, not because they can't draw realistically!)
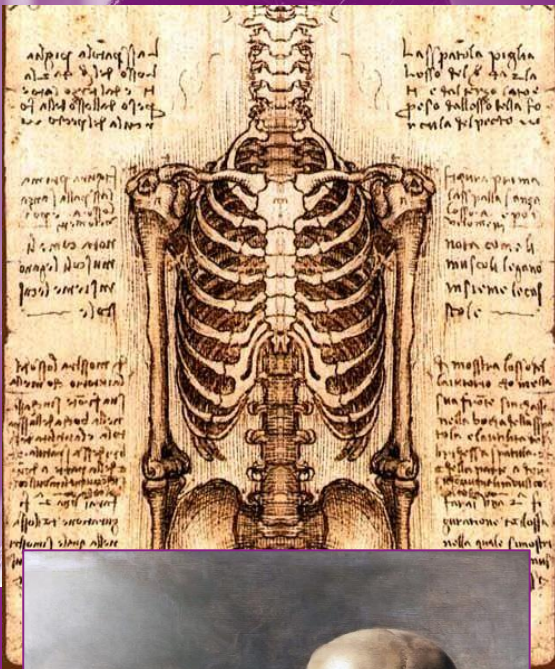
PROJECTS
This unit will focus on one project in two different programs. We are going to create two still life drawings: one in Photoshop with a painterly style and one in Illustrator with a vector style.

STEPS
1) Watch a video explaining "sight measuring."
2) Draw a still life in photoshop of an interesting object.
3) Draw the SAME still life in illustrator and compare!

SKILLS
Comparing two different apps.
Patience
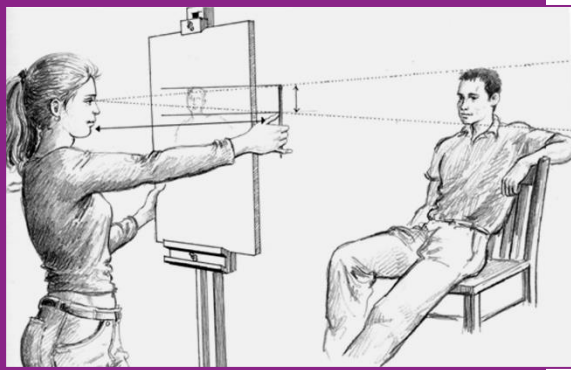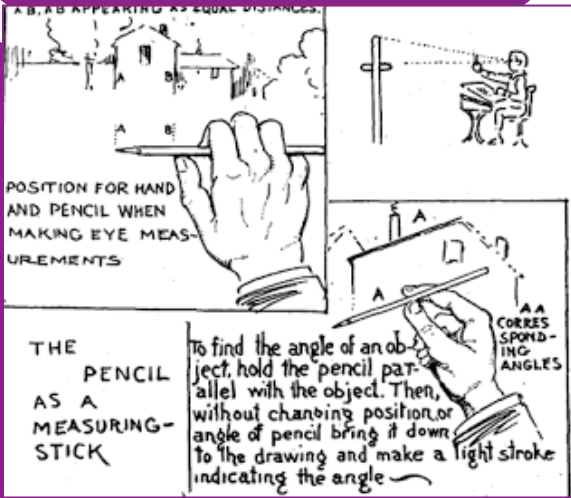Observational drawing skills
Calming down when frustrated

CHECKLIST

Projects:
- ☑ Still life in Photoshop
- ☑ Still life in Illustrator
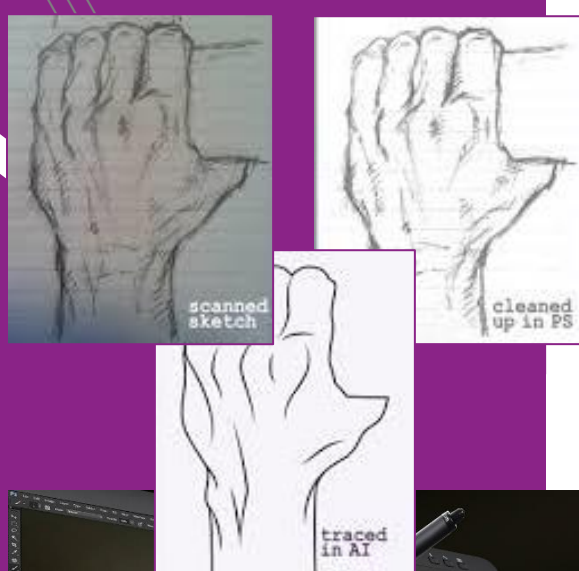- ☑ Compare/contrast reflection

Warm Ups:
- ☑ Sight Measuring on paper
- ☑ Converting hand drawn images to .PSD or .AI
- ☑ Illustrator Basics worksheet
- ☑ Vector Portrait of your Face

SELF-ASSESSMENT

Circle where you think your project goes on the list. Think of why? What specific parts of your project elevate you to this level? What parts could you keep working on?

	Photoshop S.L.	Illustrator S.L.
	drawn well Texture and blending	drawn well texture + shade
	Drawn well, Good shading	drawn well, some texture
	Drawn well, flat colour	drawn well, simple objects
	Very basic objects	only shape tool
	Not finished	not finished
	Not started	not started

REFLECTION

Self Advocate : Did you ask for help if you needed it?

YES   No

Self – Regulation: Did you finish many of the warm ups even though they're not "for marks?"

Yes   No

Developing deeper thinking: Did you experiment with the tools in the two programs in order to learn more?

Yes   No

Warm up #1: Sight Measuring and Observational Drawing

https://addisonsartroom.weebly.com/grade-twelve.html - Click the Sight Measure button.
Look at something at least an arm's distance away. Close one eye, extend your arm with a
pencil in your hand and compare the size of the end of your pencil to the object you're looking
at. How many "pencil ends" high is this object? How many wide? Draw a rough grid shape or
some guide lines on your paper to show these measurements.

Warm Up #2: Converting Hand Drawn images to PSD or AI

Watch: https://www.youtube.com/watch?v=e0q6nF3LgVM
If you've drawn something really interesting in your sketchbook but you'd like to colour or finish
it up in Photoshop or Illustrator, you can take a picture or scan of the image, save it somewhere
you can find on your computer (flash drive or cloud based file sharing is best) then open it in
your favourite program.

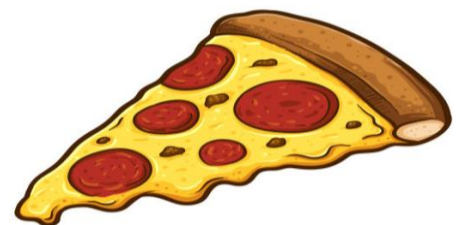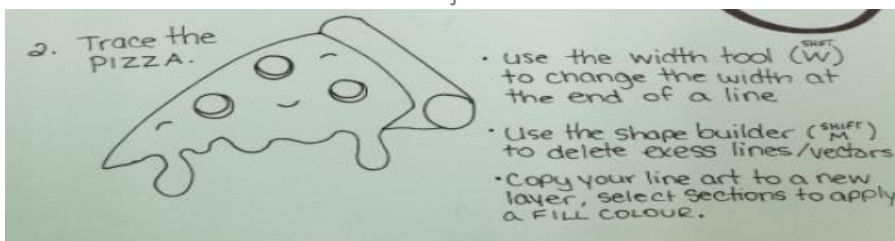This was traced in PS

(Same BG picture.)

This was traced in AI
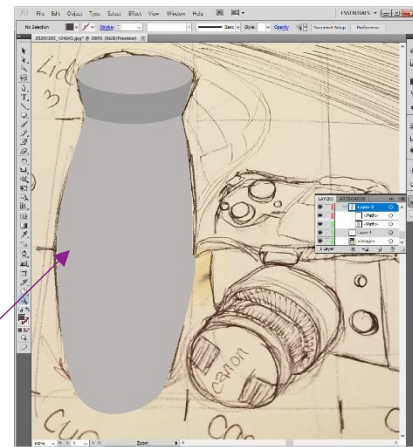
Warm up #3: Illustrator Basics Worksheet

Watch →https://www.youtube.com/watch?v=3GzumUieDPY
Watch this video to find out how to use the pen tool, the shape tool and the fill and stroke in
Adobe Illustrator. Trace the objects on the worksheet and fill them in as best as you can.

Warm Up #4: Vector Portraits

Watch the following tutorials for a step by step look at how to make a vector portrait.

Basic – https://www.youtube.com/watch?v=7jSBZw3ir7AProfficient –

Extending – https://www.youtube.com/watch?v=DN3_g5rzli4

Profficient - https://www.youtube.com/watch?v=X9l62w0VfuA

This all comes down to details. Start with a fairly high resolution picture of a person. (yourself, or a celebrity or someone else with permission.) Open this file in illustrator and begin using the pen tool and different layers to trace the different features of the face. The more effort and time you put into tracing the shading, highlights and little details, the better the portrait will look!
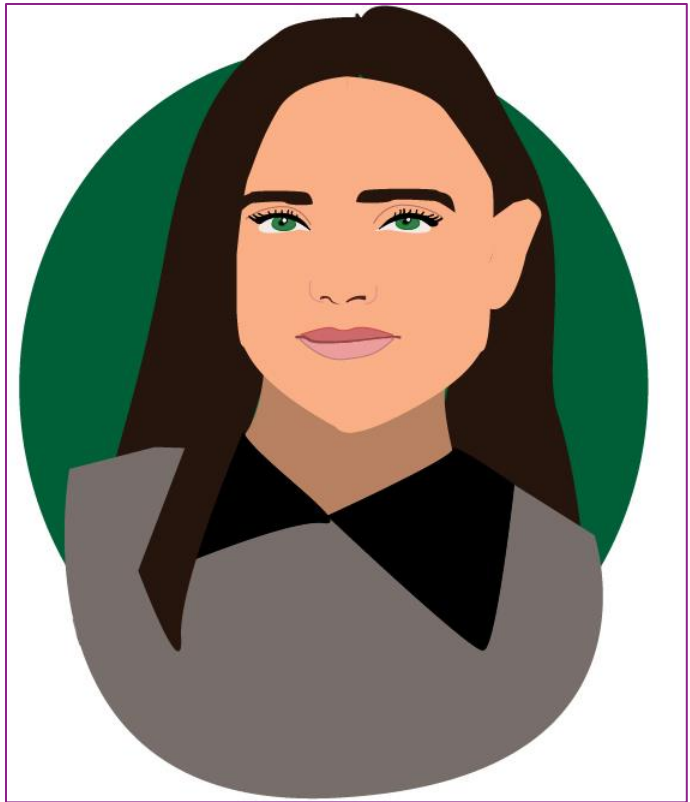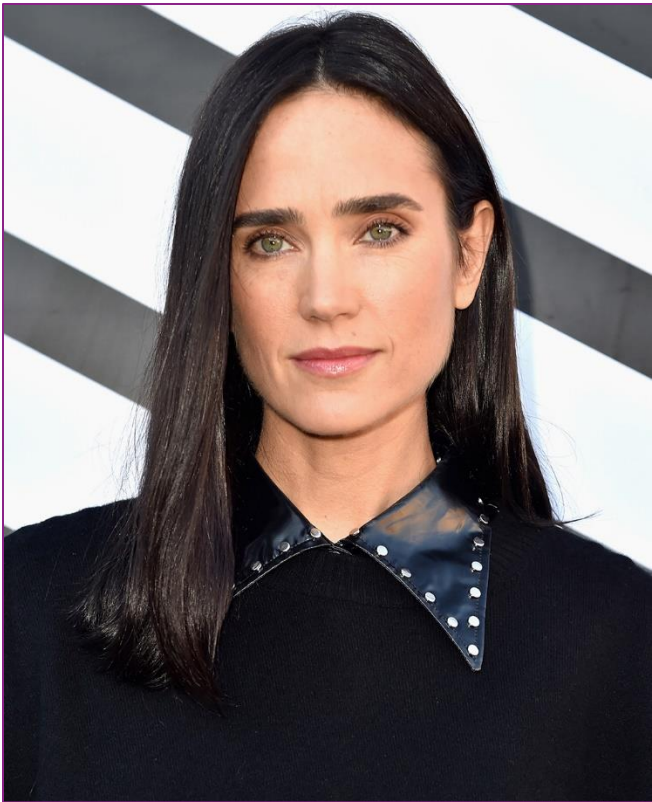
Project: Still Life in your favourite program.

Using your realistic drawing techniques and the tools you've covered in the basics lessons for Photoshop and Illustrator, choose which program you're going to use to create a still life. Set up 3-5 objects on your table, draw them and colour them! You can choose to draw them on paper first, or to go straight to digital. They can look illustrative or painted, whichever works best for you!