Computer Applications for the Theater
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M-W 9:00am-10:20am
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Adobe Photoshop

January 14th
What is Adobe Photoshop for?
- Two dimensional image manipulation and painting with some new 3-d capabilities
- Photographic Corrections
- Graphic Design and Printing
- For Theater Designers
    - Paint Elevations
    - Renderings
    - Story boards
    - Portfolio
    - Swatches and patterns

Primary Concepts
- Selections
- Layers
- Tools
- Adjustments
- All of the skills and sensibilities you have learned in other design classes

Workspace-Essential ideas
- Pull down menus
- Tool Pallets
- Options
- Palettes
- Save workspace

Importing Images
- From scanner
    - Scanner Interface
        - DPI
        - LPI
        - Only Scanning as much as you need: Preview
        - Not Adjusting document blind in the scanner interface
- From web
    - http://www.gettyimages.com/
    - http://www.corbis.com/
    - www.freefoto.com
    - Google image base
- From file

Early Image Correction
- Rotate canvas
- View/fit on screen
- DPI/Image size-adjusting all imagers to be compatible
- Auto Levels
- Crop
- Mode

Help

Homework **Due on January 16th : Import-Write to a CD**
➢ Import at least two drawings or paintings from your portfolio at a resolution at 300dpi.
➢ Import an image from the web and save it at 150dpi.
➢ Import an image from a magazine, adjusting lpi if needed and if your scanner allows.

January 16th
Selections
- Marquee Tools
- Lasso Tools
  - escape
- Magic Wand Tool
- Adding to a Selection
  - Shift/selection tool
- Subtracting from a selection
  - Alt/selection tool
- Selection Menu
  - Color Range
  - Feather
  - Modify
  - Grow
  - Similar
  - Save Selection
  - Load Selection
  - Channels

Moving Selections, vs moving content of Selections
- Copying
  - Ctrl/C
- Pasting (image size must be the same)
  - Ctrl/V
- Moving

Layers
- Transparent "Acetate" Layers
- Why do we use layers?
- Text Layers vs. Image layers
- Merging or flattening layers
- Linking layers
- Layer Opacity
- Layer Options
- Layer pull downs and menu
- Layers and Data
- Layers and Color Modes
- Buttons at bottom of Palette
- Background Layer: limitations

Homework: Due on January 21st: Selections
➢ Find a photo of two well-known people.
➢ Exchange their hair. Make your selections as clean as possible, feathering when needed.
➢ Put the heads on ONE document. Use four layers: two for heads and two for hair.

January 21st
Transforms
- Use with selection button activated in tool menu
- Move-selections vs. content
- Free Transforms (from edit or right click)
- Transform selection

- Navigator
- Hand Tool
- Magnifying Glass

History Palette
- Basic uses

Color
- Color Picker
- Foreground Color
- Background Color
- Color Modes
- Eyedropper
- Swatches

Drawing/Painting Tools
- Paintbrush
  - (Discuss brush options menu)
- Rubber Stamp
- Pencil
- Eraser
- Paint bucket

*Homework***: Due on January 28th: Layers, Selections and Transforms**
- Make a face out of objects that would not normally be facial features (vegetables, plants, hardware, etc…)
- Build a document of at least five layers using the various selection tools.
- Hint: Work on top of existing face to build structure
- Do some painting on the faces, perhaps adding shadow or color, but do so in a separate layer

January 23rd
Other Tools
- Smudge
- Blur
- Sharpen
- Burn/Dodge
- Ruler
- Gradient

Text
- Creating Text
- Editing Text
- Text Color
- Text Layers…why they are special
- Layer Effects for Text
- Warping Text-changing direction

Demo 2-D drawing of 3-d objects. Creating volume and texture in Photoshop

January 28th
Look at Face Project
History Palette
- Working back in time with the History Palette
- History Brush
- Working back in time on part of your document

The Actions Palette
- Streamlining your process by recording commonly used procedures

Filters
- Common Filters
  - Sharpen

- - o Artistic
    - o Render/Lighting Effects
  - Plugins
    - o From the Web
    - o Purchased

Adjust Menu
- Levels
- Color
- Other

Photoshop Data
- Document Size
- Web
- Print
- Portfolio or Ad Quality
- Large Print Size

Homework: **Due on February 6th: Personal Web Site Image**
Your design must include the following:
- Imported material
- Layers
- Selections
- Painted areas
- Text
- A Gradient
- 800wx600h pixels-72dpi

February 4th
No Class, Anne out of Town

February 6th
Demo Correcting and Altering Photos
Look at Website Images
Homework: **Due February 18th : Correct and Alter a Photograph**
➢ Pick a Show Photo that needs help.
➢ Correct lighting and color.
➢ Add a lighting effect like a gobo.
➢ Add two more characters.

February 11th and 13th
No Class, Anne out of Town

February 18th
View Menu
- Zoom
- Guides
- Hide
- Grid
Masking
- Using the Quick Mask Buttons
- Creating
- Saving and Loading
- Layer Masks

Paths
- Creating
- Adding to
- Subtracting from
- Filling
- Stroking

Look at Photo Homework

Homework: **Due on October 16ᵗʰ: Scenic/Costume/Lighting Rendering/Storyboard**
- Create a rendering based on a pencil sketch.
- The sketch may be one that you have created or one that you get from another source, or it can be a photo of a white model.
- Create a storyboard of three different lighting looks for the storyboard.
- The storyboard must have at least 3 frames
- You may do a costume storyboard, but you will need to create at least 6 costume renderings.

February 20ᵗʰ
Demo building a scene.
Begin to work on Storyboard in class.
Bring pencil sketch or model photo to class.

February 25ᵗʰ
Demo continues
Continue to work on Storyboard in class

February 27ᵗʰ
Automation
Work on Storyboard in class

March 3ʳᵈ
3-d Features of Photoshop
Work on Storyboard in class

March 5ᵗʰ
Review Storyboard