

**Digital Photography**  
**Mr. Stiles, Spring 2021**

**Photo 1 Project: Puzzle Piece Mosaic**

**Photo 1: You are to break up 3 photos that you took in Photoshop using the selection tools & Drop Shadows in the bottom of the layers palette (F/X icon) and create a colored background layer, this will create a Mosaic image effect. Each image should have a minimum of 5 layers when finished.**

- 1. Begin with selecting a portion of your photo using a “Selection Tool” (2<sup>nd</sup> & 3<sup>rd</sup> tools from the top in the left hand tools palette).**
- 2. Click Command C to copy, then Command V to Paste it, then use the move tool to reposition it.**
- 3. Go to F/X bottom of layers palette and select drop shadow & bevel using the sliders for each separately.**
- 4. Finally create a colored background layer on at least one of the 3 photos.**
- 5. Do this by selecting the “Background layer” then go to the very top menu and click on “Layer”, then click New – Layer.**
- 6. Go to your color picker (foreground square at the bottom of the tools palette at left) & choose a color.**
- 7. Next get the “Paint bucket tool” 12<sup>th</sup> tool down in the tools palette. Now simply click anywhere in your image and it will fill with your color leaving only the pieces on top of it.**

**Do three of these images! Then save each as a PSD (Photoshop Document) and place it in a folder with your first & last name & period number.**

**All photos should be taken by you (not from the internet). This should all be done in Photoshop.**

**Due: Friday, 3/26/21. 100 points for Photo 1, and 25 points extra credit for Photo 2 & 3.**

## **Lesson Plan Outline:**

### **Goals of lesson:**

Students will understand the uses and applications of how to shatter an image and breaking it up into a puzzle/mosaic styled image for both commercial and fine art applications.

### **What students will learn:**

Students learn in Photoshop the use of the Polygonal tool, Drop shadow, Transformation & Move tools to create shattered/puzzle images.

### **Instructional Strategies:**

I will be doing a demonstration in Photoshop of this technique and also show many Commercial & Fine Art examples online, in addition to previous student work. Students may also refer to our class website for this document as well as a full "Quicktime" link recording of this lesson!

### **Learning Activities:**

Students will see examples and can follow the steps with me while I project the Photoshop process on screen. A step by step instructional printed document is available to each student to keep if requested (in addition to this online version).

### **Assessment:**

By assignment results done in class with my help:

### **Online Examples for Photo 1:**

["http://www.flickr.com/search/?w=all&q=shattered+photoshop&m=text"](http://www.flickr.com/search/?w=all&q=shattered+photoshop&m=text)

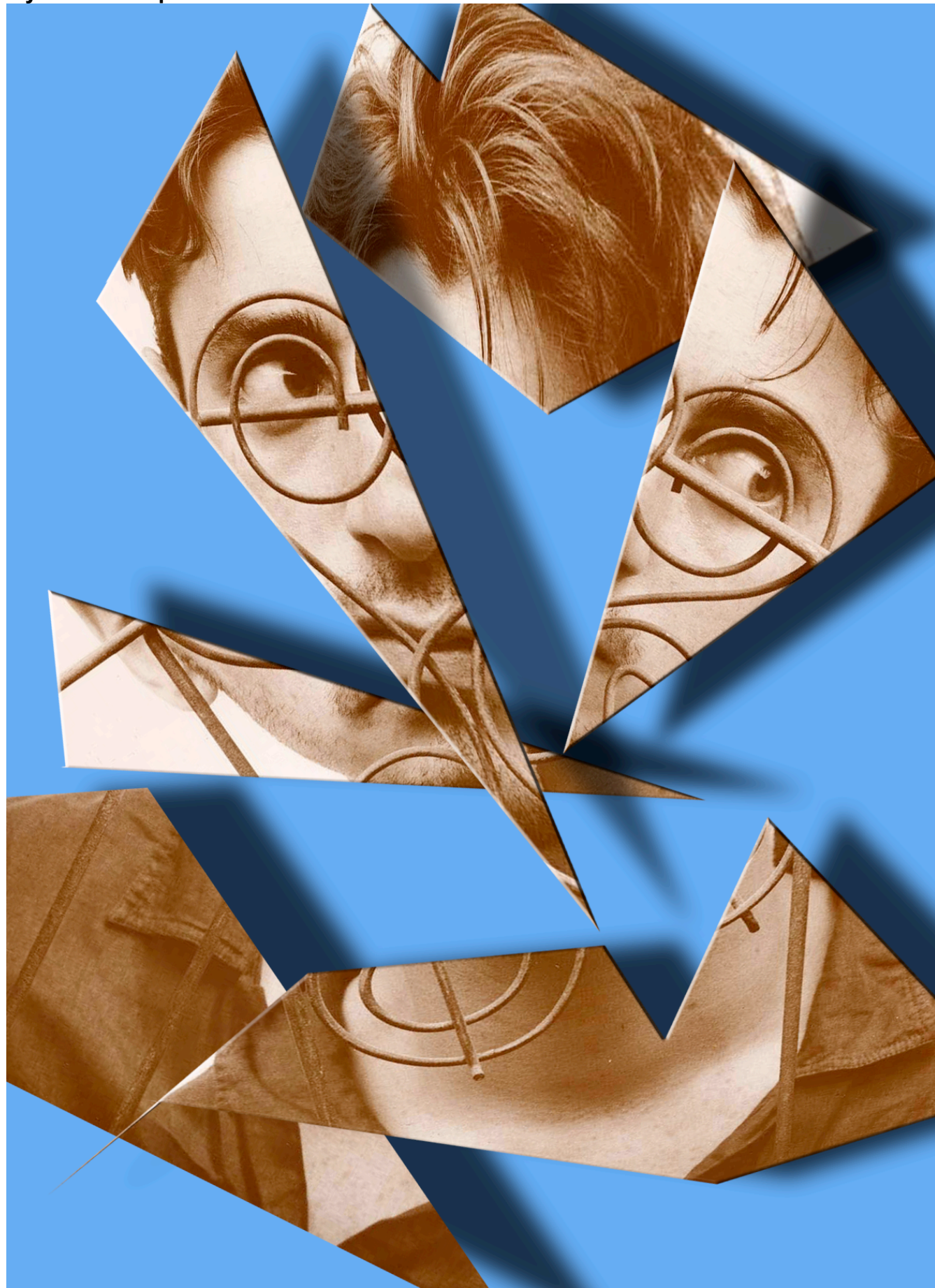
AND

["https://www.google.com/search?q=photoshop+shatter+effect&hl=en&client=firefox-a&hs=KsG&tbo=u&rls=org.mozilla:en-US:official&tbm=isch&source=univ&sa=X&ei=ucgAUY6qJ4a-igKBwIH4CA&ved=0CDsQsAQ&biw=1280&bih=648"](https://www.google.com/search?q=photoshop+shatter+effect&hl=en&client=firefox-a&hs=KsG&tbo=u&rls=org.mozilla:en-US:official&tbm=isch&source=univ&sa=X&ei=ucgAUY6qJ4a-igKBwIH4CA&ved=0CDsQsAQ&biw=1280&bih=648)

### **AND MORE ADVANCED SHATTERED TUTORIAL:**

<https://design.tutsplus.com/tutorials/shatter-photoshop-effect-action--cms-30626>

my own Example.



**Photo Mosaic / Puzzle Rubric & Peer Evaluation:  
With Definitions of Elements of Art & Principles of Design.**

Grade each of the 6 categories with 0 to 4 points:

0 = F, 1 = D, 2 = C, 3 = B, 4 = A. Enter points at left next to category. Also include a constructive comment in bottom box.

**ADVANCED**

- 1. The Visual impact is pleasing and commands the viewer's attention.**
- 2. The design and composition is intentional, simple and uncluttered, and draws you into it.**
- 3. Photographic qualities are excellent (Ex. use of focus and depth of field, use of color & contrast, the lighting, framing and placement, and there are no accidental extraneous things in the photo).**
- 4. Shows creative use of Photoshop's special effects. Uses Bevel / Emboss, & Drop Shadow. Has at least 5 pieces in each mosaic.**
- 5. Excellent Technical ability in compositing the elements. It also has the correct resolution for printing so that the quality looks crisp.**
- 6. Original and Creative Selections and Placements. Shows a Unique "Visual Concept or Style"**

**COMMENTS & ANALYSIS (using visual art terms attached):**

## VOCABULARY

**ELEMENTS OF ART:** The visual components of color, form, line, shape, space, texture, and value.

|                |  |
|----------------|--|
| <b>Line</b>    | An element of art defined by a point moving in space. Line may be two-or three-dimensional, descriptive, implied, or abstract.   |
| <b>Shape</b>   | An element of art that is two-dimensional, flat, or limited to height and width.   |
| <b>Form</b>    | An element of art that is three-dimensional and encloses volume; includes height, width AND depth (as in a cube, a sphere, a pyramid, or a cylinder). Form may also be free flowing.   |
| <b>Value</b>   | The lightness or darkness of tones or colors. White is the lightest value; black is the darkest. The value halfway between these extremes is called middle gray.   |
| <b>Space</b>   | An element of art by which positive and negative areas are defined or a sense of depth achieved in a work of art .   |
| <b>Color</b>   | <p>An element of art made up of three properties: hue, value, and intensity.</p> <ul style="list-style-type: none"><li>• <b>Hue:</b> name of color</li><li>• <b>Value:</b> hue's lightness and darkness (a color's value changes when white or black is added)</li><li>• <b>Intensity:</b> quality of brightness and purity (high intensity= color is strong and bright; low intensity= color is faint and dull)</li></ul> |
| <b>Texture</b> | An element of art that refers to the way things feel, or look as if they might feel if touched.  |

# Principles of Design:

The principles of design describe the ways that artists use the elements of art in a work of art.

**Balance** is the distribution of the visual weight of objects, colors, texture, and space. If the design was a scale, these elements should be balanced to make a design feel stable.

In symmetrical balance, the elements used on one side of the design are similar to those on the other side. In asymmetrical balance, the sides are different but still look balanced. In radial balance, the elements are arranged around a central point and may be similar.

**Emphasis** is the part of the design that catches the viewer's attention. Usually the artist will make one area stand out by contrasting it with other areas. The area could be different in size, color, texture, shape, etc.

**Movement** is the path the viewer's eye takes through the work of art, often to focal areas. Such movement can be directed along lines, edges, shape, and color within the work of art.

**Pattern** is the repeating of an object or symbol all over the work of art.

**Repetition** works with pattern to make the work of art seem active. The repetition of elements of design creates unity within the work of art.

**Proportion** is the feeling of unity created when all parts (sizes, amounts, or number) relate well with each other. When drawing the human figure, proportion can refer to the size of the head compared to the rest of the body.

**Rhythm** is created when one or more elements of design are used repeatedly to create a feeling of organized movement. Rhythm creates a mood like music or dancing. To keep rhythm exciting and active, variety is essential.

**Variety** is the use of several elements of design to hold the viewer's attention and to guide the viewer's eye through and around the work of art.

**Unity** is the feeling of harmony between all parts of the work of art, which creates a sense of completeness.

The J. Paul Getty Museum

at the Getty Center

## Photography Vocabulary

- 1) **Composition**- Photographic composition can be defined as the arrangement of *elements of design* (line, shape, value, color, texture, and space) to create an image that is interesting to look at and clearly express an idea.
- 2) **Aesthetics**- The personal or emotional reaction to works of art.
- 3) **Aperture**- The opening that lets light into the camera. The larger the aperture selected the more light there will be to expose the film at any given amount time. A series of f/numbers is used to denote aperture size, and these are marked on a ring on the lens. These settings called f-stops, run in a series from largest to smallest: f/1.4, f/2, f/2.8, f/4, f/5.6, f/8, f/11, f/16, and f/22 are the most common.
- 4) **Balance**- Balance can be symmetrical, with both halves of the photograph having equal visual elements; or asymmetrical, with more visual weight on one side than the other.
- 5) **Camera angle**- Position of the camera can affect the subject. A low camera angle will make the subject look larger; a high camera angle will make the subject look smaller. A close-up camera angle will fill the frame and include many details.
- 6) **Center of interest**- The main subject of the photograph.
- 7) **Contrast**- The difference between blacks and whites in a photograph. High contrast means there are mostly black and white areas with little gray. Low contrast means the photograph is mostly gray and flat, with few bright-white or deep-black areas.
  
- 8) **Film speed**- An ISO (International Standards Organization) number denotes the film's speed, or its sensitivity to light. The higher the number, the more sensitive the film. An ISO 1600 film, for example, requires very little light to form a correct exposure, while an ISO 25 film requires more.



- 9) **Focal point**- The main subject or center of interest in a photograph that is in focus.
- 10) **Frame**- The area of a photographic negative or print.
- 11) **High-keyed**- Areas of an artwork that show bright, light values.
- 12) **Leading line**- A line in a photograph created by objects that lead the viewer's eye to the focal point, or main subject.
- 13) **Light-sensitive paper**- Paper that has been coated with an emulsion (usually silver based) that is sensitive to most light rays.
- 14) **Negative image**- An image, usually made in the camera, which shows the values and placement of objects in a scene in reverse order.
- 15) **Positive image**- An image usually made using a negative, which shows objects and values in a realistic placement within the picture frame.
- 16) **Repetition**- Elements are repeated throughout the photograph, such as the repetition of a shape, color, line, and so on.
- 17) **Rhythm**- A repeated element, such as line, texture, or value that creates movement in the photograph.
- 18) **Rule of thirds**- Suggested placement of the center of interest. The main subject should not be placed in the center of the photograph. The picture frame can be divided into thirds horizontally and vertically, and the center of interest is composed so it is on one of the four intersections.
- 19) **Selective focus**- One subject or area in the photograph is in sharp focus and the other areas are out of focus.
- 20) **Shutter**- The part of the camera that protects the film from light. The shutter speed controls the amount of time the curtain in the camera will remain open. The longer the shutter speed, the more light will reach the film at any given aperture size. Common shutter speeds include the following from slow to fast: 1 second,  $\frac{1}{2}$ ,  $\frac{1}{4}$ ,  $\frac{1}{8}$ ,  $\frac{1}{15}$ ,  $\frac{1}{30}$ ,  $\frac{1}{60}$ ,  $\frac{1}{125}$ ,  $\frac{1}{250}$ ,  $\frac{1}{500}$ , and  $\frac{1}{1000}$  of a second.
- 21) **Values**- The lights and darks of a hue or a color. In black-and-white photography, value refers to the blacks, whites, and shades of gray.



22) **view camera**- A large camera that allows the photographer to view subject matter through a ground glass opening that is the same size as the negative. When photographers compose an image in a view camera, they see the subject upside down and backward.