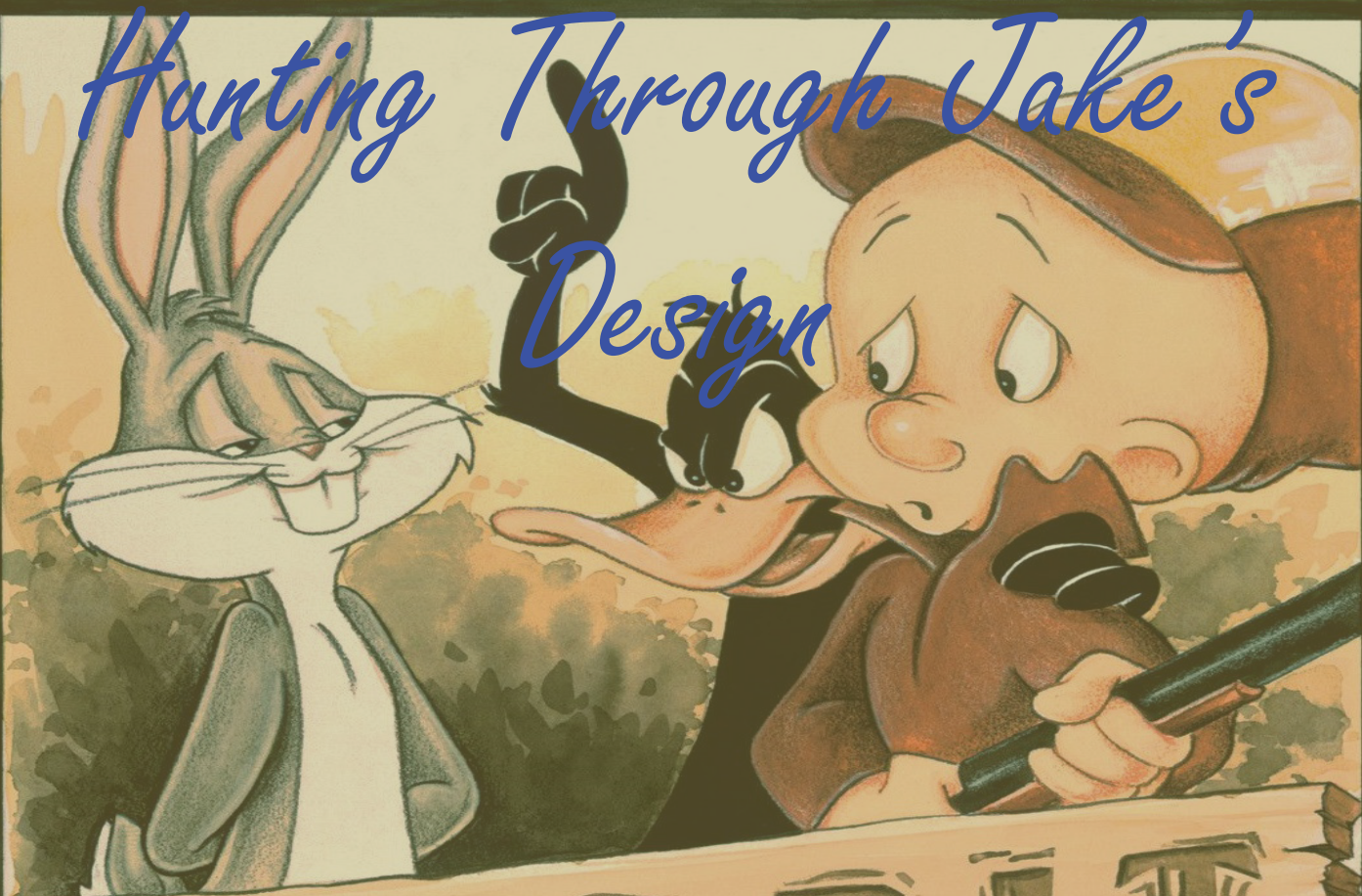
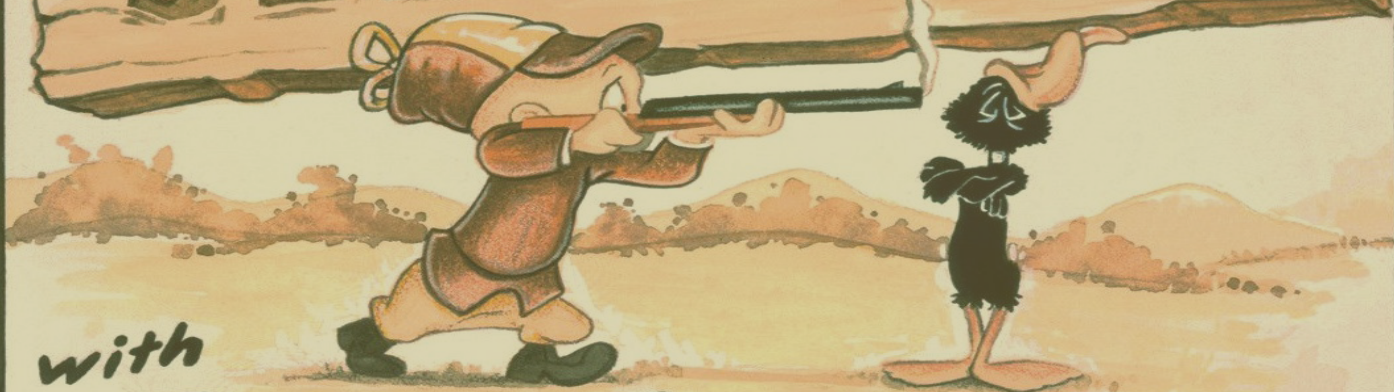


Hunting Through Jake's Design



R A B B I T
S E A S O N I N G



with
Bugs *Elmer* *Daffy*
BUNNY ♦ **FUDD** ♦ **DUCK**



HIDDEN LEAF VECTOR VECTOR PROJECT

For our first project we learned how to use vectors in adobe illustrator to create smooth images. Of all the programs we used I had the most fun using illustrator. I enjoyed it the most as both projects were fun and easy to create. I was also able to create anime characters that I



love. The goal of this piece was to recreate an image of Naruto that is made up of smooth vectors allowing there to be no pixelated edges when zoomed in. This project was fairly easy and I did not struggle with it as I have some experience in illustrator. As you can

see from the progress photos, I started by creating the silhouette as the image is going to have a black outline surrounding it. From that point I broke the image up into 5 separate parts; the torso, arm, face, headband, and hair. I decided to approach it this



way as each layer visually stacks on top of one another when broken down into sections. The arm sits on the torso, the face sits on the arm, and so forth. As long as you can visualize sections as a big

shape with smaller shapes on top instead of every little line or detail this project is fairly simple to create.





KING OF WORDS CALIGRAPH

THE CALLIGRAPH PROJECT WAS MY FAVORITE BY FAR. I AM EXTREMELY PROUD OF THE OUTCOME OF THIS PROJECT. I BELIEVE A BIG PART OF THE REASON I AM SO PROUD OF IT IS I BELIEVE THAT I ACCIDENTALLY CHOSE A MUCH HARDER IMAGE THEN EVERYBODY ELSE IN CLASS. MY IMAGE HAD MANY SMALL AND INTRICATE PARTS. I RECREATED THE IMAGE ABOVE USING ONLY WORDS THAT DESCRIBE LUFFY. I ALSO ENJOYED THIS PROJECT SO MUCH AS LUFFY AND THE SHOW HE IS FROM MEAN A LOT TO ME. THIS PIECE ALLOWED ME TO EXPRESS SOMETHINGS I HAVE LEARNED AND FELT FROM THE SHOW. THE PART OF THE PROJECT I STRUGGLED WITH THE MOST WAS ALLOWING MYSELF TO CREATE LETTERS THAT DO NOT LOOK LIKE LETTERS. MY BRAIN WANTED TO CREATE AN IMAGE WHERE EVERY WORD WAS FULLY LEGIBLE SO IT WAS VERY HARD FOR ME TO CREATE ABSTRACT LETTERS AS MY BRAIN DID NOT ALLOW IT AT FIRST. ONCE I WAS ABLE TO GET PAST THIS PROBLEM, I WAS ABLE TO MAKE MORE FLUID SHAPES. I APPROACHED THIS

PROJECT THE SAME AS THE VECTOR ONE PICKING SHAPES AND USING A WORD TO CREATE THEM. BY CREATING THE BLACK BACKGROUND THAT RUNS IN BETWEEN THE LETTERS IT REALLY MAKES THE PIECE LOOK MORE LIKE AN IMAGE THEN WORDS.

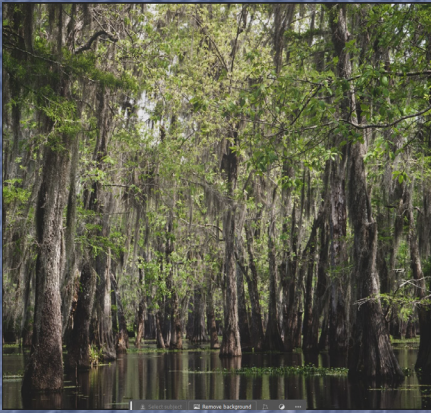




MOSAIC ME

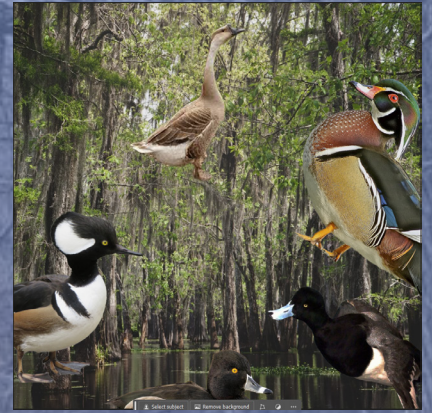
SELF PORTRAIT

Unfortunately, I did not finish this project. I did not allow myself enough time to complete it as I underestimated how long it would take. This project was pretty tedious and took a lot of attention to detail. I traced over a picture of myself using little blobs that I color matched to the original image the best I could. This created a mosaic style replica of me that the farther away from it the viewer is the more realistic it looks.

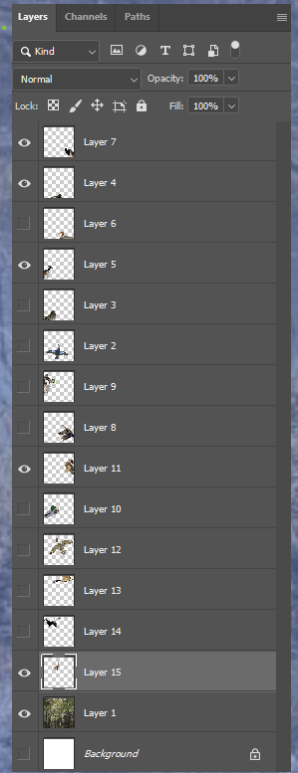


Quack and Paste

Cut and Paste Project



This was our first project in Adobe Photoshop. Since it was our first project using new software, it was an extremely easy task designed to help learn our way around photoshop. I would say this was our easiest project of the semester. The goal of this project was to use 10 images of a theme and cut and paste them all onto a blank canvas making sure to cover up the entirety of the canvas while still being able to tell what all of the separate images are. My project does not exactly follow these rules as the professor allowed me to use a background image that fell into my theme of ducks allowing for minimal gaps. I started by setting my background image and then taking my 14 types of ducks and cutting them out of their original images using the lasso tool. Once out from the original images I pasted the ducks



onto the background with a slight idea of how they would fit together. Once I had all of the birds on the page, I had to readjust the layers, which is why the order is not numerical, as they did not fit how I originally did it. By readjusting the layers, I was able place certain ducks on top of others allowing them to still all be identifiable while taking up almost all of the space on the canvas. As you can see by the picture on the left that although the duck overlaps each other the viewer can still distinguish the 3 ducks from each other as well as all of the distinct features of each species; the green mallard head, the blue-wing teal's blue speculum, and the green-wing teal's orange and green head; are still visible. Overall, I would not consider this project to be difficult in anyway but a great way to get situated with photoshop.





Whose Hunting Today

Multiplicity Project



This was another project that I highly enjoyed creating. The goal of the multiplicity project was to create an image using myself 6 separate times interacting with each other. I started this project by choosing a spot and setting up my phone on a tripod in order to make sure the pictures were taken from the exact same spot and angle every time. After take multiple pictures of each pose I had to head back to the computer. I started with the picture in the top left as that character was farthest away from the camera because it is easiest to work from the background to the foreground. The picture in the top right shows the different way I cut each image out of their original image. With the background image turned back on I lowered the opacity on each new character so that I could perfectly match them up in the correct spot. Although I managed to match each of the characters up in the right spot the two characters on the right looked off as well as some of the ground and where pieces met each other. This was due to shadows not lining up although the viewer generally can't tell what's wrong the brain recognizes the lack of shadows. To fix the shadows I used the brightness/contrast and color balance effects as well as an eraser with a softness in order to blend the environments together. However, to fix the two characters on the right I cut out the feet again but this time including the surrounding ground and pasted them into the image.



MARIO KART

BACK AND WHITE TO COLOR

The goal of this project was to choose a photo of ourselves make it black and white and then create 3 versions of it using color rules. By going to color.adobe.com I was able to pick a type of color rule and then pick any color I liked. Based on the color I chose I was given 4 other colors. Unfortunately, I did not finish this project as it was very tedious and time consuming. I did not expect this project to take as much time as it did which is why I did not finish. I started by making 5 layers for every color. Once I had all of my colors for my first picture, I saved it as well as a copy. I opened the copy and selected each layer highlighting everything in that color making it really easy to fill each layer with a new color. Allowing me to duplicate the first image twice extremely fast.



TRAVELING TO THE PAST

RESTORATION PROJECT



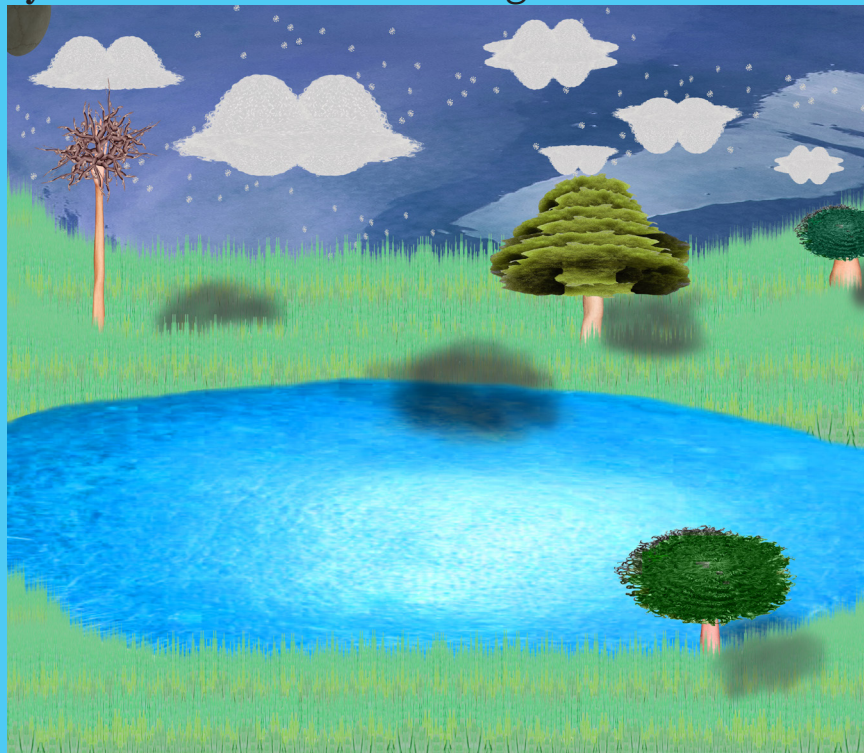
In this project I had to take the old picture that has suffered from damage over time and return it as close to its original form as possible. This project was fairly easy except for the eyes. The rest of the project was technically easier than others as long as I paid enough attention to detail. When it came to the eyes I didn't know where to start. However, after trying many different things, I decided the best option was to use the patch tool. The patch tool allowed me to choose an area and duplicate it over another. I used the tool to duplicate the undamaged eye and place it over the damaged one. However, the eye I duplicated was slightly damaged so now both eyes have the exact same damage. Although it did not really fix the eye it made it better and at the time, I could not make it look any better. For the rest of the image, I used a mixture of the spot healing brush, healing brush tool, content aware move tool, and the burn tool.

Body of Water

Living Landscape

In this project I created a landscape using only human body parts. This project was very entertaining to create and the hardest part was coming up with ideas. I originally was creating a scene with mountains in the background but when I got to the mountains, I could not figure out a way for them to look enough like mountains. As a result,

I switched to this landscape. All is made by fingers and constantly pasted over again. Every time I stretched or then combined what was already in the group I pasted larger. The lake is



the top of a bald man's head. Each tree trunk is an arm and three of the 4 trees have 2 different types of wigs for leaves. The fourth tree has arms for the dead branches. The sky is made out of a liver as I used parts from inside the body as well. The clouds are somebody's afro and the stars are femurs shaped into a sort of star shape. Finally, the moon is the back of a skull. I created the shadows using the burn tool. I used a mixture of the hue/saturation and color balance effects to get the colors I wanted. I would not say this project was that difficult but that might be because I had a lot of fun creating it.

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