SCATTER & JITTER- The Sphere Project
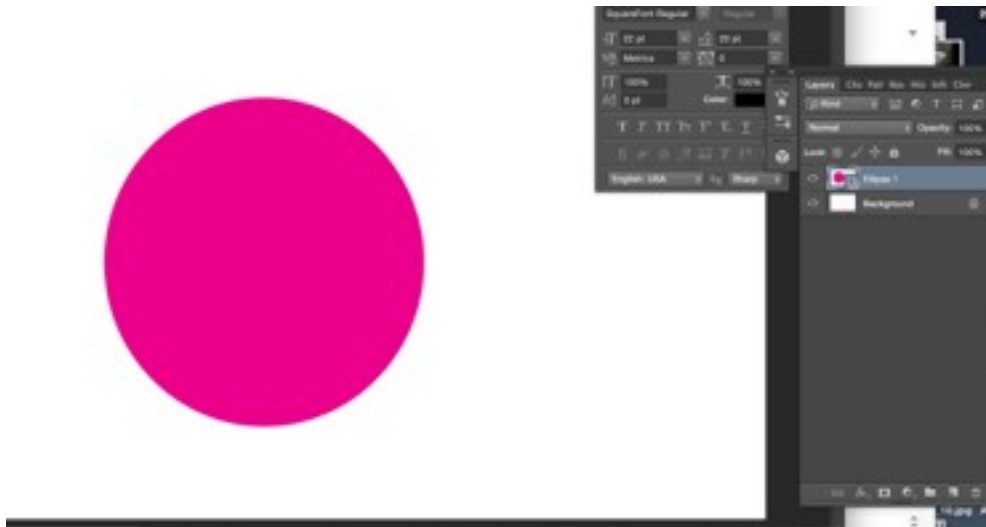# Value Painting in Photoshop

This is the 2nd project that will go in your DVC exam portfolio. Please complete and answer questions in Google Classroom. I suggest start the assignment and have your Google classroom open to answer the Questions. If the clean-up bell rings and you are not complete, please save your work as a PSD.

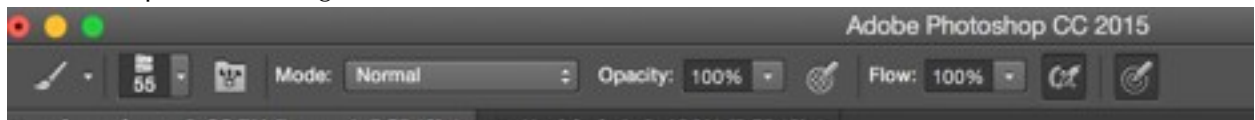First Brush Tip Shape: play with spacing etc.

Then Shape Dynamics

Then Scattering

1. Open a new Photoshop document. **Photo, 6 (height) x 4 (width) 300 dpi.**

2. You will create this piece with the brush tool. Pick out the base color you want your ball to be. Make the circle using shift and the ellipses tool. Then **Layer > Rasterize > Shape.**

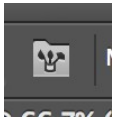3. Then use magic wand to select the shape. You will see marching ants around the circle.

4. Now lets use brush tool 1st pick brush tool in toolbox then. Then check the option bars so it is set up like the image below.

5. Pick the color picker tool (by double clicking on foreground color would use the eyedropper tool on the color you picked on the circle. Then move color circle down to a darker hue. Press Ok.
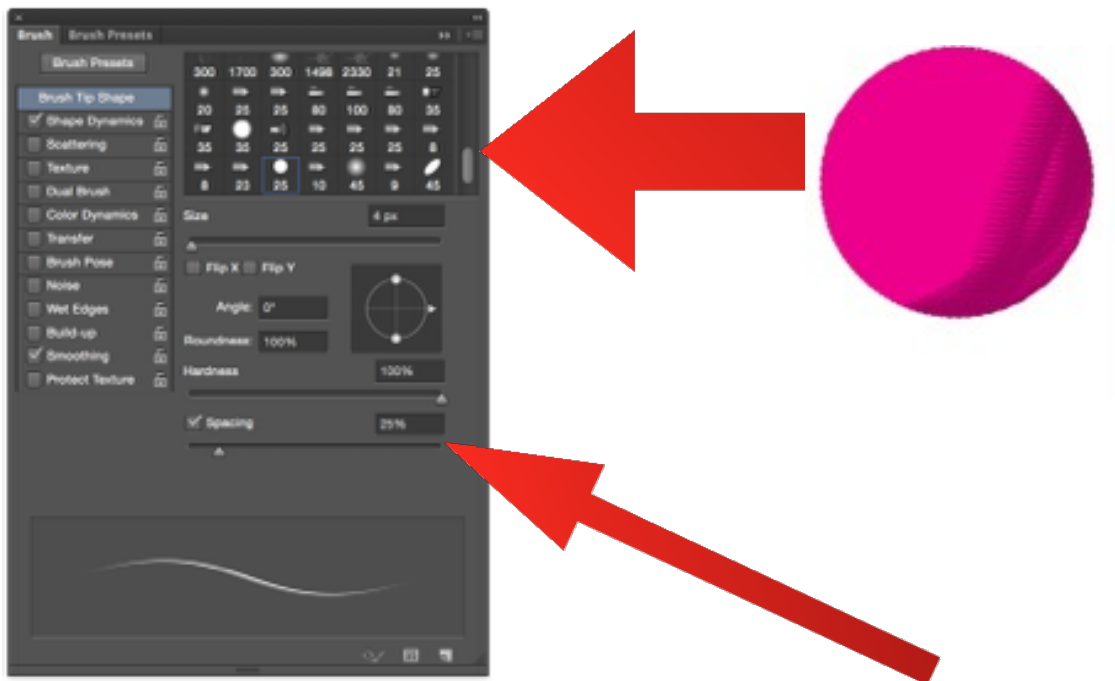
6. Now we will start to make this 2-d Circle look more 3-d by shading the bottom just like you did on the pencil drawings we created. But to achieve this look I am requiring you to play around with 3 different brush controls. Now open brush control panel by clicking on the folder.
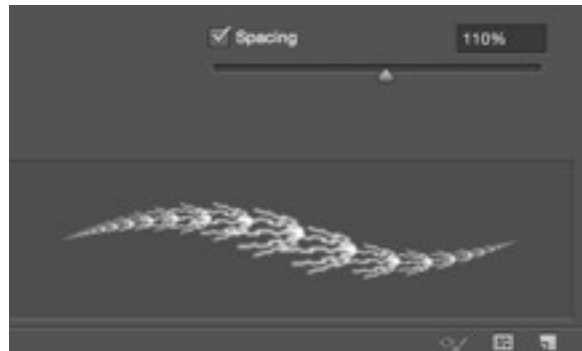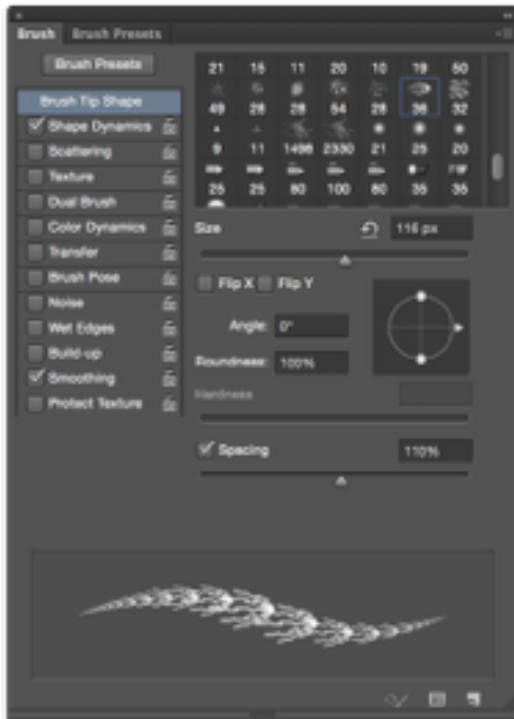

7. **Before doing the next step: read http://www.photoshopessentials.com/basics/ photoshop-brushes/brush-dynamics/brush-dynamics-intro/**
   Answer these questions on the Google Classroom "handout."
      A) Why use the brush panel?
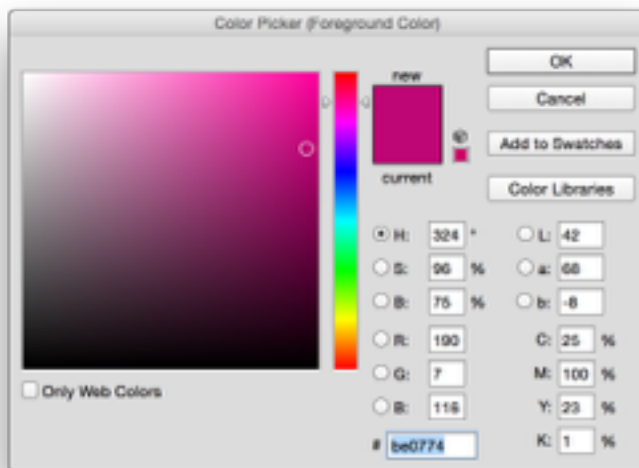   **B) What is the keyboard shortcut for brush?**

8. Then pick out the brush you want to use and size. Brush a line the shadow area. Look at diagram. Make sure you follow the contour of the ball.

9. Now change the spacing of that same brush and brush "paint" another layer on the shadow.

10. Next add a layer, **Layer > New layer**. Change color of brush by double clicking the foreground. Now pick a color lighter than shadow color and darker than original shape color.
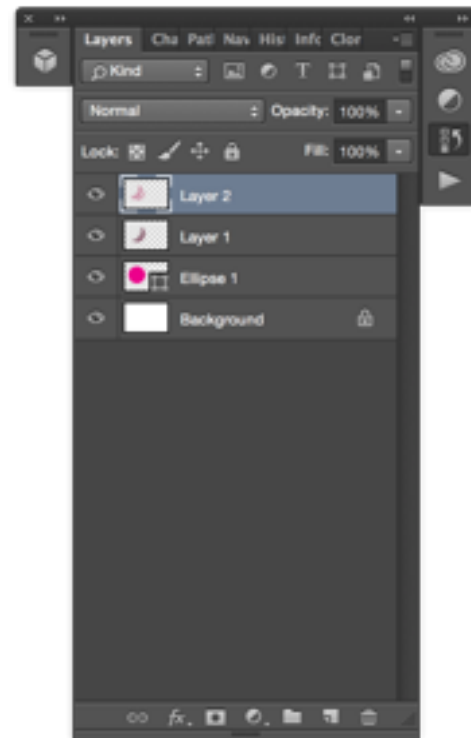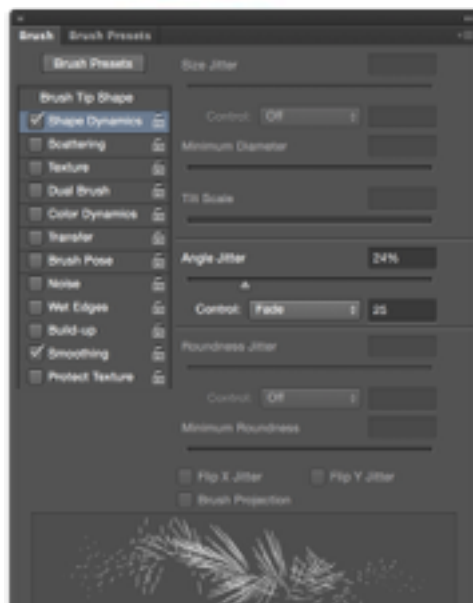
**11. Before doing the next step Read: http://www.photoshopessentials.com/basics/
photoshop-brushes/brush-dynamics/shape-dynamics/ Answer these questions on the
Google Classroom "handout."**

    C. What does Shape dynamics control?

    D. What is Jitter?

    E. How do you change brush size?

    F. What happens when you use fade?

12. Now change some of the shape dynamics and paint the light area and the reflected light area. (See diagram)

13. Next add a layer, **Layer > New layer** (layer menu shortcut), change color of brush by double clicking the foreground. Now pick a color lighter than original shape color. Go back to the brush panel and pick the scattering.

14. **Before doing this Read: http://www.photoshopessentials.com/basics/ photoshop-brushes/brush-dynamics/scattering/ Answer these questions on the Google Classroom "handout."**
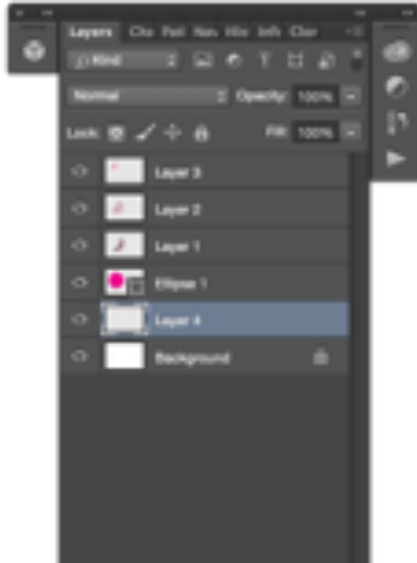
      G. **What does scattering control?**

      H. **Why would you check flip axis?**

15. **Now make your own brush. Follow this tutorial. http://www.photoshopessentials.com/basics/photoshop-brushes/ make-brushes/**
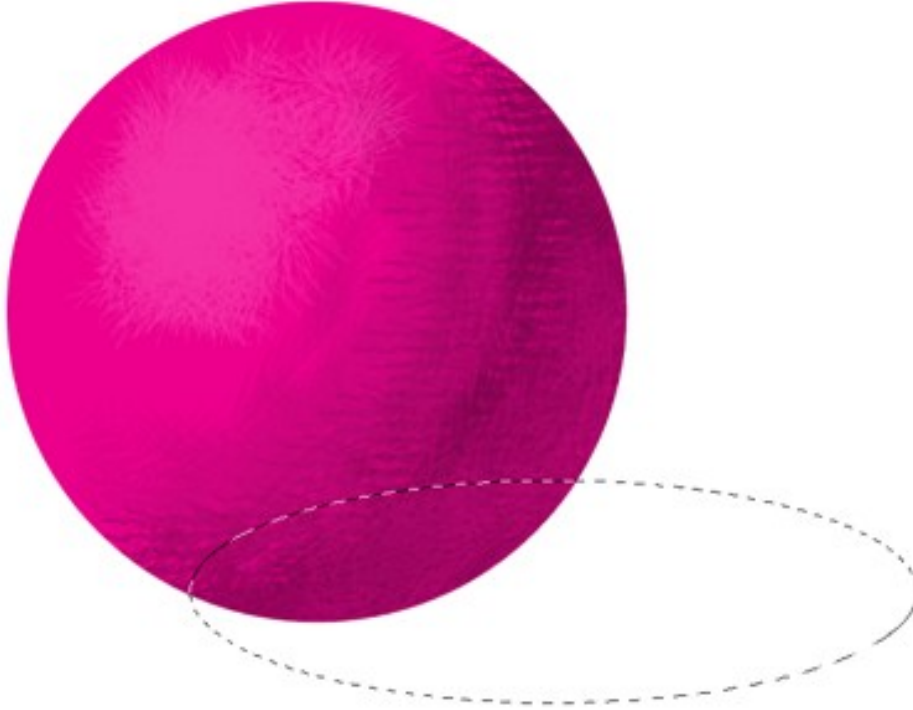
16. When you get to 7 on tutorial go back to the circle tab and complete tutorial until you like where it goes.
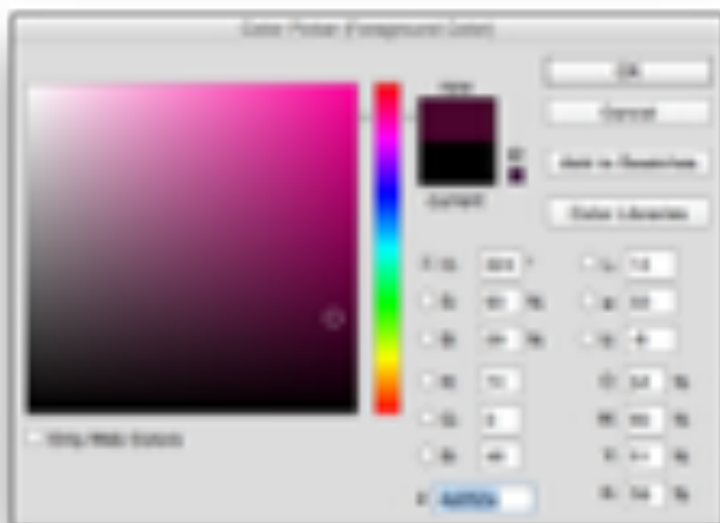
17. Now we will start to make this 2-d circle by creating a shadow. We need to get the "marching ants" (selection) off the circle. To do this **Select > Deselect** (Command D) and create a new layer this layer needs to be below the circle layer in your layer menu.
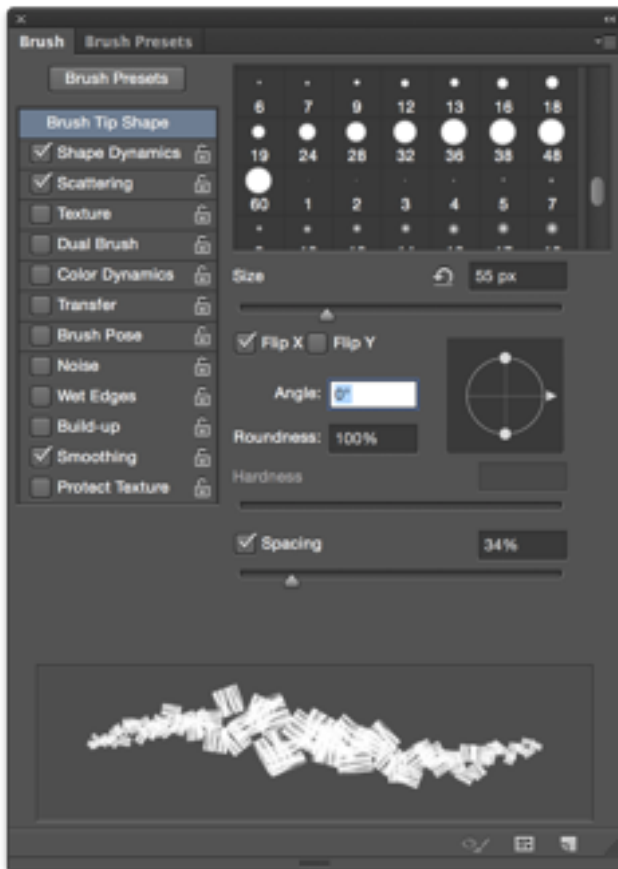
18. Select the Elliptical Marquee tool in tool bar (or click M). Now draw an ellipse that looks like the shadow in the diagram.
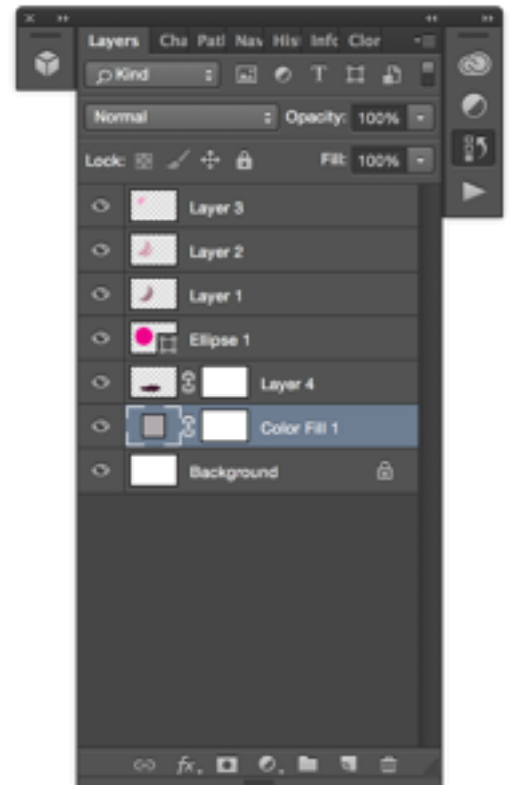

19. Pick the color picker tool (by double clicking on foreground color). I would use the eyedropper tool on the color you picked on the circle. Then move color circle down to a darker hue. This time pick a much darker hue. Press Ok.

20. Finally paint the shadow starting right under ball than work your way out. Go over base of ball at least twice. Then leave some light areas to show value in the shadow.

21. Add a color fill at bottom layer for background color.

22. You are done! Congrats! Now Save. Make sure file is labeled Last name, first intital_Sphere Painting. Place you file in the **Shared data folder > Art folder > Carmon folder > Your Period > Assignments > #4 Sphere Painting folder.**