

# PHOTOSHOP CS2 FINAL

*Project Number Two | March 15 - March 29*

WORTH 100 POINTS

SPRING 2006

**INTRO TO COMPUTER GRAPHICS  
NORTHERN KENTUCKY UNIVERSITY**

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01 ASSIGNMENT : PHOTOSHOP CS2 FINAL

To create a final project using Adobe Photoshop CS2 software. Students will have the opportunity to produce 1 of 3 project options. Each student's final project should demonstrate a general understanding of the Photoshop software, which includes the use of all tools, palettes, fonts, layers and filters. (*images may need to be scanned upon selecting your final concept, please allow time for this aspect of the project*)

Project Options:

1. Create an environmental or photo collage

*Size : 10" x 16" minimum. Mounted to black illustration board : 1.5" all around border*

2. Create a complex, multiple point-of-view panel based on a single theme (idea) or subject matter (a single object viewed from 49 POV's or 1 idea shown in 49 ways)

*Size : 14" x 14" (49, 2 x 2" square grid). Mounted to black illustration board : 1.5" all around border*

3. Create a poster which shows the evolution of an object or process (for example aging, transformation — such as a caterpillar to butterfly or a molding fruit)

*Size : 10" x 16" minimum. Mounted to black illustration board : 1.5" all around border*

02 PROJECT TIMELINE : DUE DATES

• March 15 : Project description, Brainstorm and Research

*Brainstorm - List as many project ideas / concepts as your brain allows.*

*Research - Library, Internet and periodical, or personal photograph research may need to be completed to fully develop your concept and design*

• March 20 : Brief project outline, Sketches, Studio

*Project Outline - (No more than 1 page)*

1. *Include a paragraph describing your final Photoshop project topic / concept*

2. *What imagery will appear in the final piece*

3. *Describe the anticipated size and method of printing*

4. *Identify any issues you would like to discuss or any problems you foresee*

5. *Include research sources (where your source material was found)*

• March 22 : Preliminary Design Review, Group Critique

*Preliminary Design Review - Design / Photographic style and content should be present to discuss in group setting*

• March 27 : Final Revisions / Production Issues

*Final Revisions / Production Issues - All Design, Revision and Production issues need to be addressed*

• March 29 : Project Due (Final Critique)

*Project Due - Project is to be turned in at the end of critique*

03 GRADING : A B C D F

Project worth : 100 total points

Project Outline : 10 points

Sketches & Research: 10 points

Concept and Design : 40 points

Software Understanding : 35 points

Presentation and Craft : 5 points