



THE UNIVERSITY OF FIJI

SCHOOL OF SCIENCE AND TECHNOLOGY

Department of IT & Computer Science

The University of Fiji
Library

ITC142

COMPUTER APPLICATIONS IN ART & DESIGN

Semester II, 2010

PRACTICAL EXAM GUIDE

Time Allowed: 1.5 Hours

Total Percentage: 10 %

Instructions

- Open ITC142 Practical Exam folder available on the desktop of the computer.
- There are two folders (Final Image & Original Images) and a PSD file inside ITC142 Practical Exam folder.
- Refer to the task table given below for further instructions.
- Once you have finished raise your hands and let the supervisor know that you wish to leave. No student will be allowed to move unnecessarily once the exam begins.
- PLEASE TAKE NOTE THAT NO STUDENT IS ALLOWED TO LOG OFF AT ANY POINT. IF YOU DO SO THEN YOU RISK LOOSING YOUR EXAMINATION.

Good Luck!

Open the folders named Final and Original images. The bitmap images, panther and rhino, have been manipulated to produce the image named Rhinopanth. Your task is to take the skin of the panther and put it onto the rhino to get Rhinopanth. The first part of the manipulation is done for you in the PSD file.

1. Open the PSD file (ITC142 Practical Exam) in Adobe Photoshop CS4.

- It contains two layers.
- *Unlock* the background layer and rename it to rhino.
- *Rename* layer 1 as panther.
- Now *save* the PSD file on the desktop with your *student ID and name*. Keep file format as PSD. For example: S090065_Laisa.
- **Remember:** Once you start manipulations keep saving your work every 5 to 10 minutes. This PSD file will be collected at the end of the examination for making so leave it on the desktop.

2. Liquify Panther layer

- Panther layer is put to 47% opacity and positioned over the rhino so that you could view rhino.
- Do not move the layers at all. Go to *Filter – Liquify* to get the liquify dialog box.
- Show the rhino beneath the panther so *check the box beside Show Backdrop* (right hand side).
- *Use:* rhino / *Mode:* In front / *Opacity:* 50%
- *Activate Forward Warp Tool* (left hand side).
- Now form the panthers body to the rhinos by liquifying (expand or contract the panther pixels to match with the rhino shape. Click drag/ push or pull the panther skin to the rhinos body shape).
- Zoom in/out to have a better view if and when you need to.
- Brush Size: Increase (larger areas) decrease (tighter areas) if and when you need to.
- If there is any skin that looks like it's not supposed to be there, don't worry about it at this point because you can remove it later on. Eg. don't warp the panther tail now, or the leg part that goes onto the grass because you can mask it after you liquify.
- So work slowly and carefully and just do the best you can with the warp tool.
- **Remember:** Panther skin shouldn't look stretched too much. It should look natural.
- *Click ok* to confirm liquification.
- Now put the panther layer to *100% opacity*. Have a look at your creation. At this point it may look a mess so you'll apply some blending modes to get this skin meaningfully onto the rhino.

3. Blend Panther Layer

- Select *panther layer* and apply *multiply* blending mode to this layer.
- Hold down the *Alt* key and from the bottom of the layers panel *click on create new fill or adjustments layer* to see the menu. *Without leaving your click* drag the mouse onto this menu to *select Brightness/Contrast*. Leave click to see new layer dialog box.
- Name: Brightness/Contrast 1
- Check: Use Previous Layer to Create Clipping Mask
- Click ok to get the Brightness/Contrast dialog box.
- Now brighten up the panther skin over the rhino. *Brightness: + 38%* and *Contrast: + 4%*

4. Mask Panther Layer.

- Erase away some of the panther skin that's not wanted. These are areas that follow out of place, because it goes on the grass and not on the rhinos body.
- Make *panther layer active* and *click on add layer mask icon* located at the bottom of the layers panel. Now you have a white box (*layer mask thumbnail*) on the panther layer.
- Make sure this *white box is active* (click on it). Zoom in if you need to.
- Select the *brush tool with a 100 % opacity* and make *foreground colour black*.
- *Mask this layer to erase* away some of the panther skin and background that falls out of place.
- The rhino head is a bit hidden. The horn on it head is blended in with the skin. So *mask the horn to remove the skin on it and make it look realistic*. Rhinos small eyes should be visible also.

5. Correct Defects

- One front leg of the rhino doesn't have any patterns on it. Make *panther thumbnail* active
- Use *healing brush* or *clone stamp* tools to fill this empty rhino leg with panther patters.
- Rhinos face has another defect....the panther's ear is visible on the rhinos face and it does look out of place. Use *patch tool* to replace the panther's ear with some reasonable panther patterns.

6. Mask Rhinos Legs

- The panther spots are a little bit darker on the back legs. You need to lighten it up a bit.
- Select *layer mask thumbnail* on the panther layer. Select *brush tool*, with 20 % opacity and foreground colour black and mask all four legs to gradually fade the spots to give a more realistic approach.

7. Type Tool

- Make *panther thumbnail* active.
- Select *vertical type tool* and write Rhinopanth with the following properties:

» Font:

- » *Comic Sans Ms*
- » *Bold*
- » *34 points*
- » *Strong*
- » *Color: cbe0a3*

» Warp Text

- » *Style: Inflate*
- » *Bend: -22%*
- » *Horizontal Distortion: 0%*
- » *Vertical Distortion: 0%*

» Character Panel

- » *Set the tracking for the Rhinopanth text : -100*



- Duplicate the *Rhinopanth* layer. Place the text on the right side and change the text to read Summer 2010 (same format remains).

8. Save your work and submit.

9. That will be all.....Thank You !!

THE END

