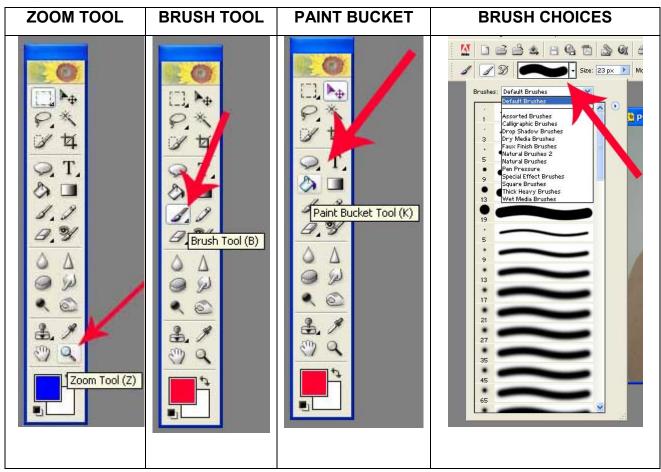


Painting with a photo: Using a photo for reference and a cool tracing technique, we will "paint" a picture of your hand or shoe. The tools you will use are pictures below.



- Open Photoshop Elements and FILE → BROWSE for images. Open the image of your face, hand or shoe.
- 2. Once you've opened your photo, you may decide that you want to **ENHANCE** the **Brightness/ Contrast** or **Hue/ Saturation**. HINT: If your photo already looks fine, you can just move on to the next step. It's up to you.
- 3. Select the **Zoom tool**. If your photo is small, you can click on it with the **Zoom tool** to zoom in, or if it's too large, you can press the Alt key on your keyboard and then click on your photo to zoom out. HINT: The **Zoom tool** can be very useful; don't forget about it when you're working on your other projects.

Digital Photo Painting Assignment

- 4. Next, select the **Brush Tool**. Now you get to choose a brush to work with. Click on the **Brush Choices** drop-down menu. Use the scroll bar on the right to find a brush you'd like to use. Click on one to select it. EXPERIMENT with this tool. Click on the arrow to the right of **Size** and then use the slider to choose a width. HINT: You can just pick any number now, and then later you can use undo if it too big or small.
- 5. Double-click on the **Set Foreground Color box**, (the square of color on the bottom of your tool box) and then mix a color for your brush.
- 6. Now select the **Brush tool** again. Carefully draw an outline around different parts of your hand or shoe. Next we are going to fill your object with a color, so double-click on the **Set Foreground Color box** and then mix the first color that you'd like to use. Now use your brush to color in the part of your drawing that you'd like to fill with the first color. HINT: You might want to make your brush larger so that you can fill the area faster.
- 7. When you are done, REMEMBER TO **FILE --> SAVE AS <u>JPEG</u>**, **IN THE FORMAT DROP-BOX**, use our class digital assignment naming pattern and find the correct FOLDER to save in.