

In this project you'll be combining various graphic elements to create a surreal manipulated composite. These elements will include:

- Photographs of yourself: face, hands, arms, feet, head, gesture poses.
- Stock imagery: architecture, backgrounds, skies, objects.
- Vector art: lines, shapes, Pen Tool paths, ornaments, icons.
- 3D imagery: extruded, beveled, and revolved items—created with the 3D tools in Photoshop or Illustrator.

- 1 Introduction & Planning.** We'll look at quite a few samples of finished projects that have been built using the human form as a starting point for creating compelling surreal imagery. After looking at finished examples, you'll start your own creative process by planning and sketching your ideas. Your Photoshop (.psd) file should be constructed at 11" x 14", 200 ppi. You'll be working with the elements listed at the top of this page, but primarily your manipulation will feature part of yourself—literally.
- 2 Photo Shoot.** After planning your ideas in sketch form, we will proceed to shoot photographs of you (based on your design sketches) so that the necessary parts can be captured in the correct positions and lighting. It is important to carefully plan your design ahead of the photo session, so that you get the pieces you need on the first day of shooting.
- 3 Vectors & 3D.** We will explore how to add embellishments to your composition, namely: vector lines & shapes from Illustrator, and 3D elements created in Photoshop.
- 4 Process Book.** Keep a detailed record in your Process Book of all beginning sketches, concepts, textures, and original photos. Any suggestions, critiques, brilliant insights, discoveries, or shifts in approach should be documented. Add to your Process Book any changes between the first draft and the final version of the project.