

Zoo Project – Mixed Media, Photoshop and Animation workshops

Over the next four sessions you will be introduced to a range of mixed media processes, which you will experiment with to produce fresh and exciting imagery of some of the animals you have seen in your trip to the zoo as part of induction. Once you have produced this imagery, you will learn several ways in which you can manipulate elements of the images digitally using Adobe Photoshop.



Sessions 1 & 2

During these two sessions you will be introduced to several methods of mark making and mixed media processes. Working from your photographs and drawings from the zoo trip, you will experiment with each process in your sketchbooks, focusing on a different animal for each one. You will also need to record these processes in your sketchbook through step by step instructions, using photographs and/or drawings to illustrate each stage.

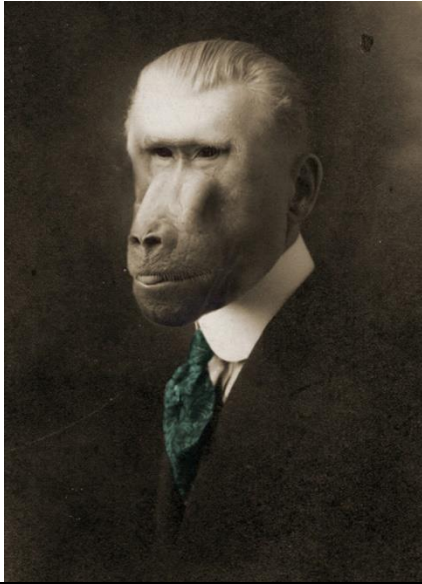
The processes you will be introduced to are:

- Continuous line/left hand drawing
- Sgraffito (black acrylic painted onto wax crayon and scraped away)
- Masking fluid/tape resist
- Ink and bleach
- Drawing into wet paint
- Ink/wax resist

As part of Unit 2, you will be introduced to research methods. You will begin to record contextual research in your sketchbook and will spend some time during the lesson learning how to do this effectively.

Out of class activity: Research 2 artists/illustrators who use similar processes to those you have learnt and record them in your sketchbook, along with your own interpretation of their work.

Session 3



During this session you will be introduced to Adobe Photoshop and several of its editing tools. After scanning in your mixed media images, you will manipulate each image and document these in your sketchbooks, using screengrabs (Cmd, shift and 4) to show the steps involved so you can use the instructions for future reference. You will be introduced to the following tools:

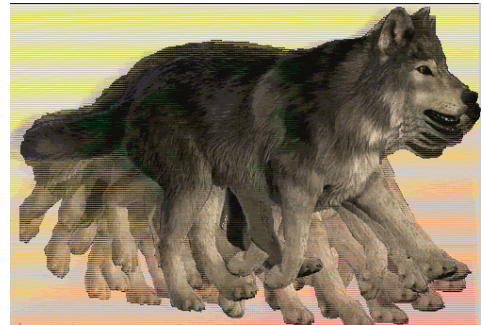
- Resizing, cropping and distorting
- Levels, brightness and contrast
- Colouring – block colour and painting into
- Filter gallery

Out of class activity: Research 1 artist/illustrator who uses Photoshop in their work and record them in your sketchbook, along with your own interpretation of their work.

Session 4

In this session you will be introduced to basic stop motion animation using Photoshop. Looking at glitch art for inspiration, you will turn yourself into an animal and save this as a GIF animation.

Out of class activity: Research 1 GIF artist/ animator whose work you like and record them in your sketchbook, along with your own interpretation of their work. Complete all work for half term assessment



Suggested Research

Yago Partal, Alex Castro, David Foldvari, David Hughes, Sara Fanelli, Gerald Scarfe, Ralph Steadman, Michael Betancourt, Pablo Picasso

Outcomes

- Double page spread in sketchbook for each mixed-media technique, showing the process used (illustrated step-by-step description), experimental outcomes and a brief evaluation of each process.
- At least 4 double page spreads in sketchbook of relevant contextual research. Use template provided and include own interpretations of their work (using their methods/techniques but own animal-related images).
- Photoshop images printed and stuck into sketchbook along with descriptions and screengrabs of the tools that have been applied to digitally manipulate them. Evaluate success of each outcome.
- At least one animated GIF produced in Photoshop. Print individual key frames and stick into sketchbook along with a description of the process and brief evaluation of how you found it/how successful your outcome was.