



PHOTOSHOP FUN 
ADOBE PHOTOSHOP CS5





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WELCOME to CS5 and Photoshop Fun

This workshop is designed to share lessons that I have found to be successful and fun because they are product oriented and student friendly.

Those of you that have a basic understanding of the application will gain the most from this activity. If you are new to Photoshop, then you are in the right place for learning Ps without getting lost in the options!

If you are experience Ps user then please feel free to share your knowledge and I hope you gain some education insights.



OVERVIEW

- Welcome to **PHOTOSHOP FUN** for teachers of Digital Media
- Workshop / Demonstration of a Basic PS Lesson
- Movie <http://swhs.springbranchisd.com/movies/PS%20FUN.mov>
- MAC Lab, Adobe Photoshop CS5

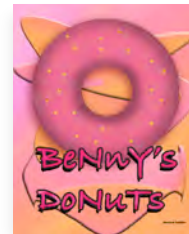


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INTRODUCTION

- Instructor background
- Participant survey of experience
- Lesson Demo / Panel Chase / Photo Booth
- Lesson Plans included on www.kougrmedia.com
 - Curriculum & Evaluation Guides
 - Documents & Tip Sheets
 - Galleries
 - Lesson Plans
 - Tutorials and Instruction Sheets
 - Instruction Handout for "Donut"

Lesson_ construct a Donut using using Adobe Photoshop



30

WORKSHOP PROJECT _ Design as creatively as your minds-eye!

- Adobe Photoshop CS5 create a Donut Poster
- Photo Booth
- 3D Donut Activity

120

EXTENSIONS _ composite and transform with unlimited possibilities!

- myPod / Football / Guitar / Kaleidoscopes
- Text Transformations (Color Theory)
- 3D Donut or form creations



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SUMMARY _ Gallery Walk <https://www.photoshop.com>



PHOTOSHOP_ MORE FUN WITH CS5 Overview:

01. Workspace (arranging how you want to work)
 - a. Default
 - b. Custom
 - c. Panel Chase
02. Graphic Creation (learning the basics while creating)
 - a. File New (your canvas or working area)
 - b. Guides and the Tool Panel
 - c. Selections and Options (always look at your options)
 - d. Layers and Panels (what make Ps so wonderful)
 - e. Brush Tool (adding effects and artistry)
 - f. Gradient Tool (make your background layer interesting)
 - g. Text Tool (add a title, it is easy with many options)
 - h. Composite Images (add your photo)
 - i. Main Menu (SAVE, lots of options to match your intent)
 - j. Craftsmanship and Composition (Pride in your work)

ADOBE TV is the place to go for free tutorials and information

[What is Photoshop: Getting Started](http://tv.adobe.com/watch/learn-photoshop-cs5/getting-started-gs-what-is-photoshop-cs5/)

<http://tv.adobe.com/watch/learn-photoshop-cs5/getting-started-gs-what-is-photoshop-cs5/>

[Ps Switching and Saving Workspaces](http://tv.adobe.com/watch/learn-photoshop-cs5/gs01-switching-and-saving-workspaces/)

<http://tv.adobe.com/watch/learn-photoshop-cs5/gs01-switching-and-saving-workspaces/>

[Ps Using the Selection Tools Marquee and Lasso](http://tv.adobe.com/watch/learn-photoshop-cs5/gs04-using-the-marquee-and-lasso-tools/)

<http://tv.adobe.com/watch/learn-photoshop-cs5/gs04-using-the-marquee-and-lasso-tools/>

[Photoshop CS5 Feature Tour](http://tv.adobe.com/show/photoshop-cs5-feature-tour/)

<http://tv.adobe.com/show/photoshop-cs5-feature-tour/>

[Russel Brown Top 5 Ps CS5 photo editing features](http://tv.adobe.com/watch/photoshop-cs5-feature-tour/top-5-photoshop-cs5-features/)

<http://tv.adobe.com/watch/photoshop-cs5-feature-tour/top-5-photoshop-cs5-features/>

[Ps CS5 Feature Tour Content Aware Fill](http://tv.adobe.com/watch/photoshop-cs5-feature-tour/content-aware-fill-part-1/)

<http://tv.adobe.com/watch/photoshop-cs5-feature-tour/content-aware-fill-part-1/>

[Painting in Photoshop CS5 Part 2 Julieanne Kost](http://tv.adobe.com/watch/photoshop-cs5-feature-tour/painting-in-photoshop-part-2/)

<http://tv.adobe.com/watch/photoshop-cs5-feature-tour/painting-in-photoshop-part-2/>

TCEA Workshop Web Site: www.kougarmedia.com TCEA 2011



Guides



Selection



Paint



Layers



Gradient



Text



Graphic



PHOTOSHOP_ MORE FUN WITH CS5 3D TOOLS:

01. Workspace (new document)
 - a. Custom (your space)
 - b. Panel Add 3 D
02. Graphic Creation (beyond the basics)
 - a. File New (your canvas or working area)
 - b. Guides and the 3 D Tool Panel
 - c. Fill command and options
 - d. 3 D Tools Rotate and move
 - e. Scale and Smart Object
 - f. Main Menu (SAVE, add poster contents)
 - g. Save and compose poster

PLACES to go for free tutorials and information

You Tube 3D Capabilities CS4

<http://www.youtube.com/watch?v=9XPj0XdbkuA&feature=related>

You Tube Using the 3D Tools in PS CS5

<http://www.youtube.com/watch?v=iOVI1ONPte8>

You Tube 3D Shape Demo CS4

<http://www.youtube.com/watch?v=NDp5RTir4j0&feature=fww>

Ps Repossue 3D in Photoshop

<http://tv.adobe.com/watch/photoshopcafe-tv/new-in-photoshop-cs5-repossue-3d-in-photoshop>

Easy 3D Extrusions in Photoshop CS5

<http://tv.adobe.com/watch/cs5-design-premium-feature-tour/easy-3d-extrusions/>

Enhanced 3D Realism CS5

<http://tv.adobe.com/watch/cs5-design-premium-feature-tour/enhanced-3d-realism-and-rich-materials/>



TCEA Workshop Web Site: www.kougarmedia.com TCEA 2011

PS FUN continued _ Just for Fun_ Create a 3D Donut

01. New Document _ 8 inches by 10 inches, RGB, 150 PPI, Transparent Background
02. Fill layer with a "donut " color
03. Go to > Main Menu> 3D > New Shape from Layer > Donut
04. Use the 3D Tools on your Tool Panel to rotate your Donut to position
05. Create a New Layer from your Layers Panel (bottom icon by trash can)
06. Select Paint Brush from your Tool Panel, Select a brush style and add toppings
07. Remember to make new layers for each topping. (Link together before moving)
08. Transform the Donut Layer by going to Main Menu > Edit > Transform > Scale
09. You will get this Dialog Box, Click Okay
10. Now you can complete your graphic using the skills just mastered in this workshop
11. Save, file out file info and
12. Congratulations



FINAL COMMENT

There are many, many, many, work saving features in Adobe Photoshop, the key is learning the basics of design and composition (I call it developing a critical eye) and learning the basic application concepts.

By creating you first PS graphic "Donut" you have used the basics that should set you up to be successful in mastering this marvelous application



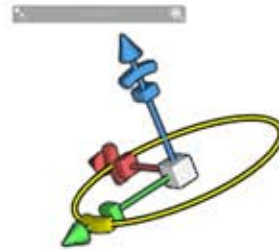
Thank you for your attention and creative efforts.
You should be proud of your work. For questions you might have as you progress with your application skills, please feel free to contact me at;
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SuperGuide www.photoshopCAFE.com/

MISSION

Photoshop is not trying to replace your current 3D application. The people at Adobe have recognized the workflow of 3D artists and have made the updates in Photoshop to help them. Most people create their



The 3D Widget (Available only on GPU supported machine).

This allows you to rotate, scale and move your 3D object. You can change the size and location of the Widget.

models in high-end programs. They use Photoshop for things like creating textures, environment map and for compositing into mattes etc. Although the features are created to help Professionals, there is also enough to keep a novice happy for hours.

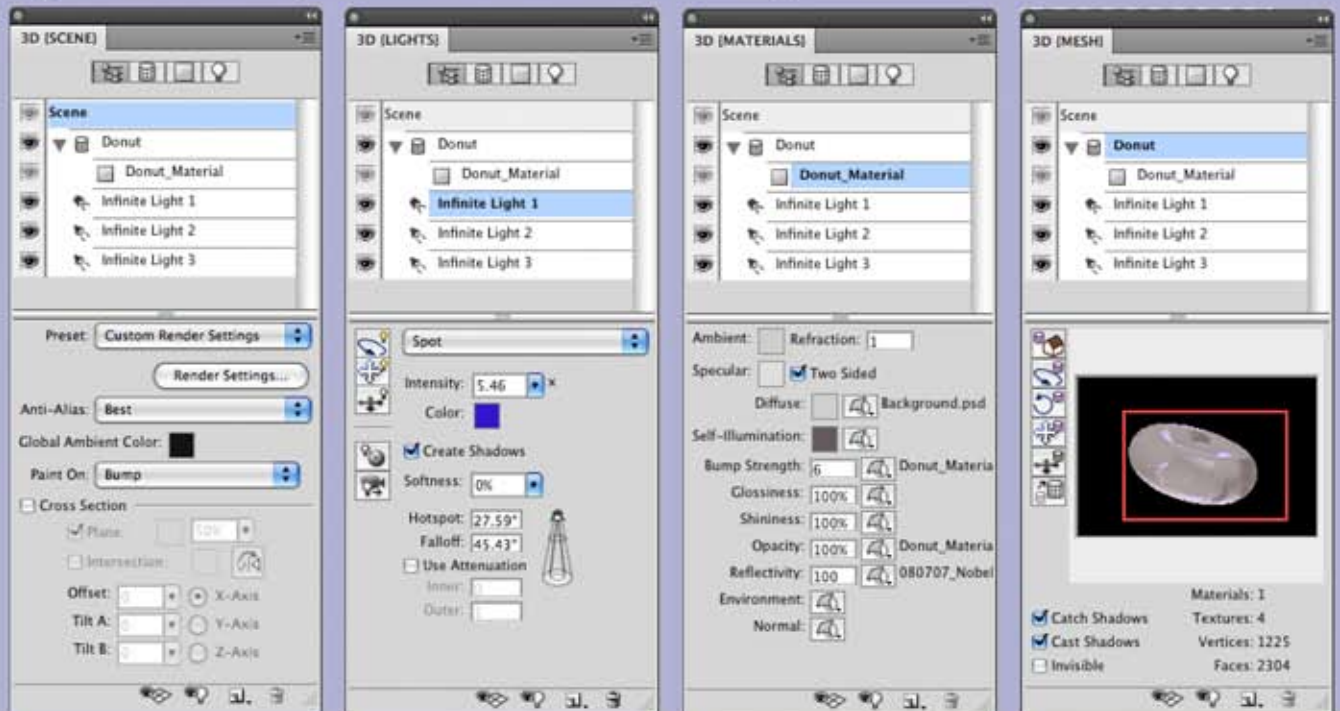
MODEL

You can now create some basic shapes in Photoshop. It has the ability to create primitives such as cubes, spheres, pyramids, taurus (donuts), cones and other basic meshes such as hats, rings, bottles and soda cans. These can have textures applied to them.

You can also import 3D models from most 3D apps, or find them free online at places like Google 3D warehouse etc.

3D panel (From Left). **Scene:** Where you control the rendering, painting and other global settings.

Lights: Control and create lights. **Materials:** Control the textures. **Mesh:** Where you control the models.



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2 1/2

4

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7 1/2

