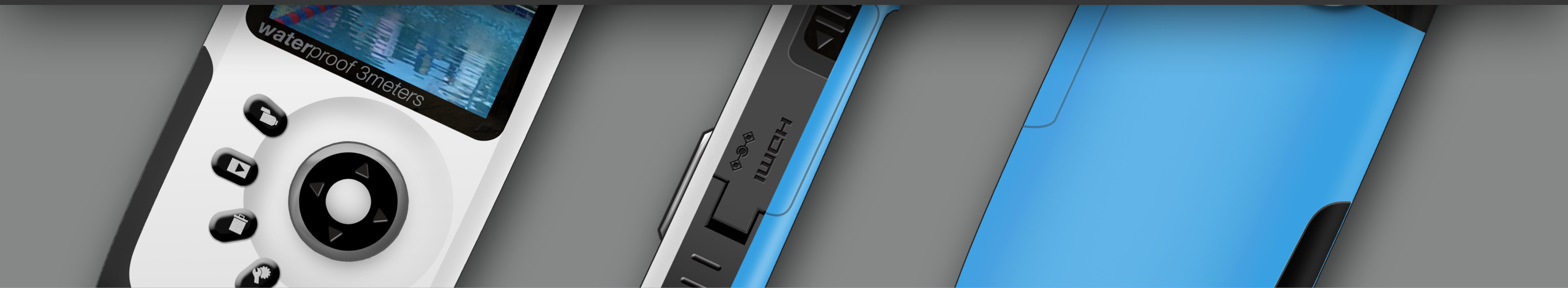
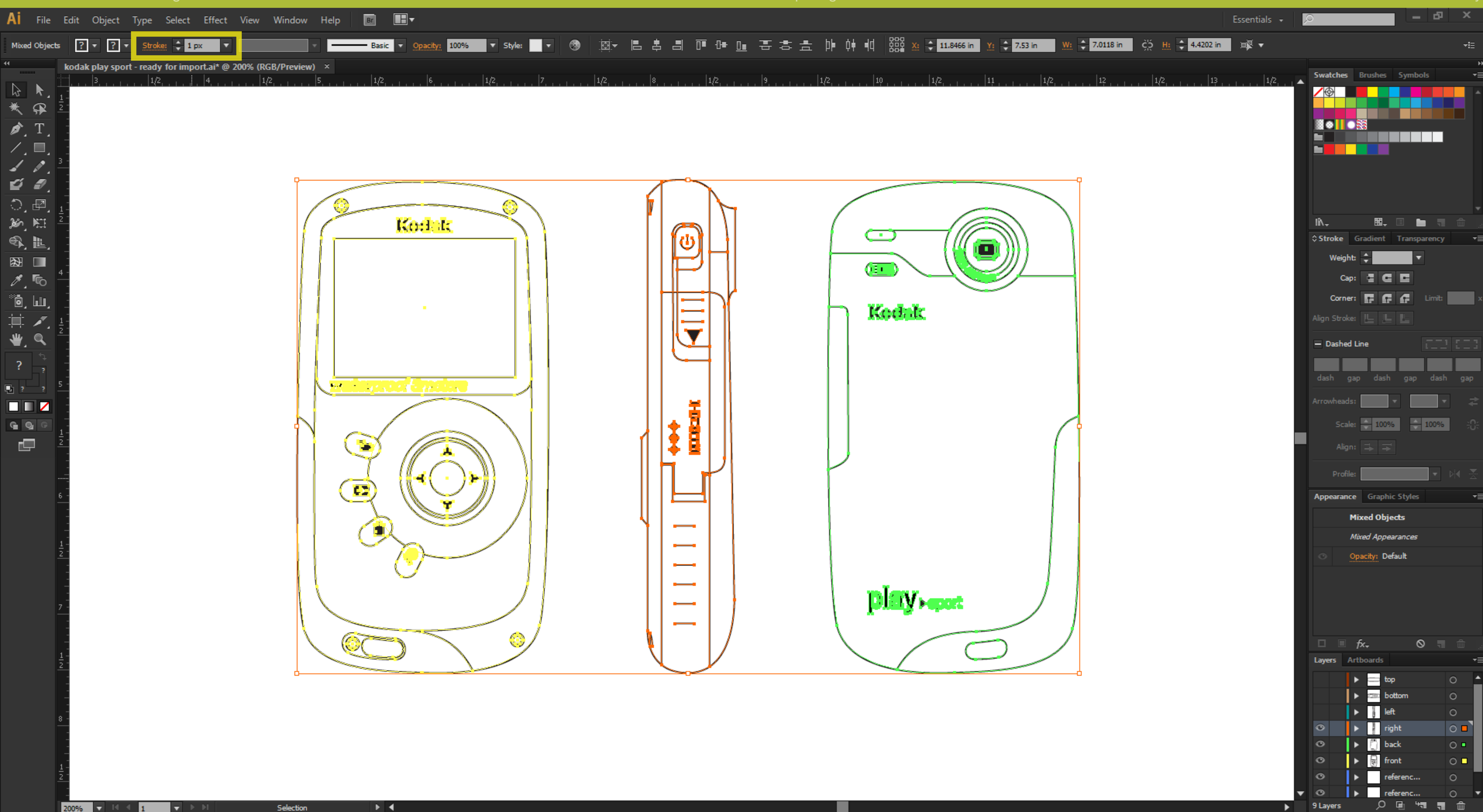
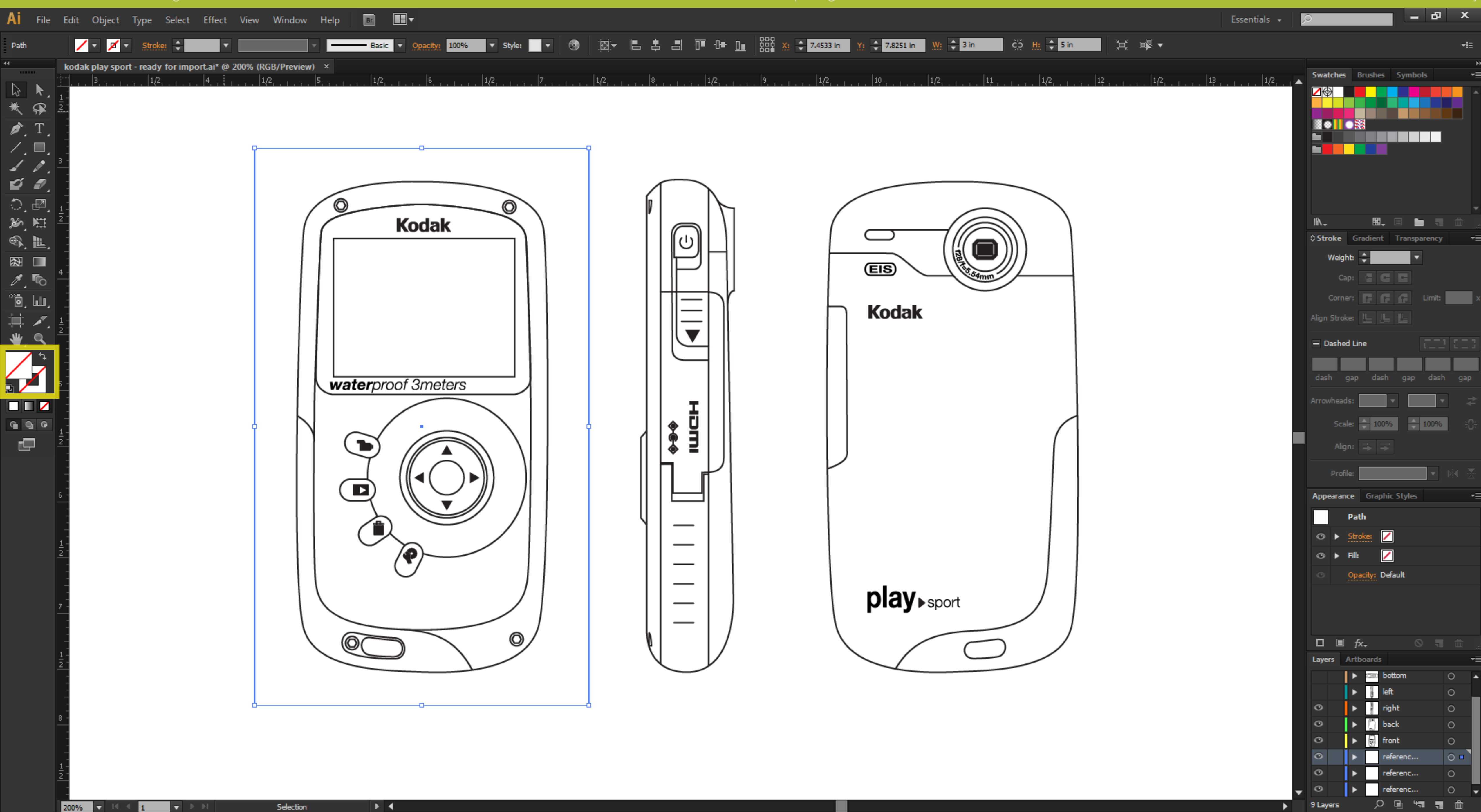


Homework 2 - Shade

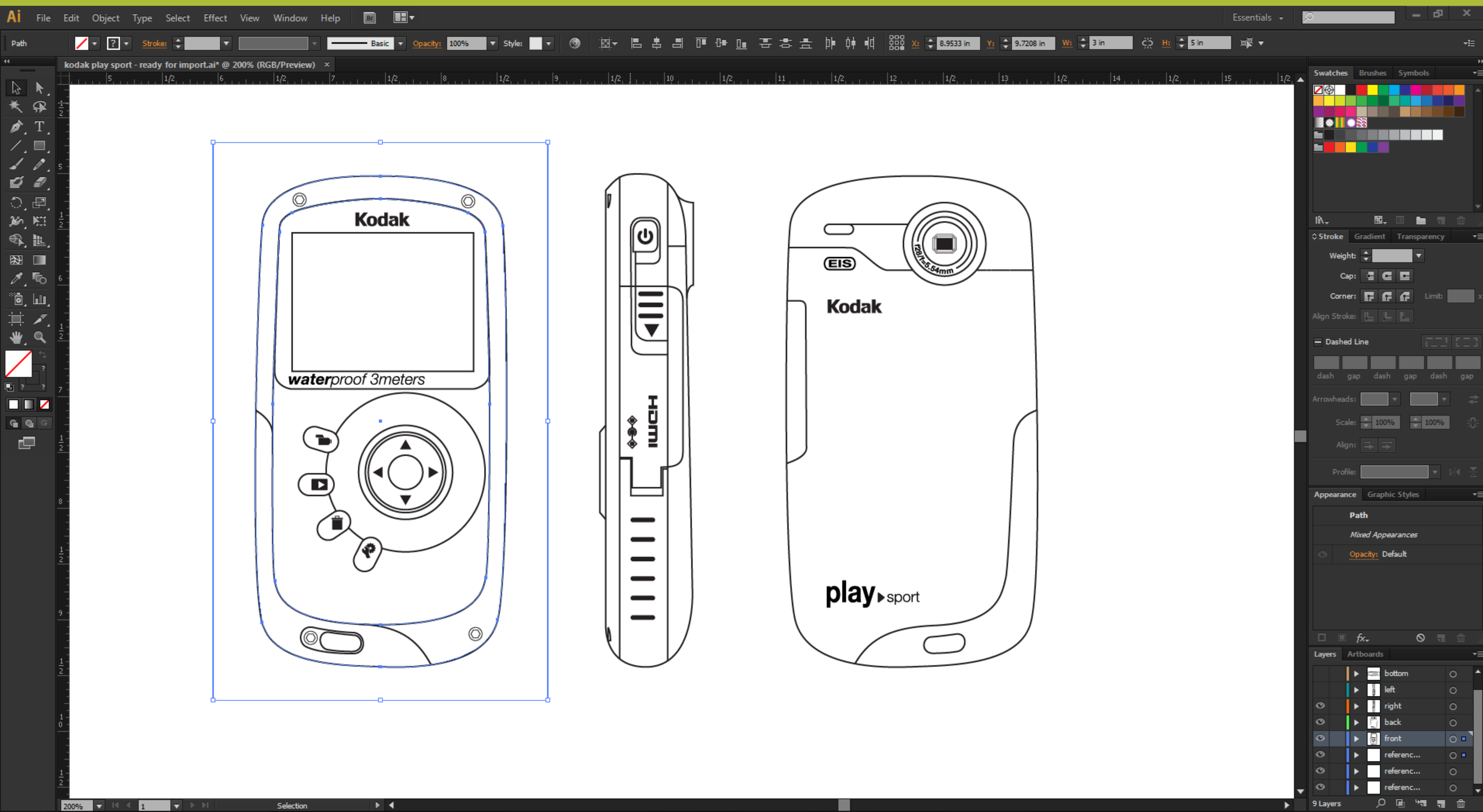




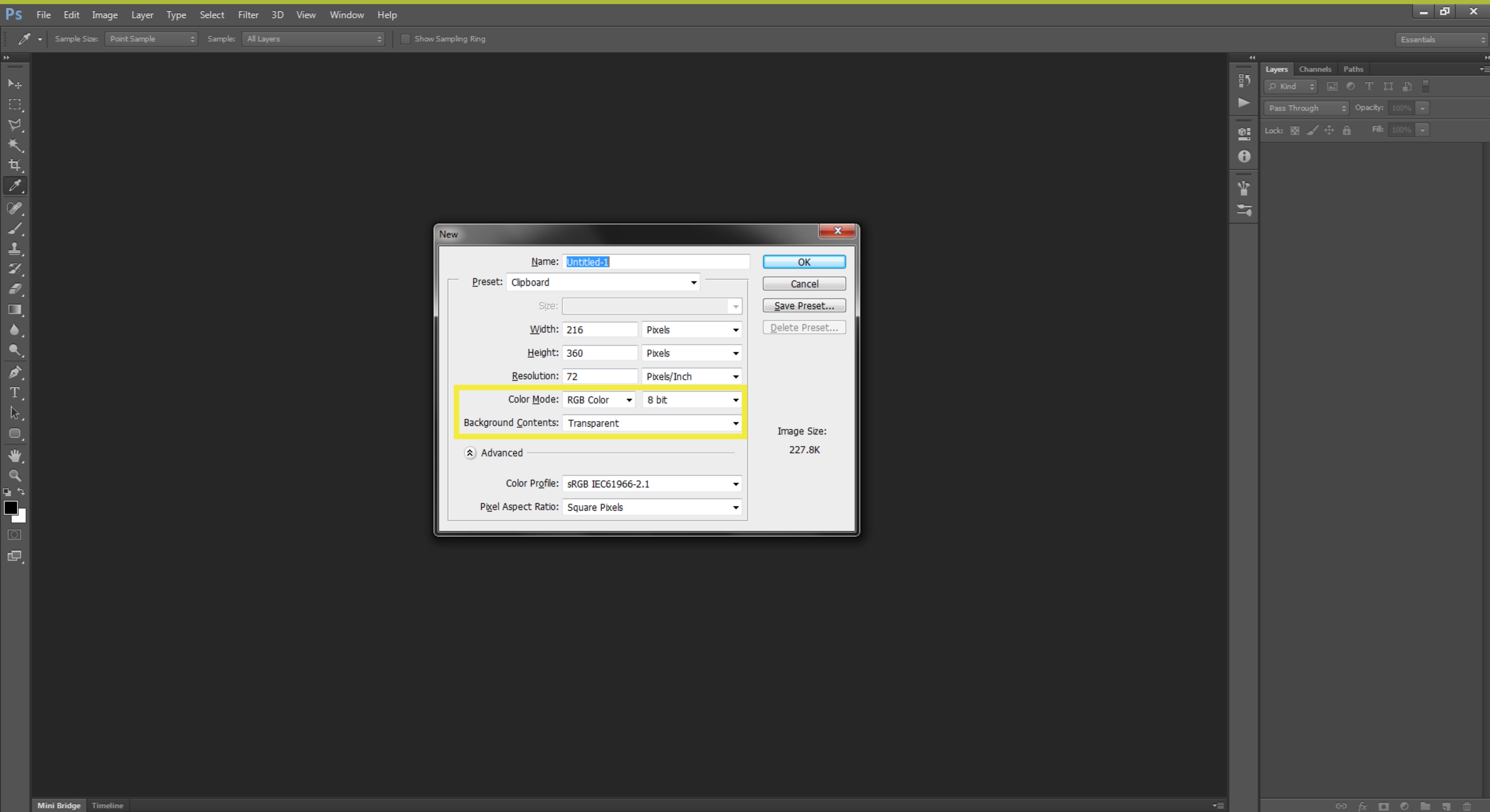
Set the line weight of all lines in the Illustrator file to 1 pixel before copying them over to Photoshop. Select all the paths (*Ctrl+A*) and enter '1 px' in the stroke weight box in the Controls tool bar at the top.



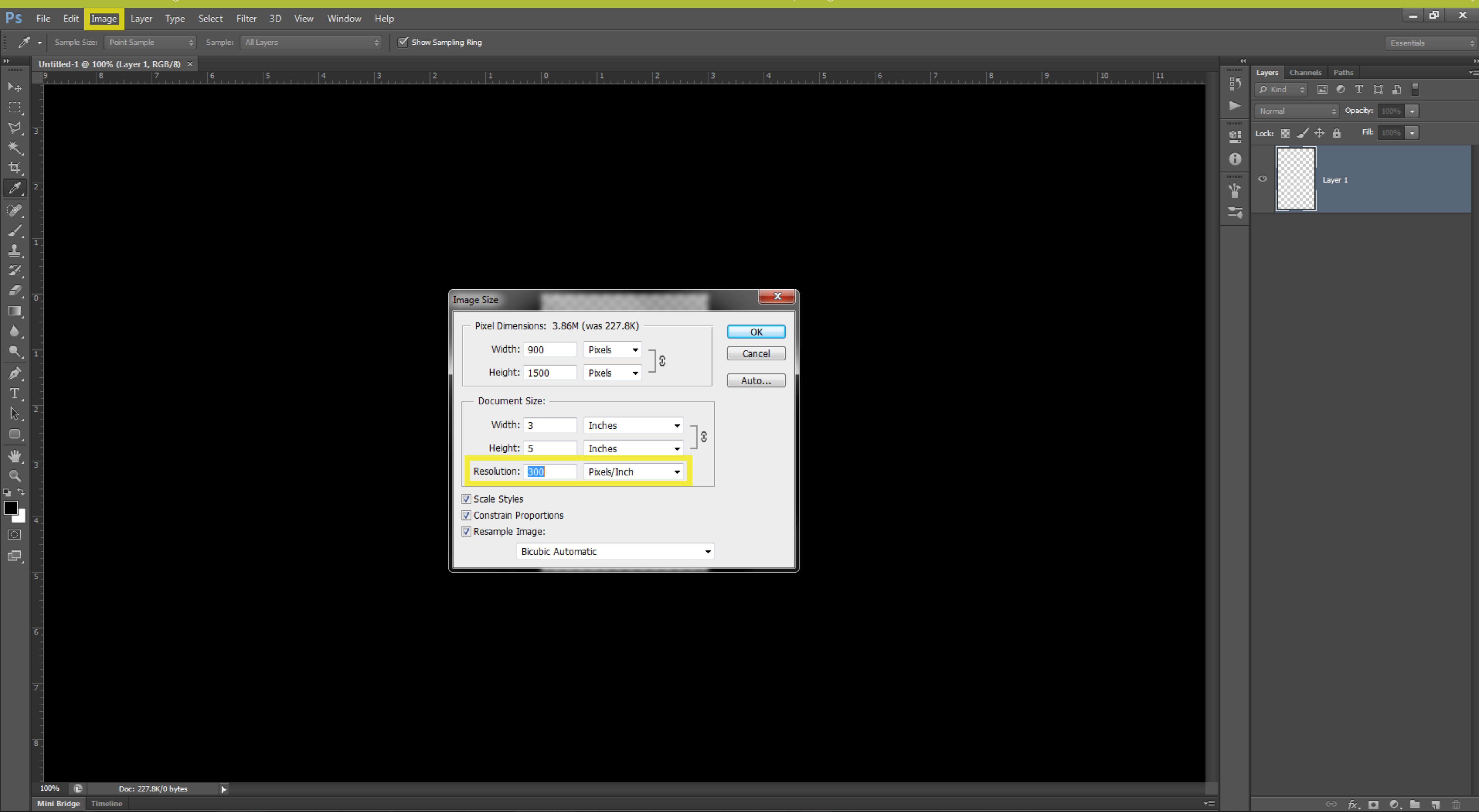
Draw a no fill no stroke rectangle around each view of the device using the *Rectangle Tool (M)* to be used as a reference box. This helps ensure that all objects are pasted right in the right position when copying to Photoshop. Unlock all layers and hide the layers containing the glass box, dimensions and embedded images.



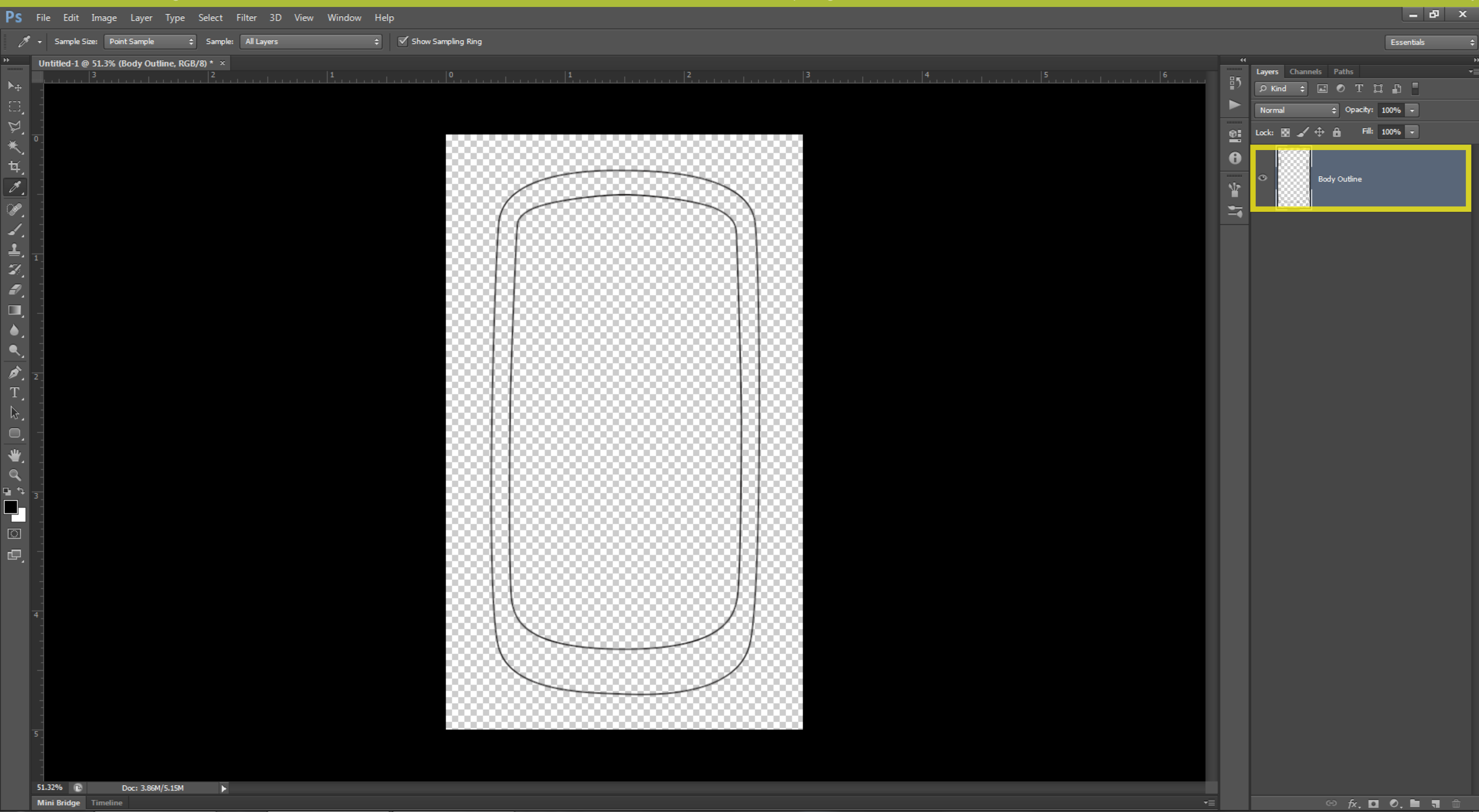
Select the outline of the device in the front view along with the inner form transition line and the reference box, copy it to the clipboard (*Ctrl + C*).



Open Photoshop and create a new document (*File > New...* or *Ctrl+N*). In the *New Document* dialog box, leave the Width, Height and Resolution to the default values. Ensure that the color mode is RGB 8-bit and Background Contents is set to Transparent. Click *OK* to create a blank document.



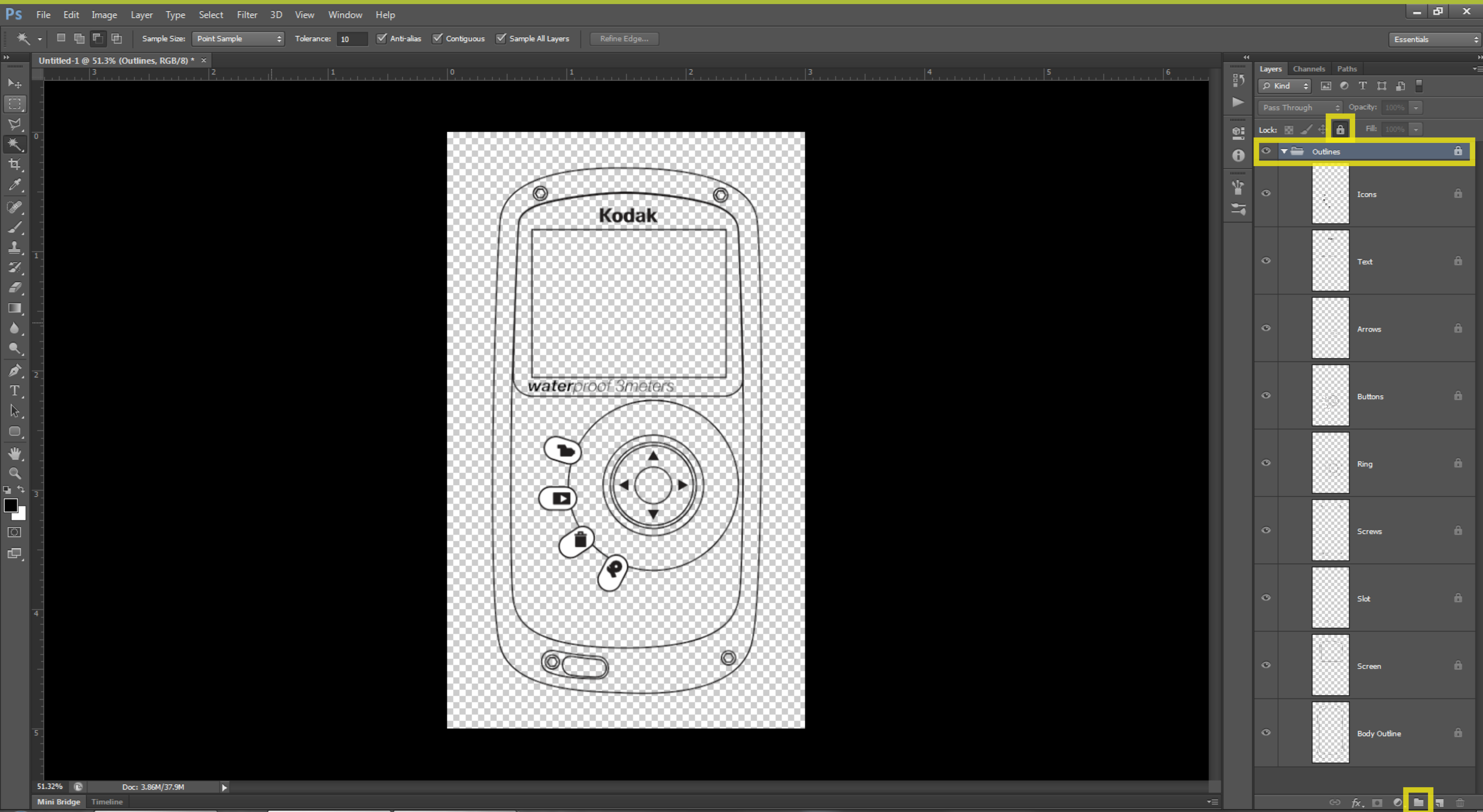
With the new document open, go to *Image > Image Size*. Change the resolution to 300 in the Image Size dialog box. The height and width size will be updated automatically. Click *OK* and the file size should be increased now.



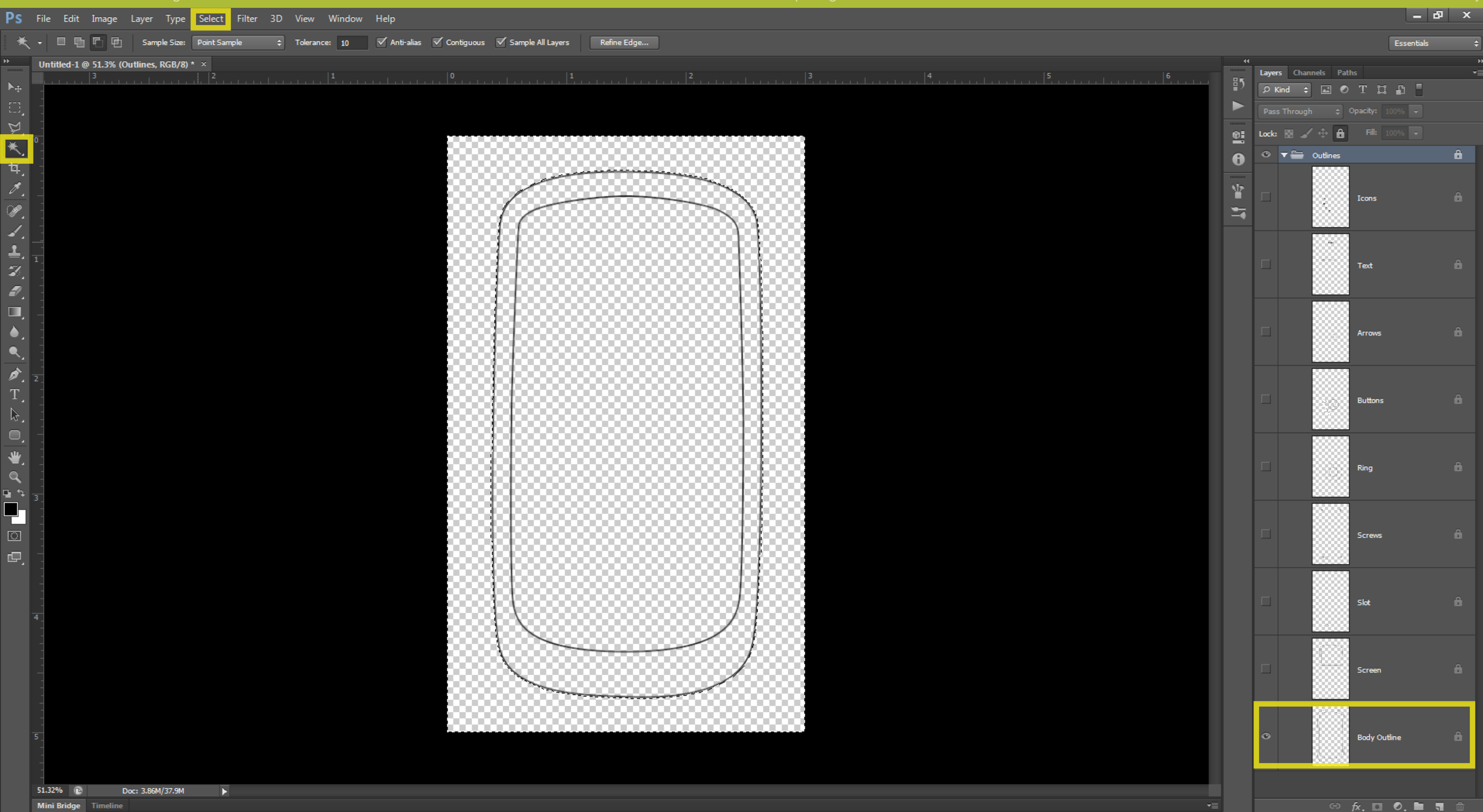
Paste the copied contents using *Ctrl+V* and choose *As Pixels* in the *Paste* dialog box. The copied items are pasted in the center of the canvas. Press *Enter* to accept changes. The contents are pasted on a new layer, Layer 2. Delete the empty layer, Layer 1, and rename the current layer.



Repeat the steps to copy the screen, buttons, text, slot and other details to Photoshop separately, pasting them on different layers. Rename the layers appropriately.

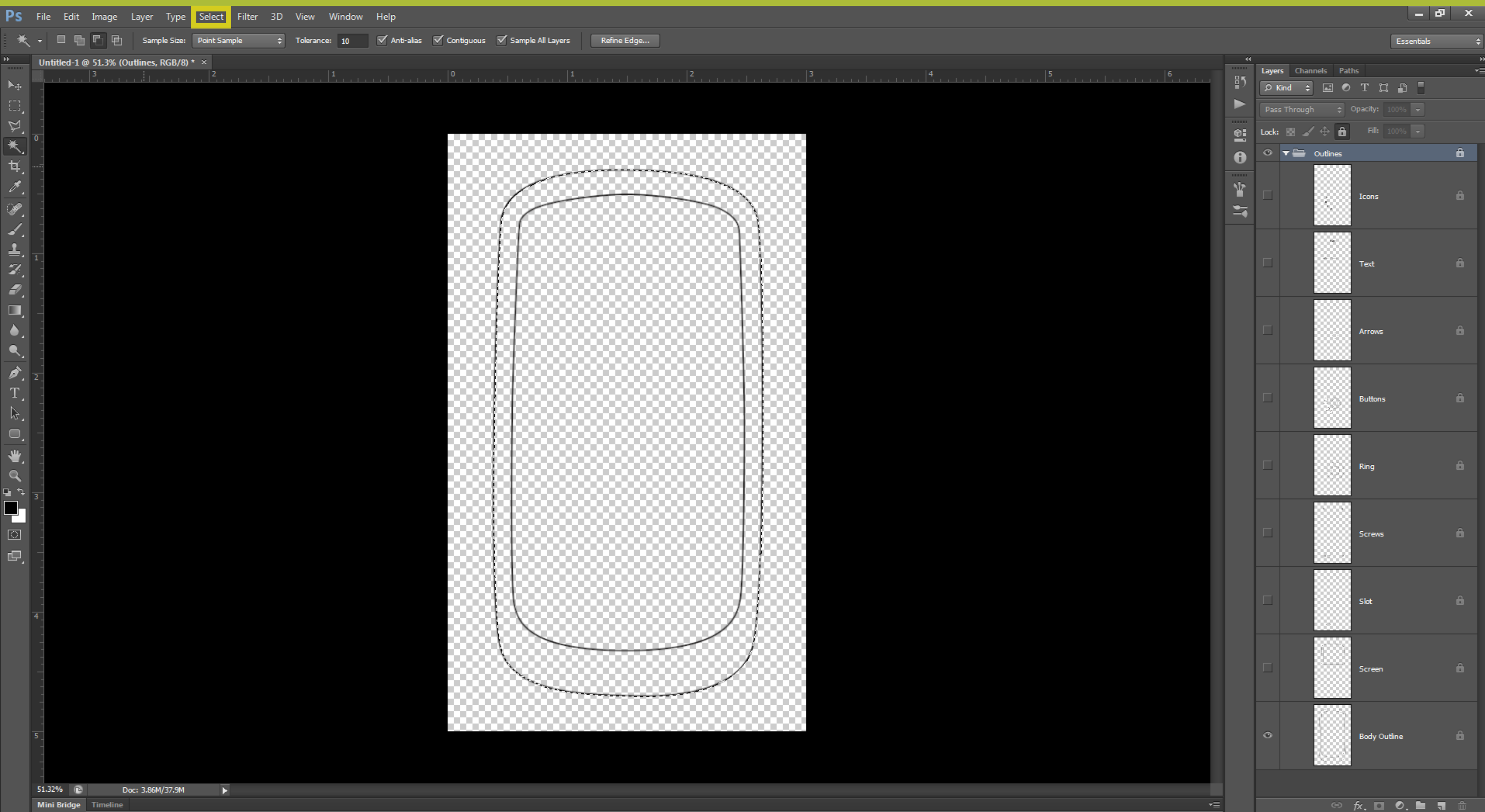


Create a new folder in the Layers panel by clicking on the *New Folder* icon at the bottom of the panel. Drag and drop all the layers into the new folder. Click on the lock icon at the top of the Layers panel and lock the folder to prevent accidentally painting on the layers in it.

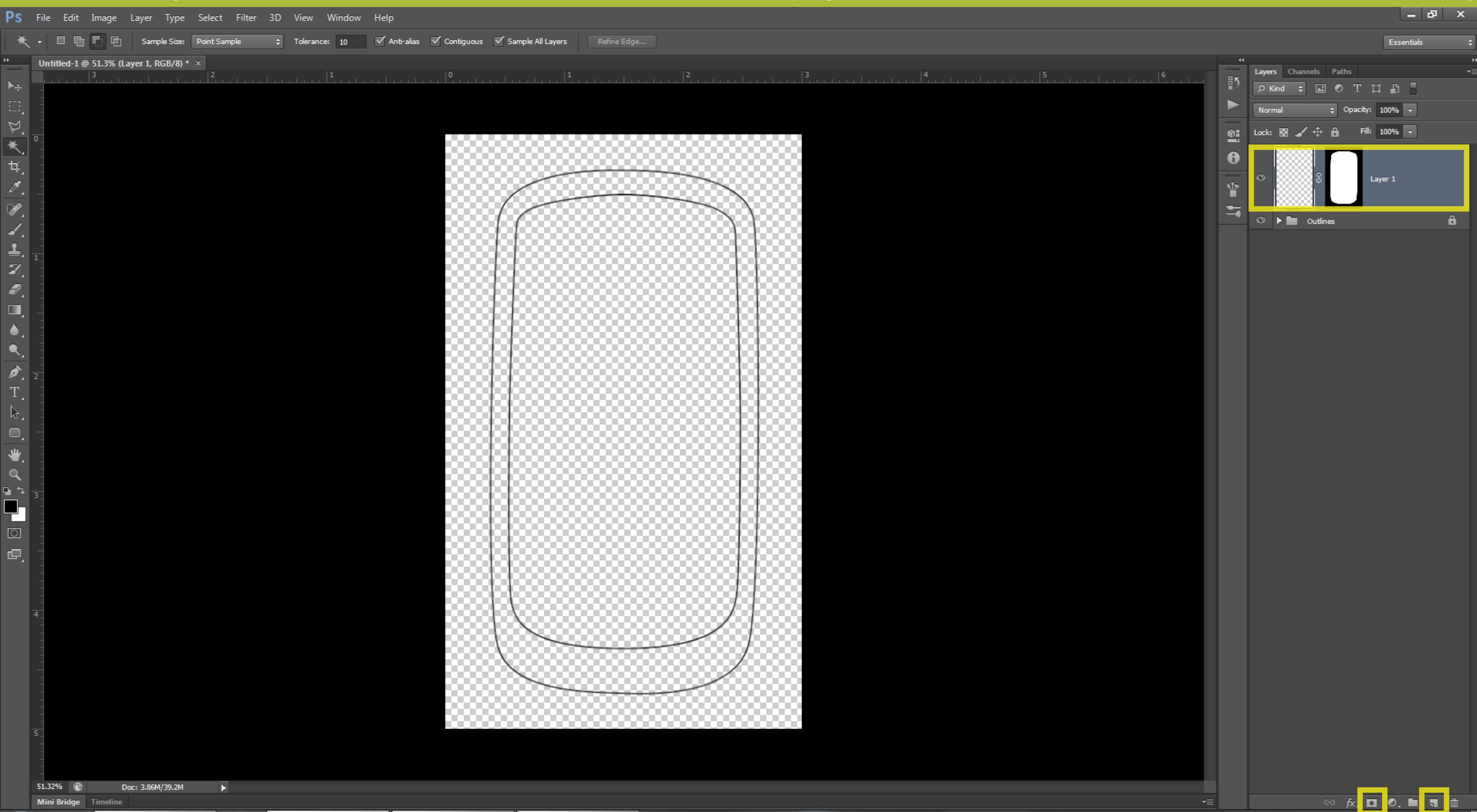


Hide all the layers except for the one containing the body outline by clicking on the eye icon before the layer thumbnail. Using the *Magic Wand tool (W)*, click outside the outline of the device to select the area around the device.

Go to *Select > Modify > Expand...* to bring up the *Expand Selection* dialog box. Type in '1 px' in the *Expand by* field and click *OK*.

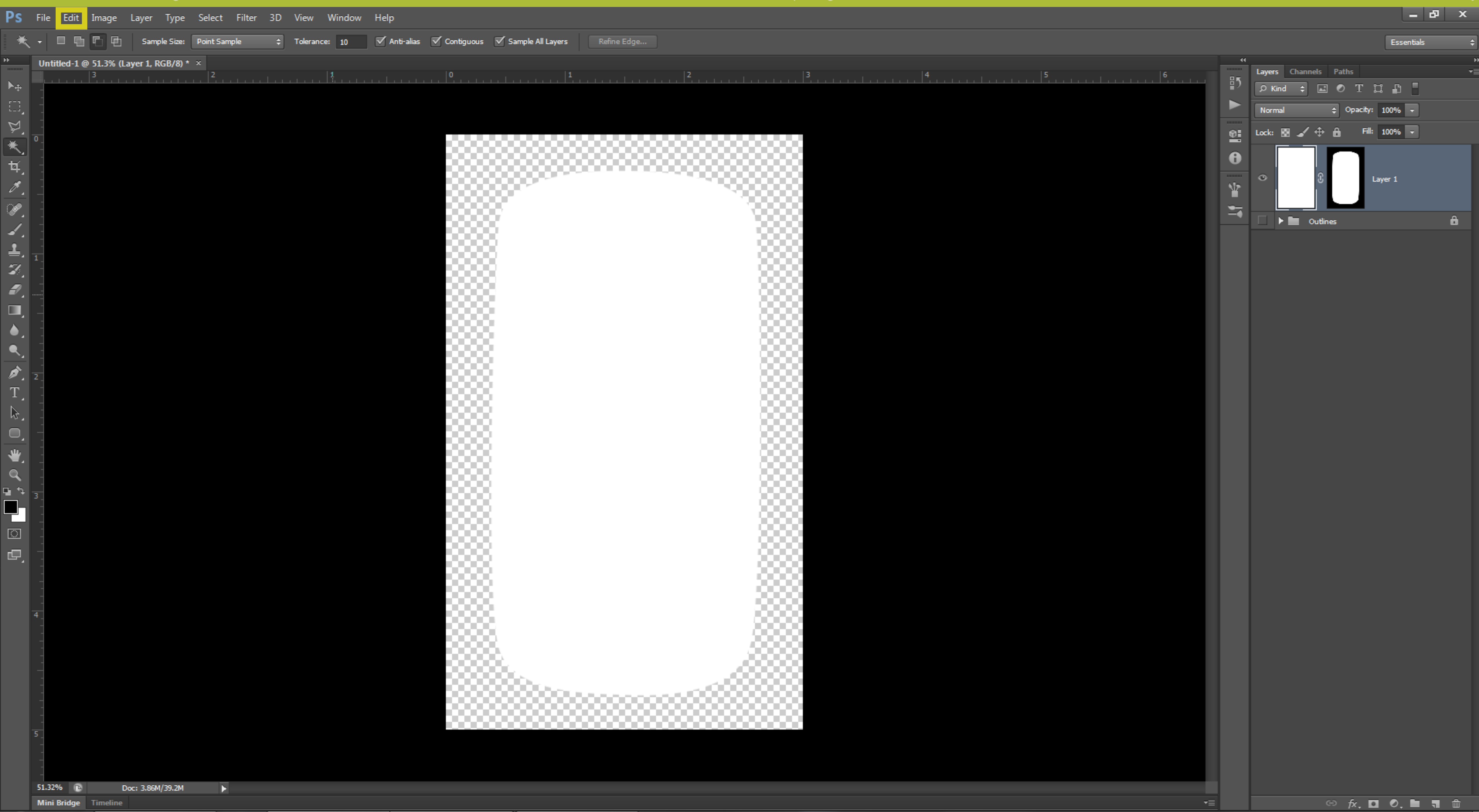


Invert the current selection by choosing *Select > Inverse* (*Ctrl+Shift+I*).

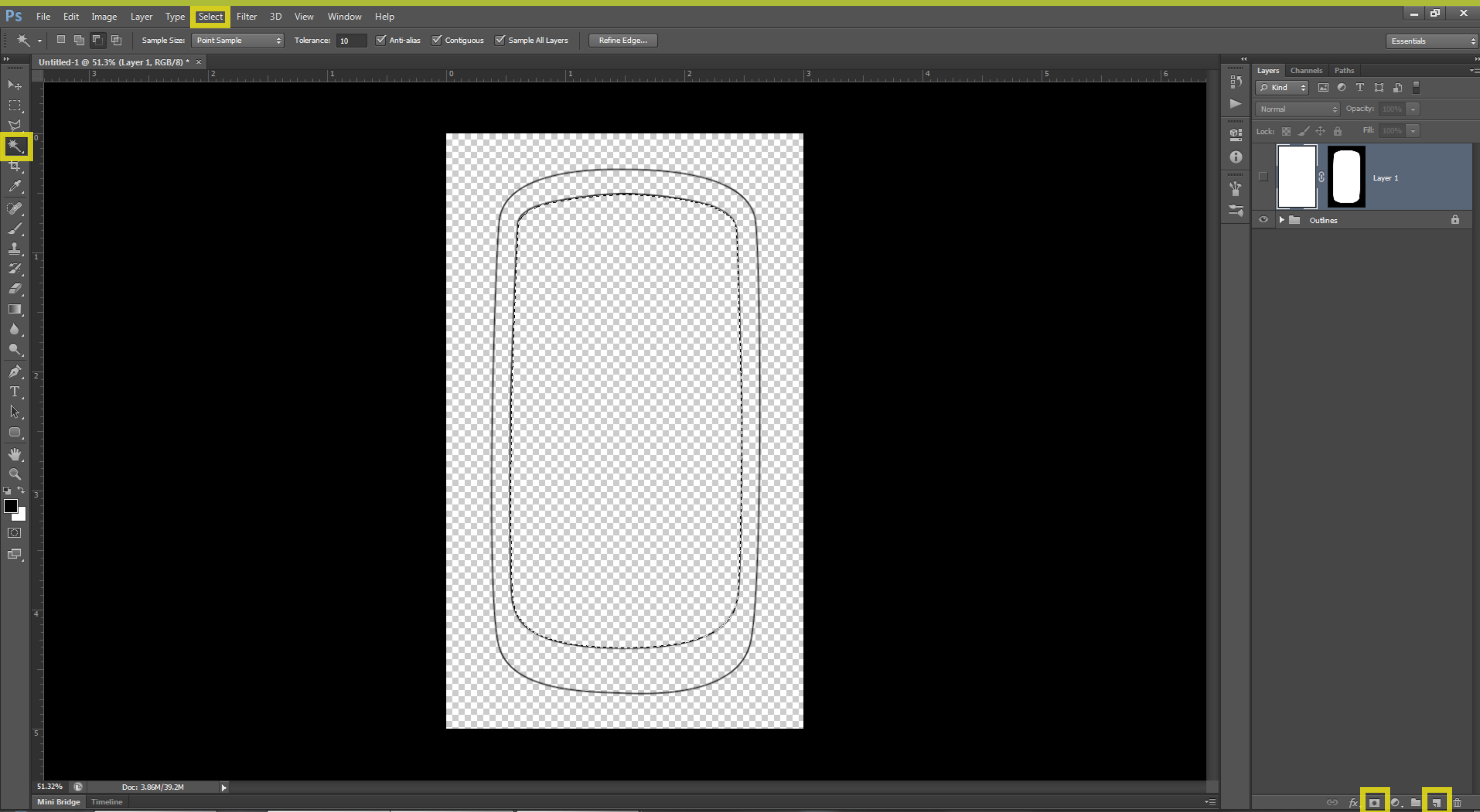


With the selection still active, create a new layer by clicking on the *New Layer* button and click on the *Add Layer Mask* button to add a mask to new layer in the shape of the selection.

Click on the layer thumbnail to make the layer active.

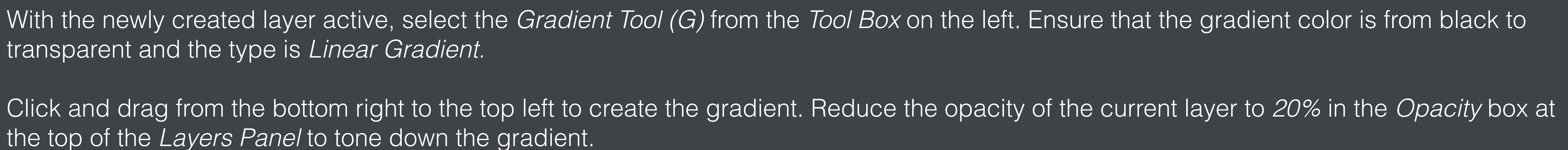


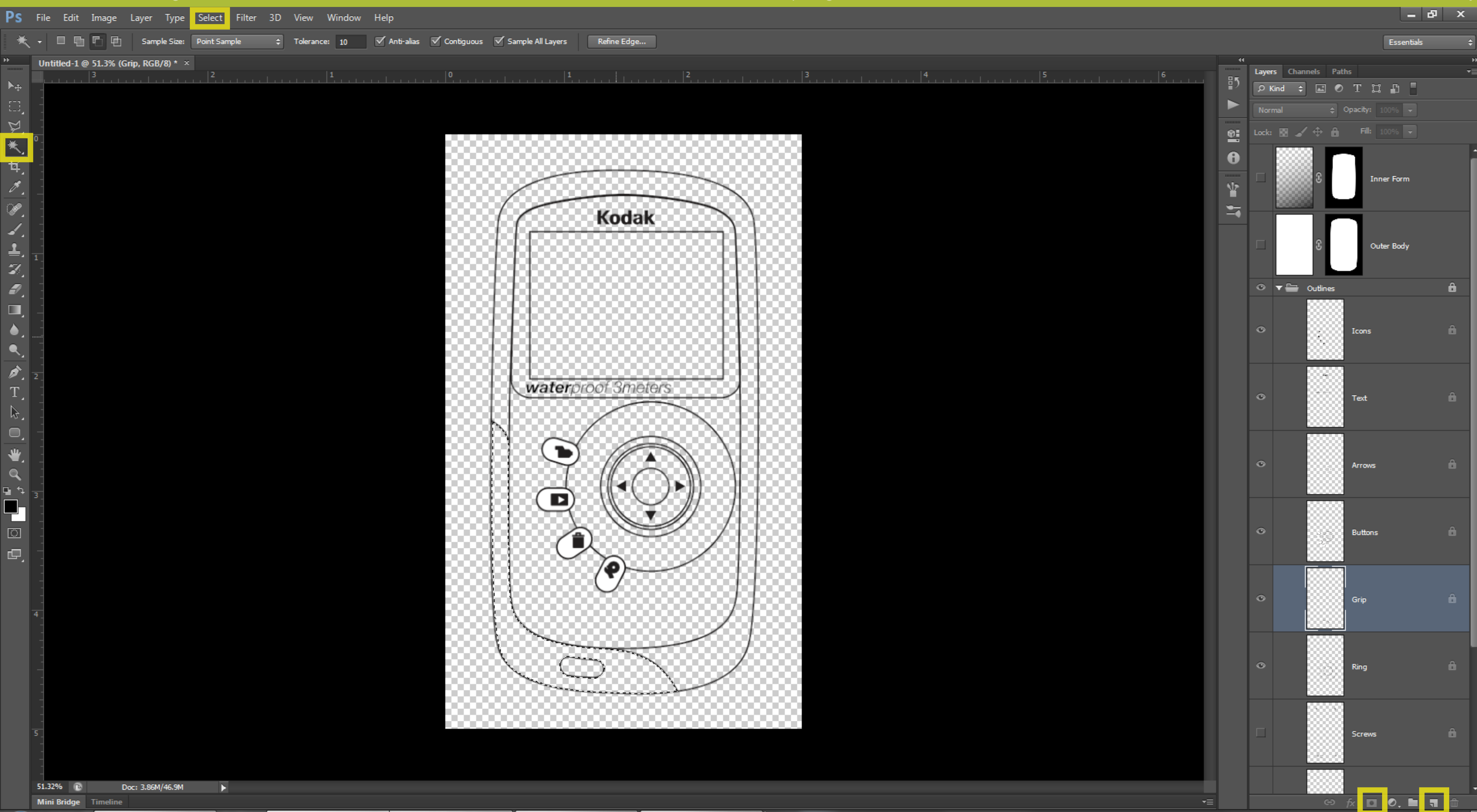
With the layer active, choose *Edit > Fill...* (*Shift + F5*) and choose *White* in the *Use* drop down menu. This fills the entire layer with white, but only the portion visible through the layer mask is shown.



Using the *Magic Wand (W)* tool again, select the interior of the device and expand the selection by '1 px'.

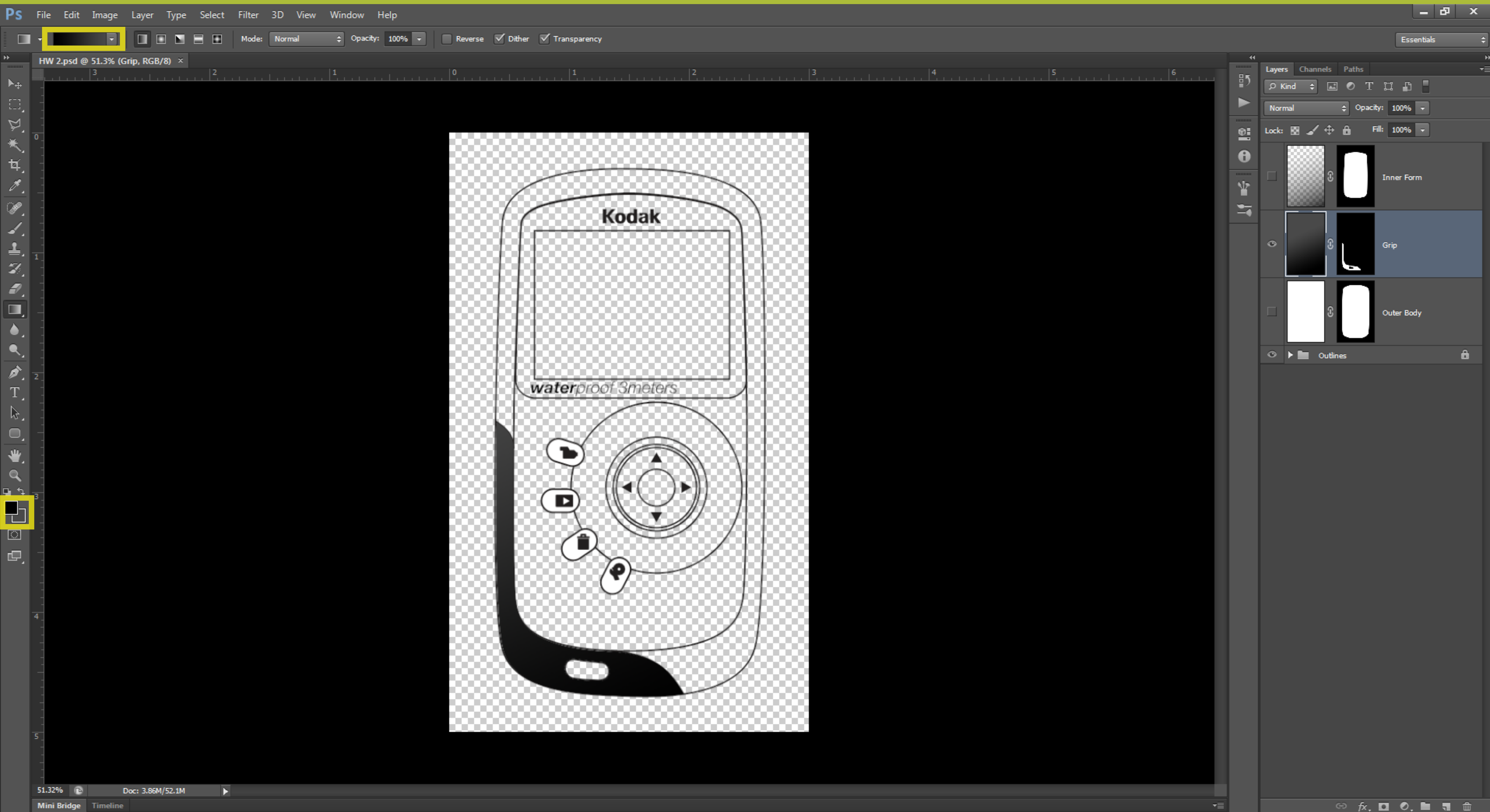
Create a new layer and a layer mask using the active selection as shown in the previous step.





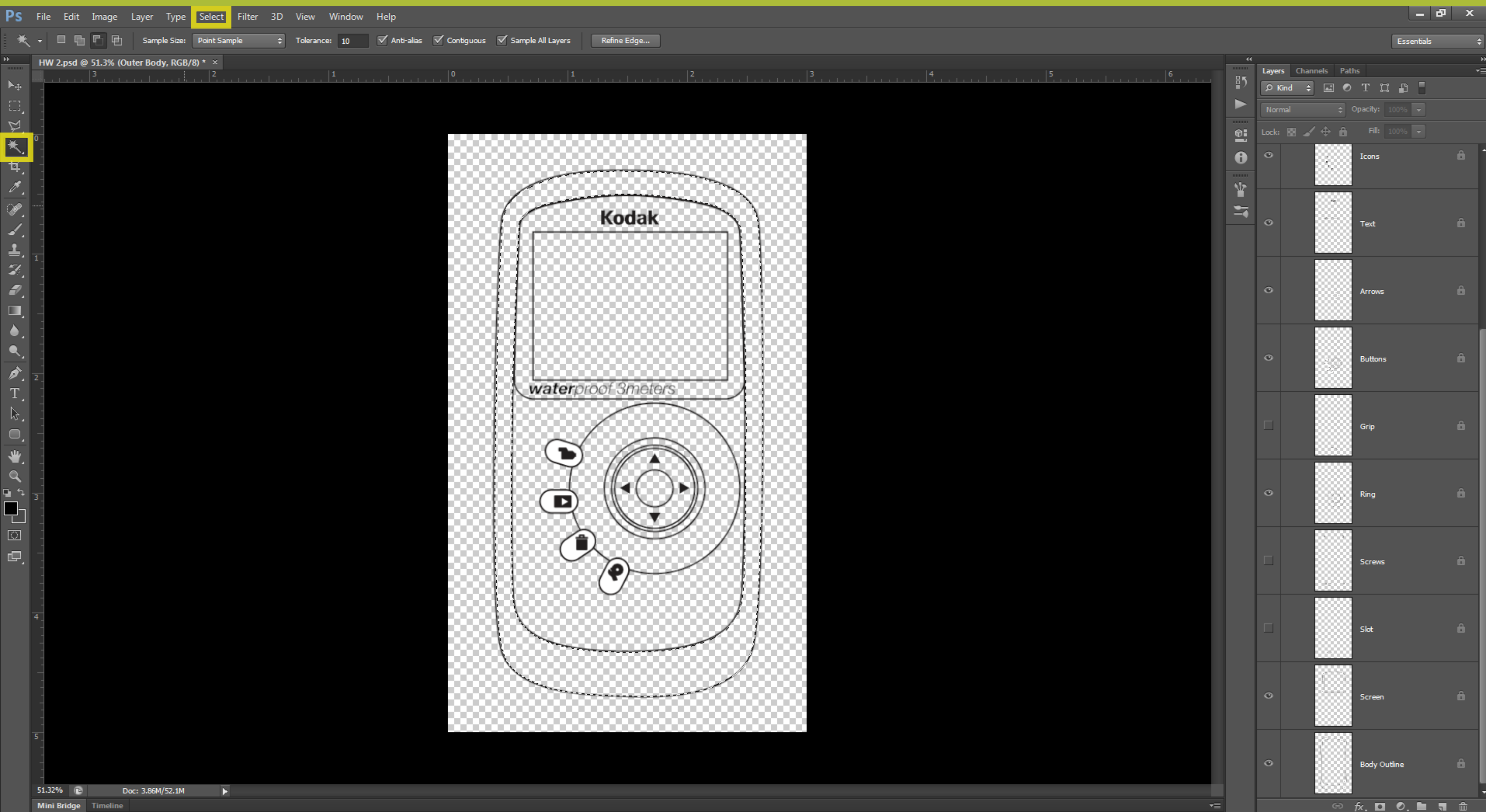
Hide the shaded layers and make a new selection for the grip area in the bottom left of the device. Expand the selection by 1 pixel.

Create a new layer and a new layer mask with the active selection. Rename the layers.

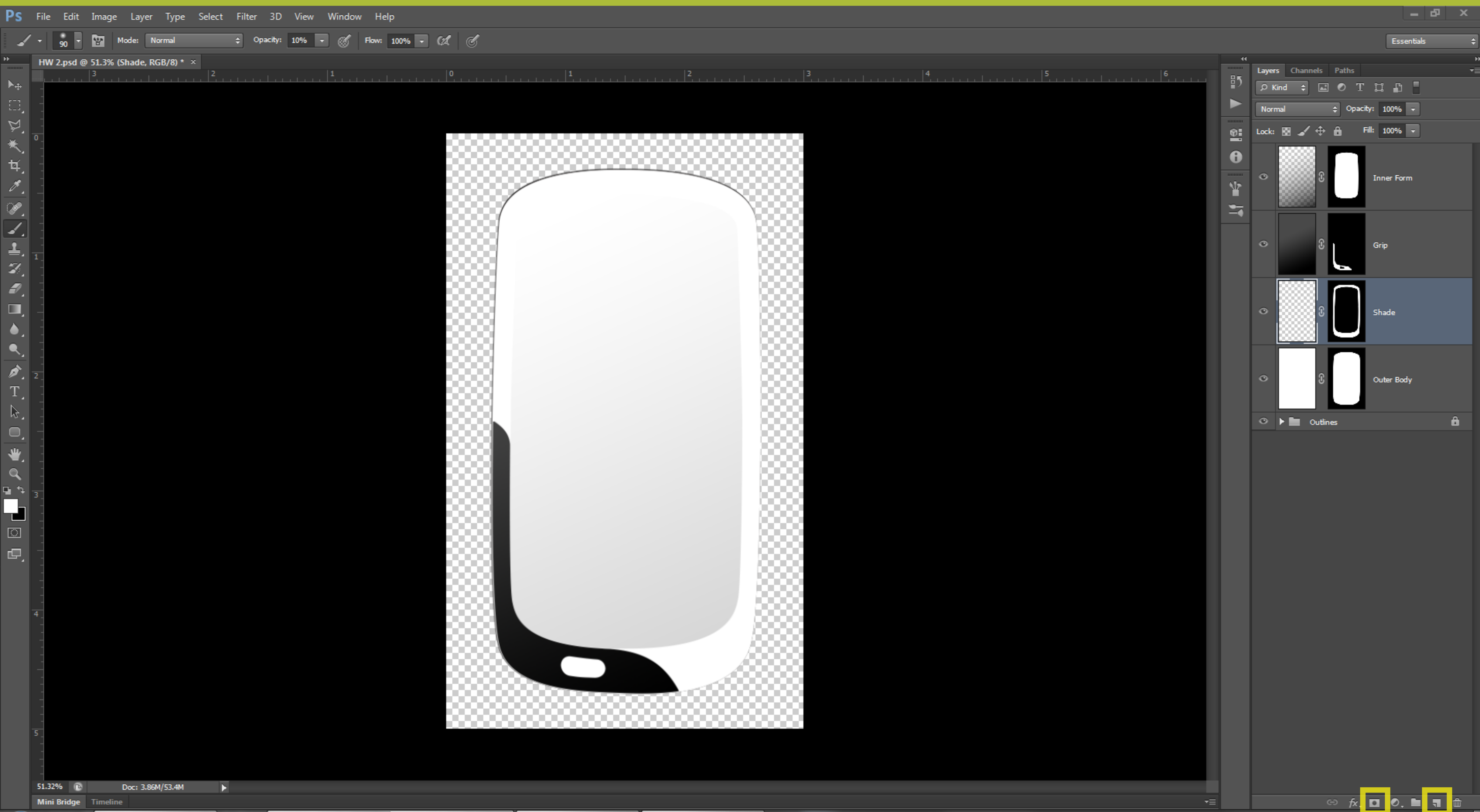


Double-click on the background color swatch in the *Tool Panel* to bring up the *Color Picker* window and choose a dark gray color. Leave the foreground color as black.

Choose the *Gradient Tool (G)* and select *Foreground to Background* as the gradient type in the drop down in the *Control* tool bar at the top. Click and drag in the canvas to create a gradient.



Using the *Magic Wand Tool (W)* make a selection of the area between the device outline and the inner form. Expand the selection by 1 pixel.



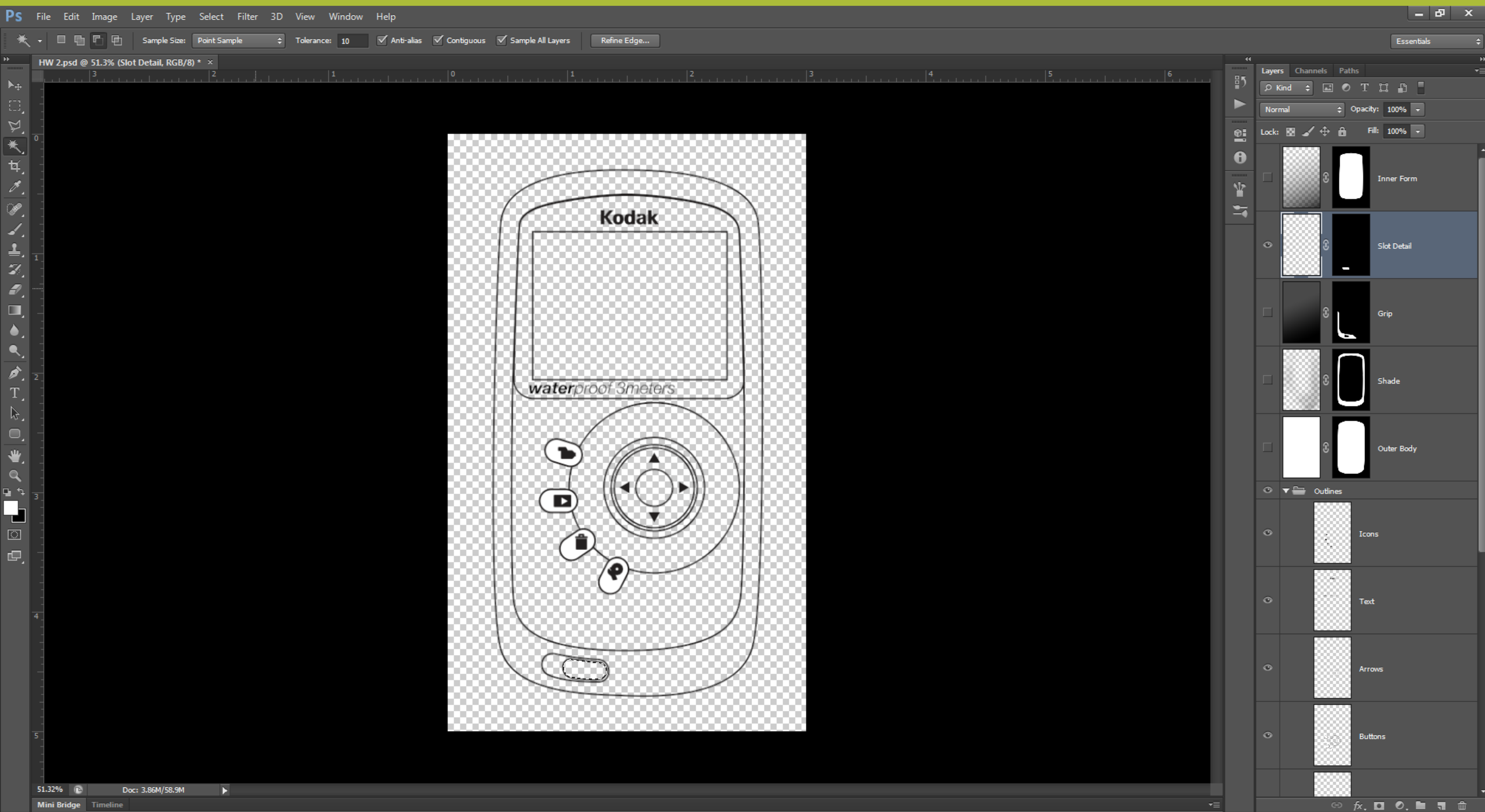
Create a new layer and a layer mask using the active selection. Drag to move it between the '*Grip*' layer and '*Outer Body*' layer in the *Layers Panel*.



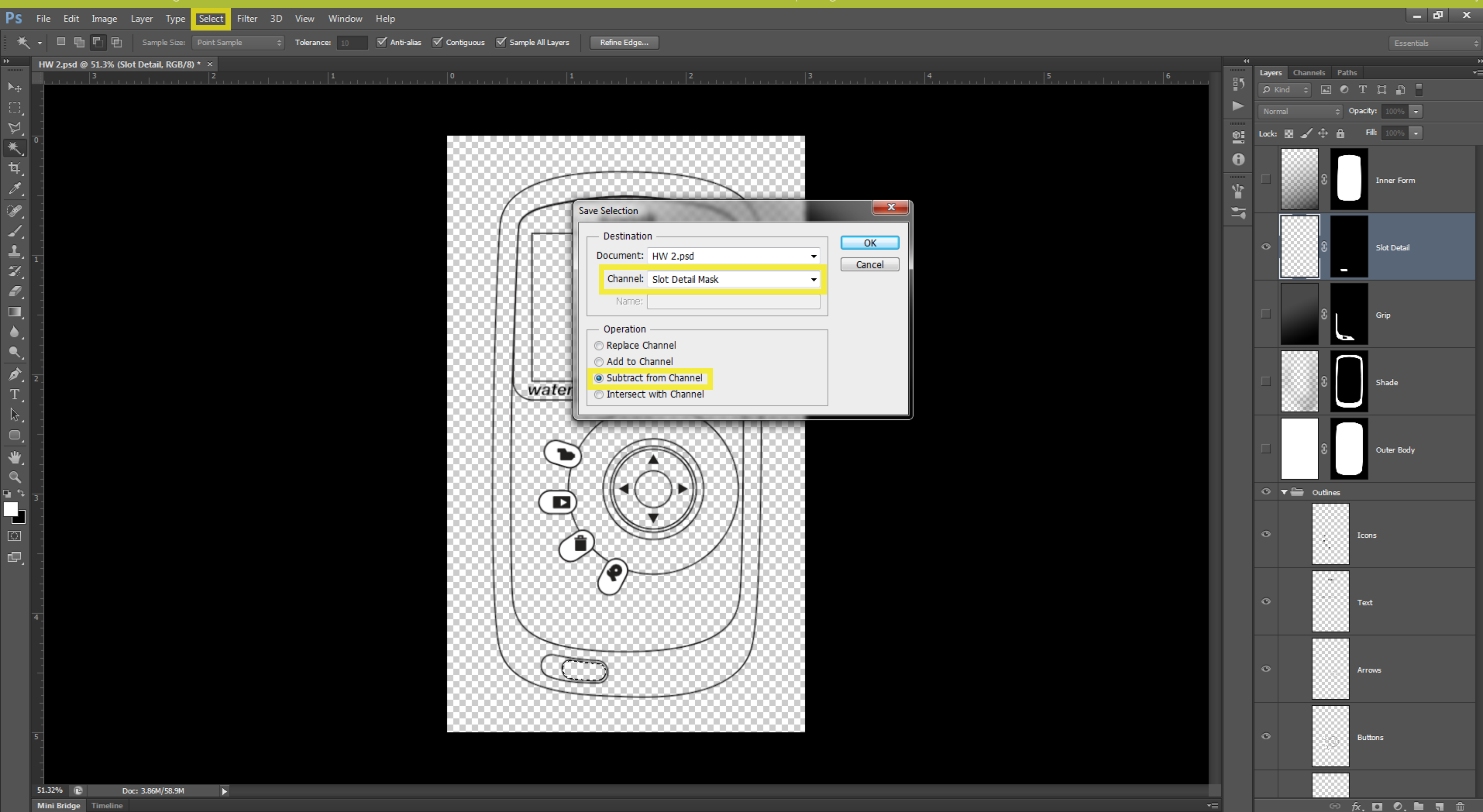
Select the *Brush Tool* (B) and choose a soft brush form the drop down at the top. Reduce the opacity of the brush to *10%*. Select black as the foreground color and paint on the '*Shade*' layer. Since its assumed that the light source is at the top left, the bottom right has to be darker.

Use *Ctrl+Alt+Z* to undo.

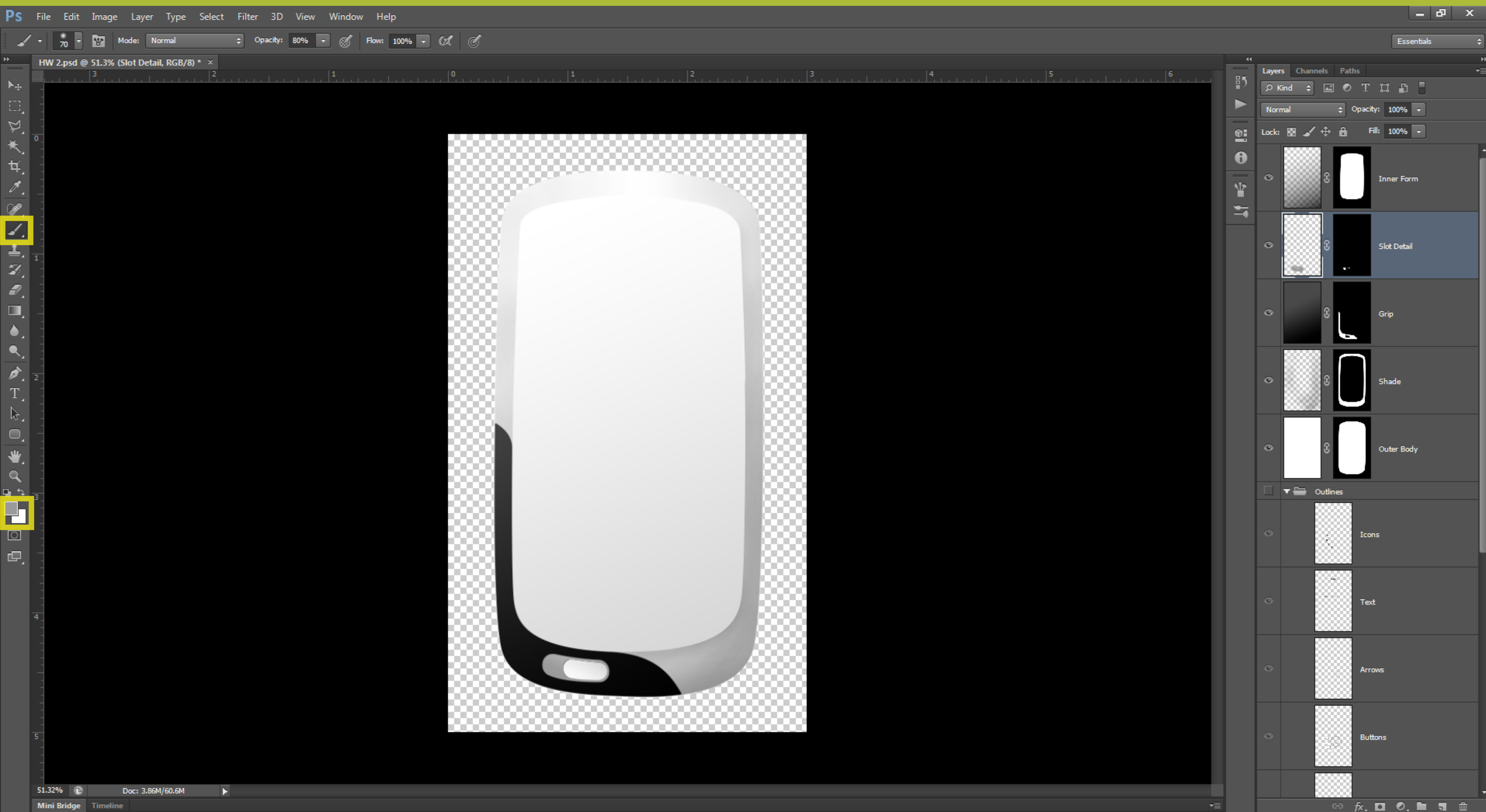




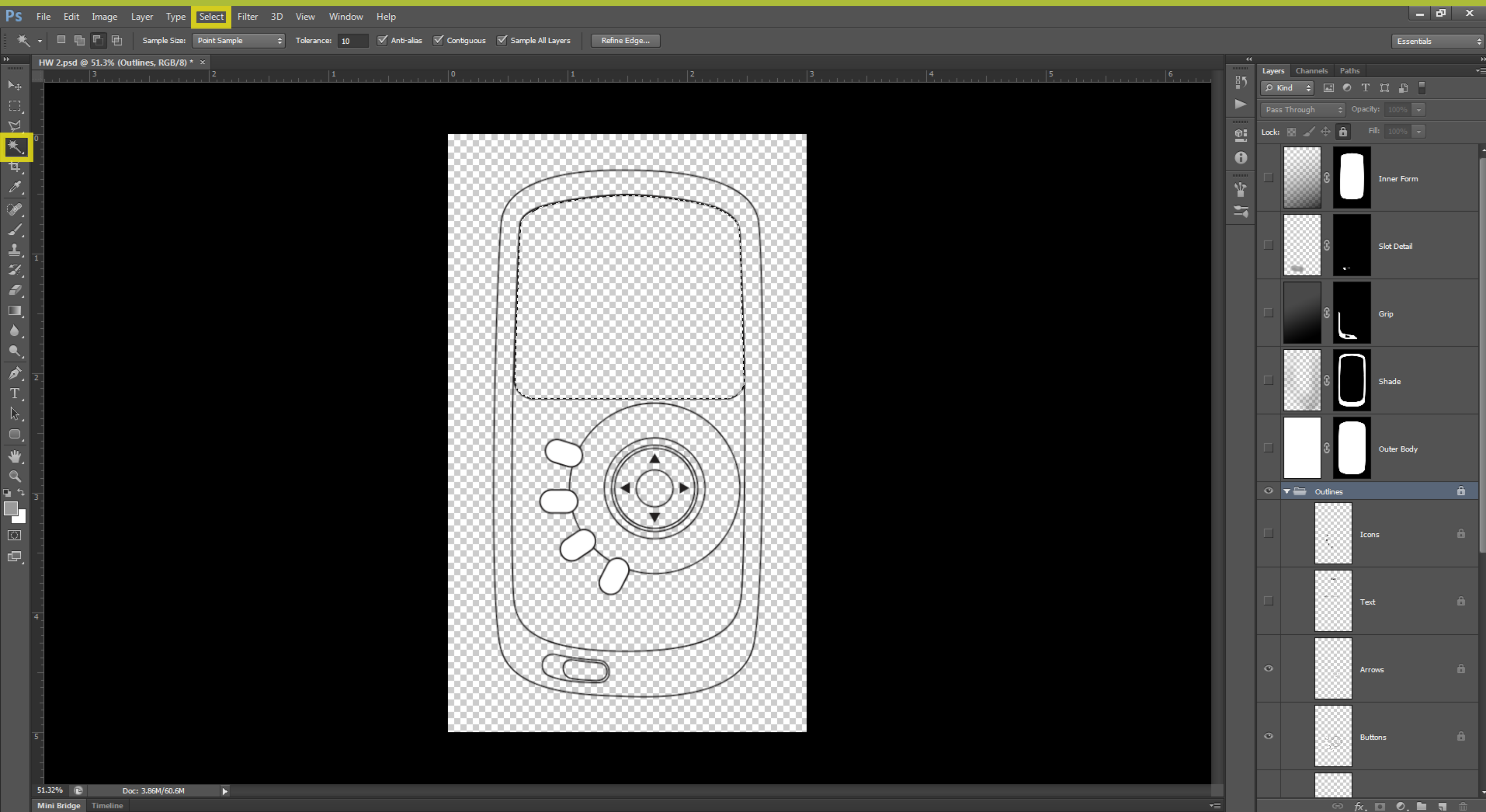
Turn the layer containing the outline of the slot on. Make a new selection for the slot.



With the slot selection still active, select the 'Slot Detail' layer to make the layer active. Go to *Select > Save Selection...* to bring up the *Save Selection* dialog box. Choose *Slot Detail Mask* under *Channel* and *Subtract from Channel* as the *Operation* to subtract the slot from the layer mask.



Double click on the foreground color swatch and choose a neutral gray from the *Color Picker*. Using the *Brush Tool (B)* paint the slot detail.



Make a new selection for the bezel around the display using the *Magic Wand Tool (W)* and expand the selection by 1 pixel.