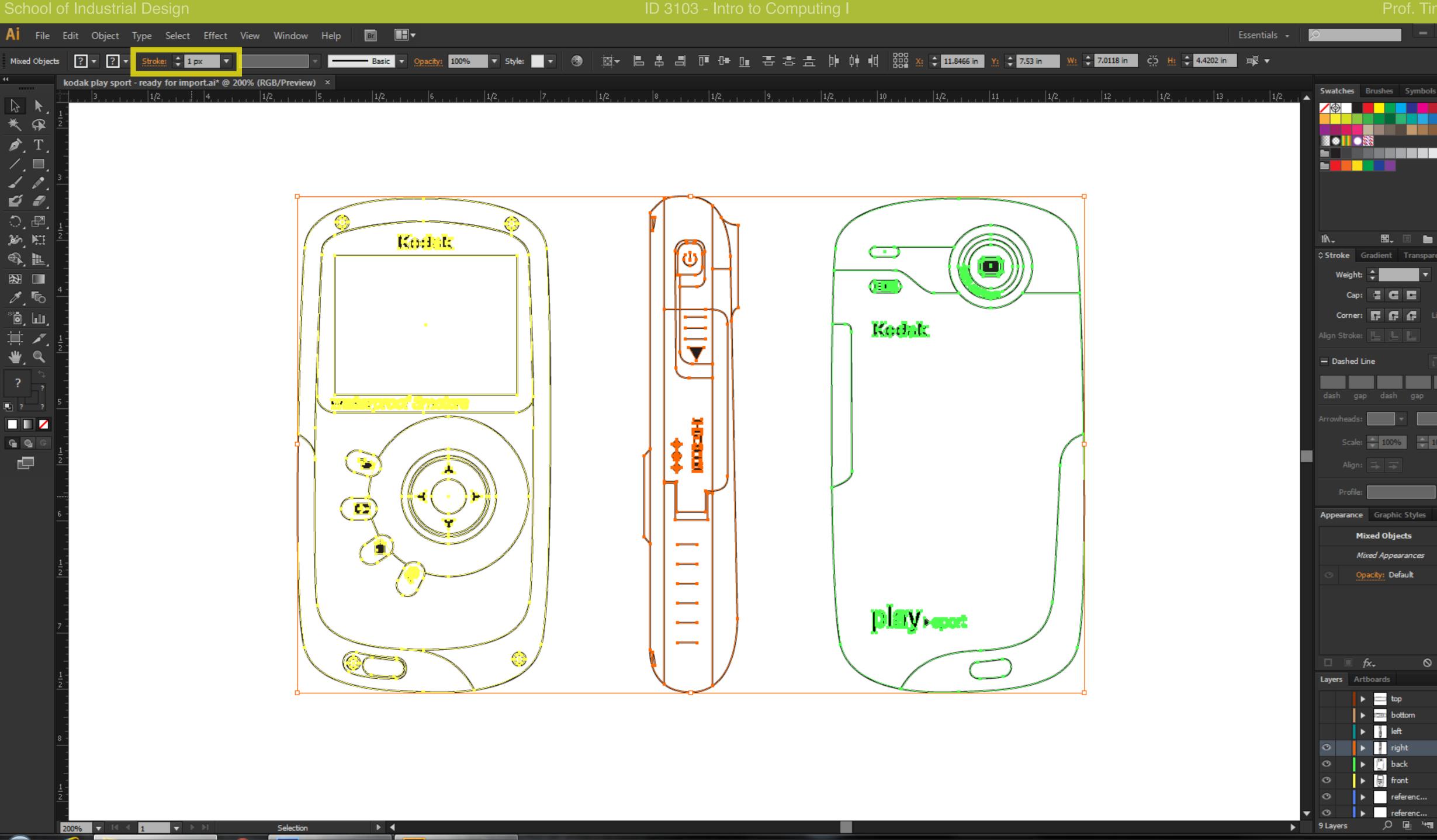
ID 3103 Intro to Computing I

Homework 2 - Shade

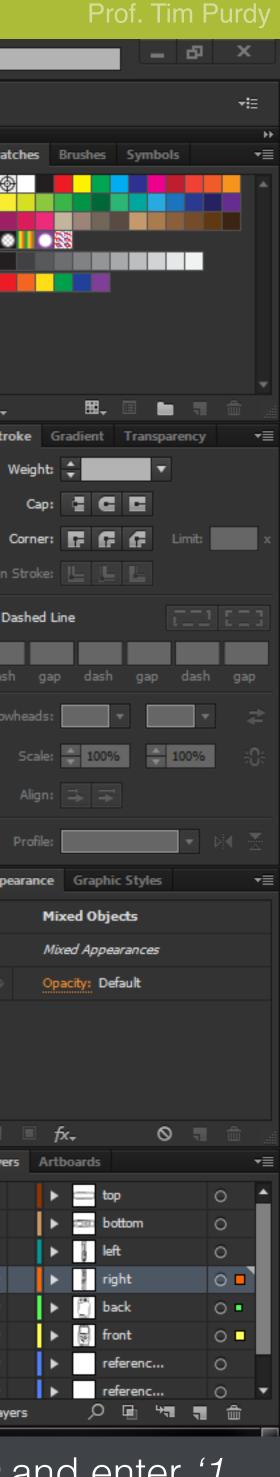


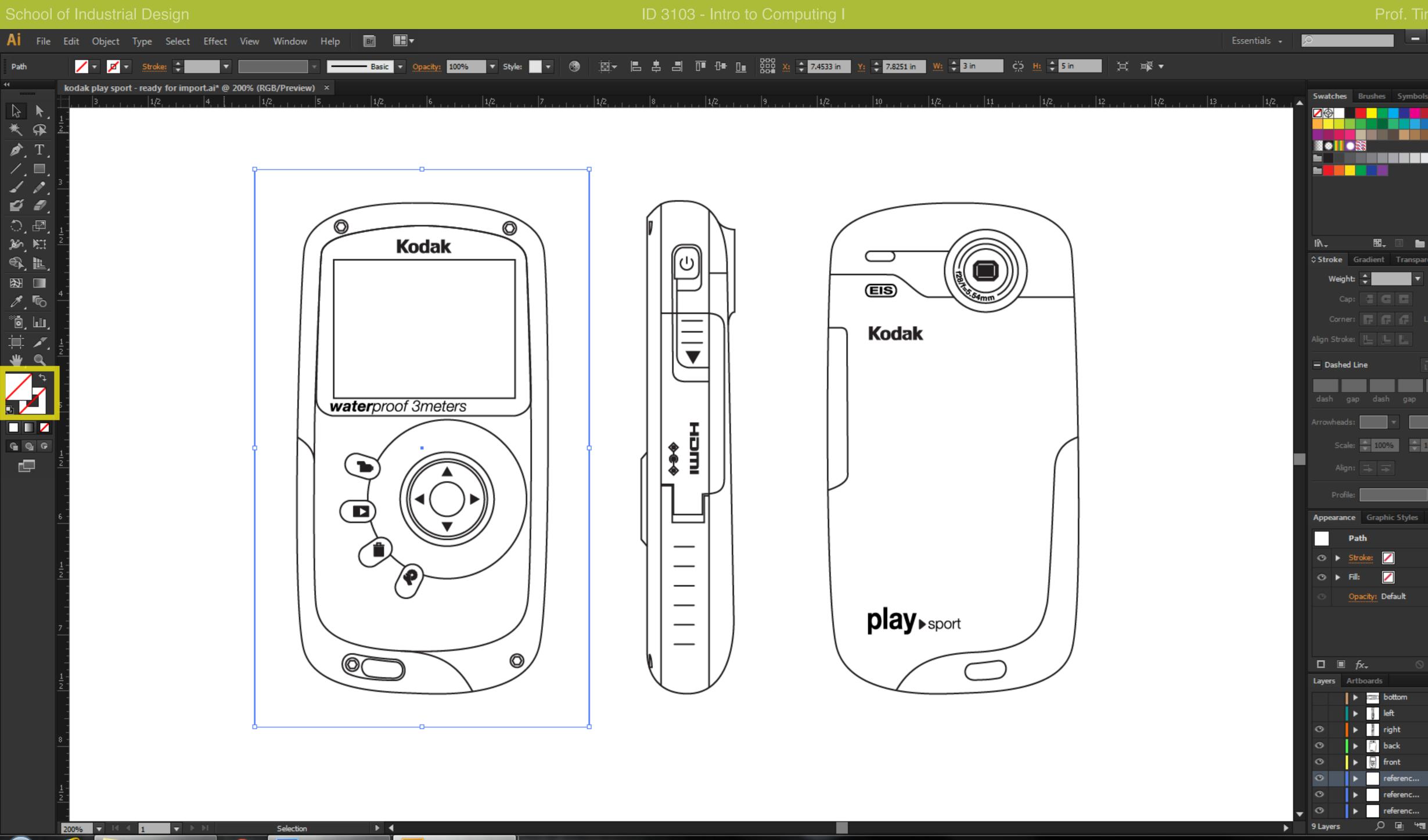
Prof. Tim Purdy



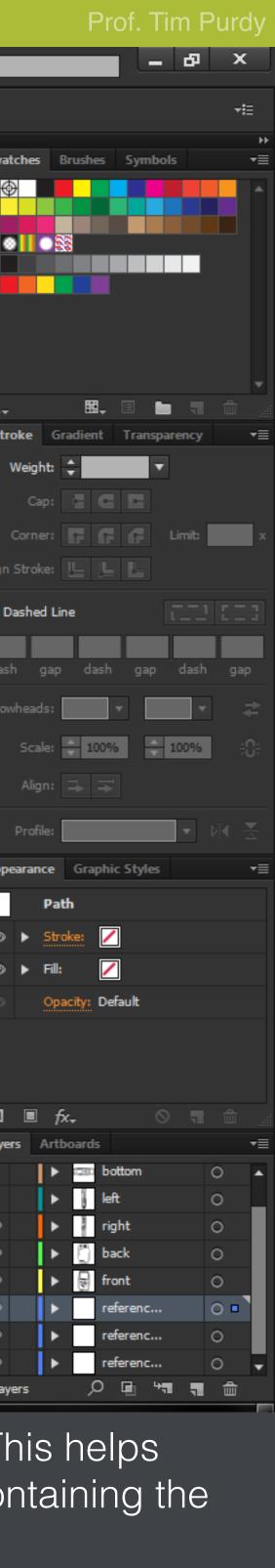


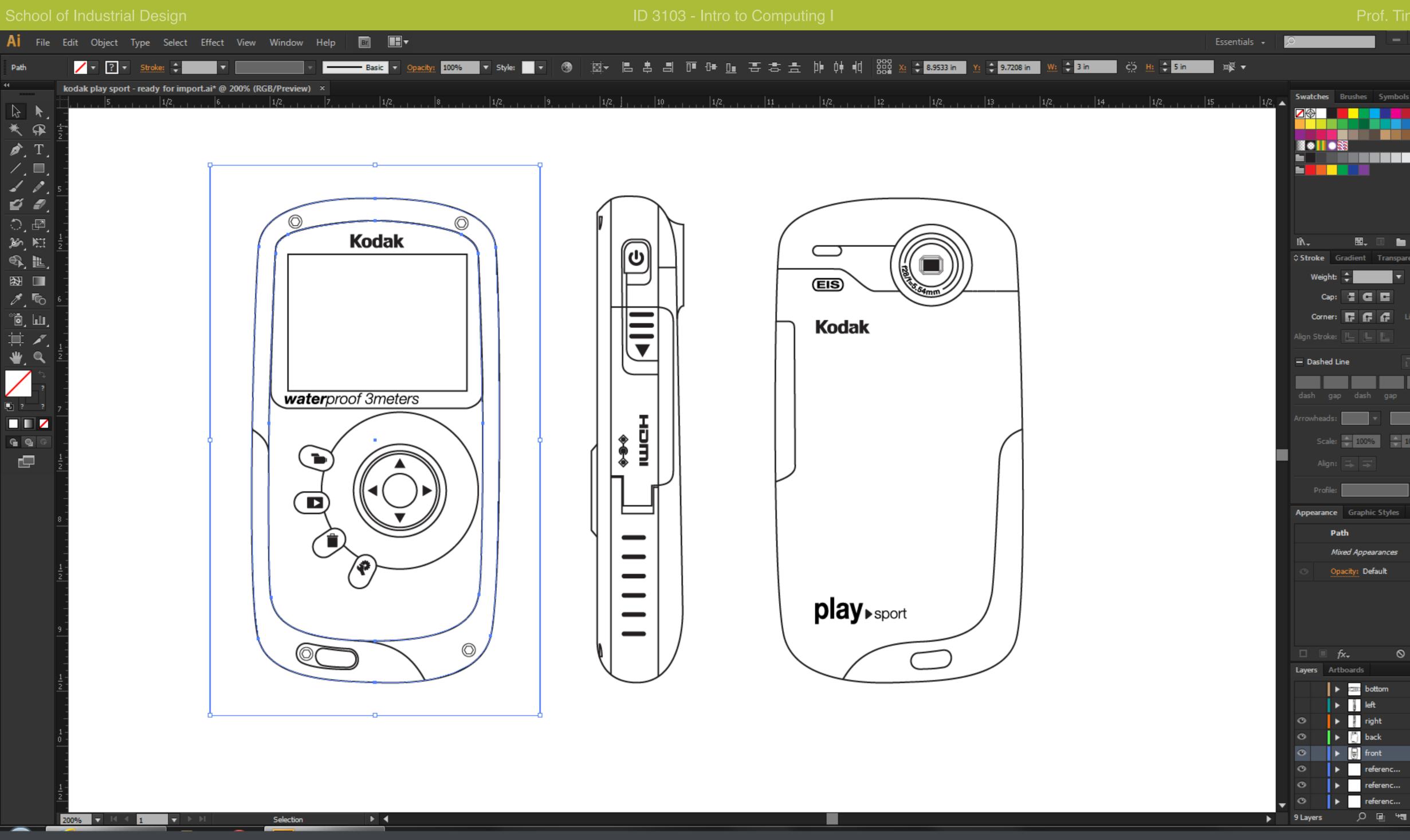
Set the line weight of all lines in the Illustrator file to 1 pixel before copying them over to Photoshop. Select all the paths (Ctrl+A) and enter '1 px' in the stroke weight box in the Controls tool bar at the top.



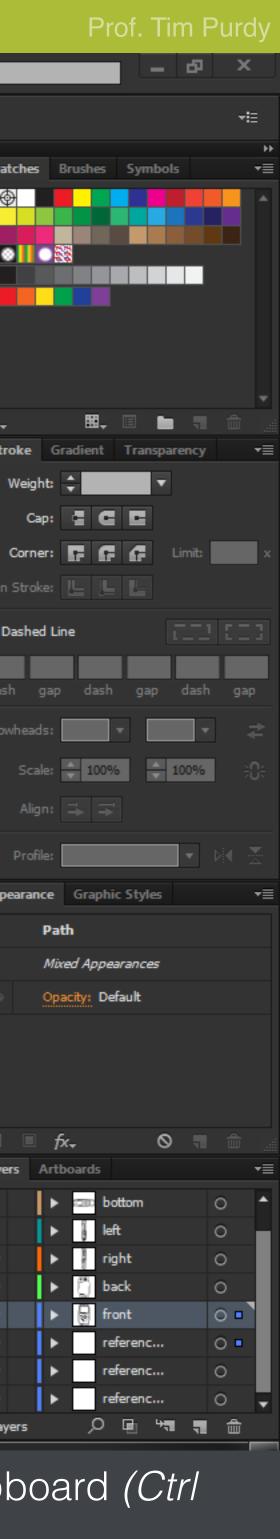


Draw a no fill no stroke rectangle around each view of the device using the *Rectangle Tool (M)* to be used as a reference box. This helps ensure that all objects are pasted right in the right position when copying to Photoshop. Unlock all layers and hide the layers containing the glass box, dimensions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



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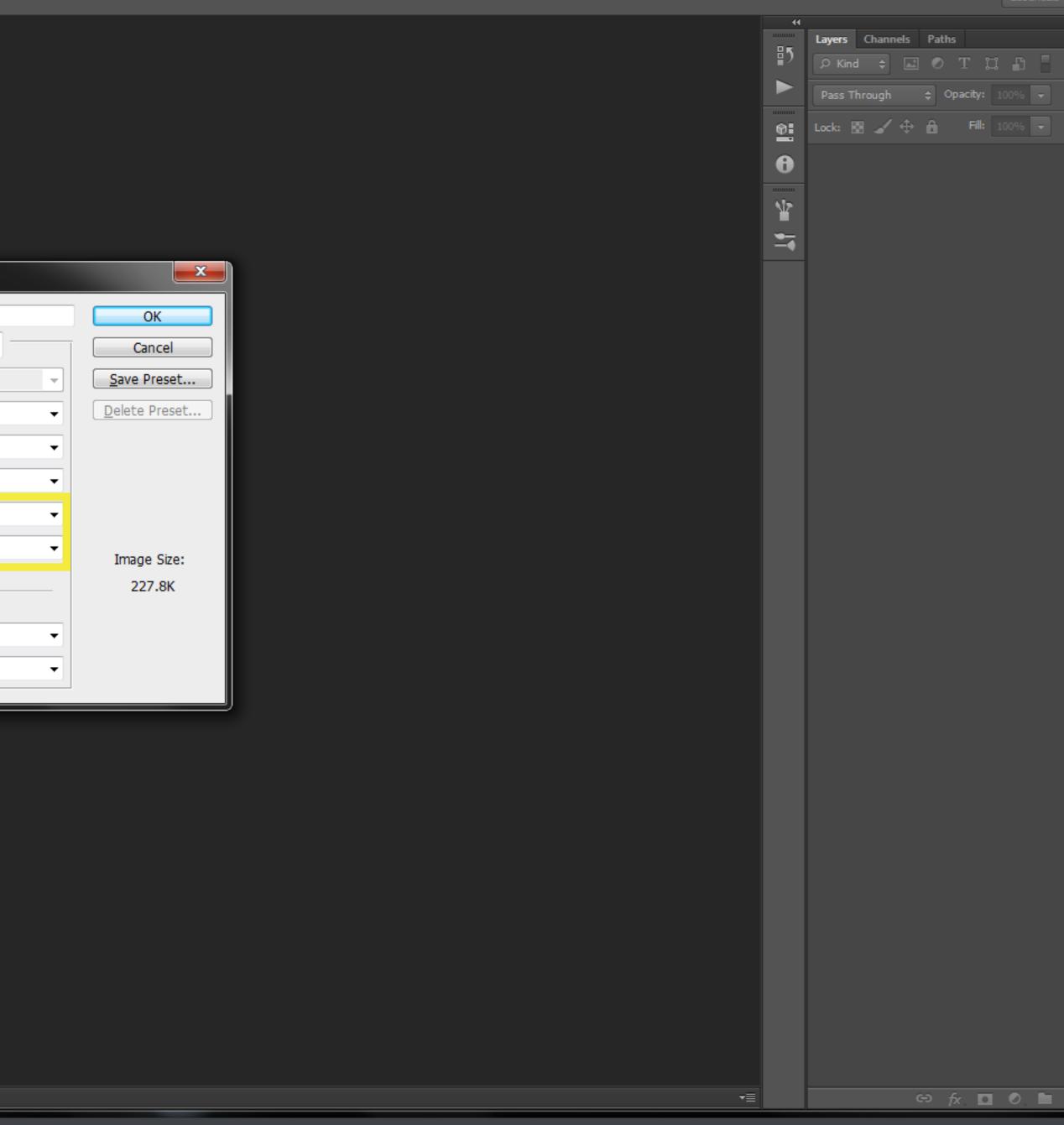
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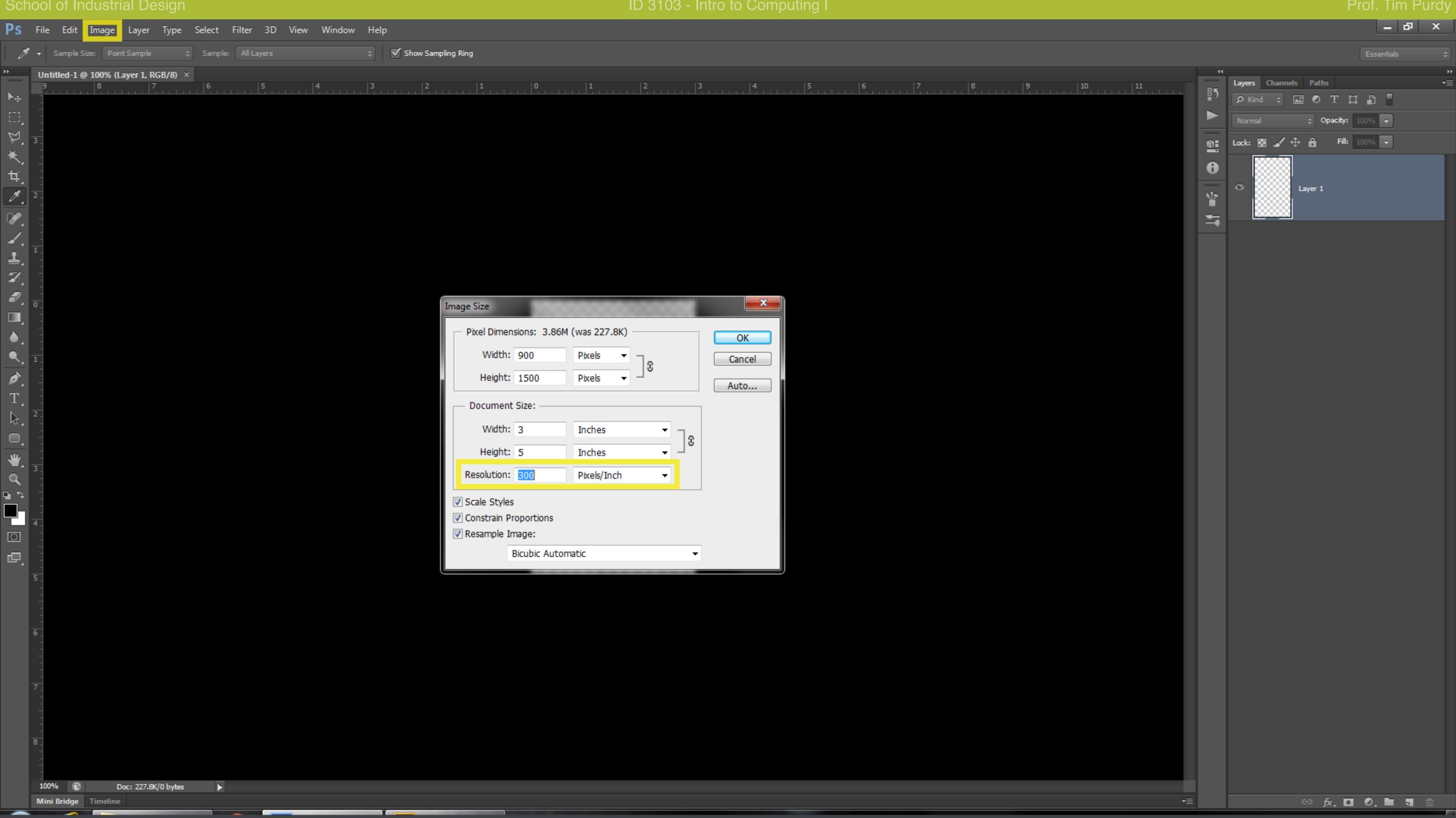
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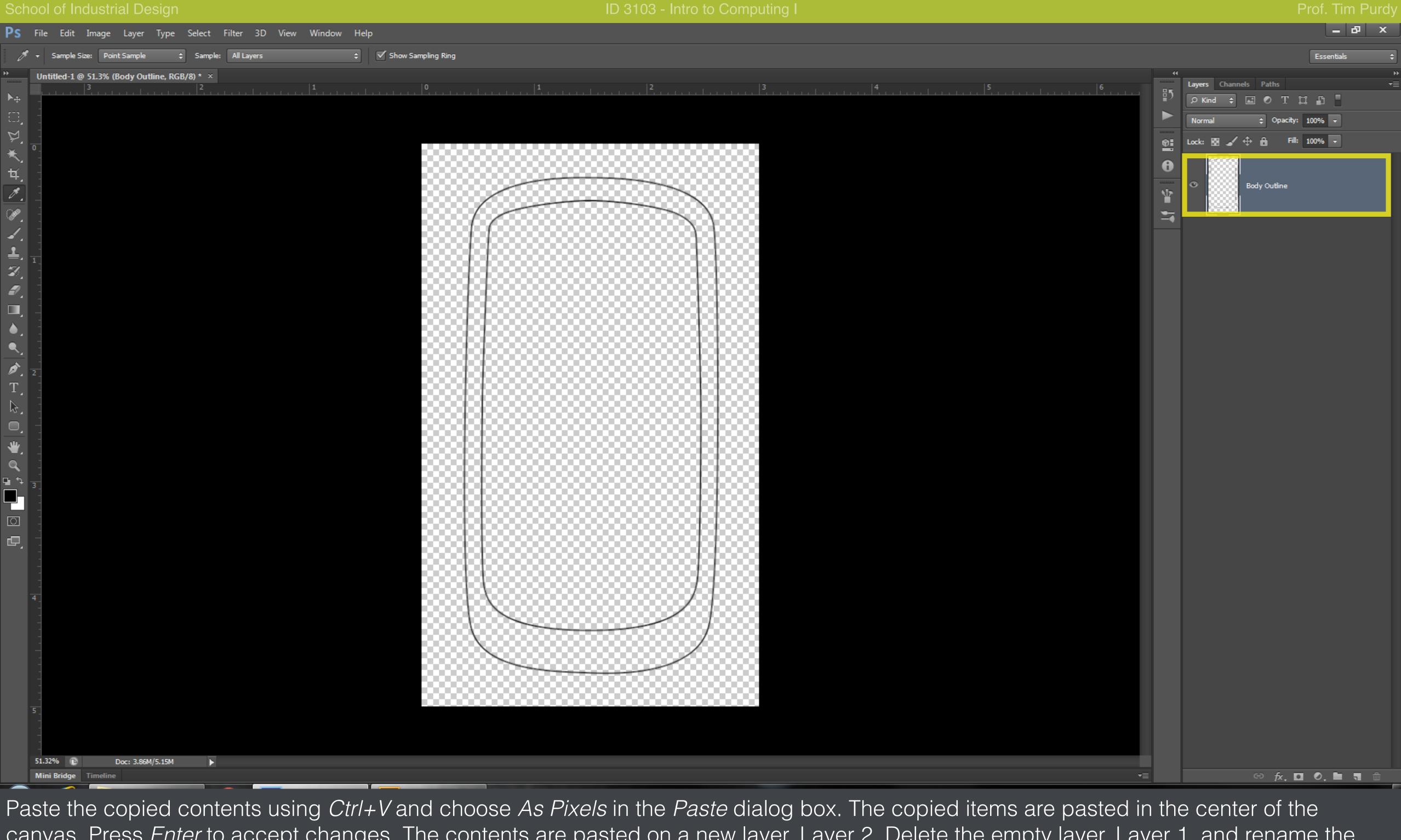
Open Photoshop and create a new document (File > New... or Ctrl+N). In the New Document dialog box, leave the Width, Height and Resolution to the default values. Ensure that the color mode is RGB 8-bit and Background Contents is set to Transparent. Click OK to create a blank document.



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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.

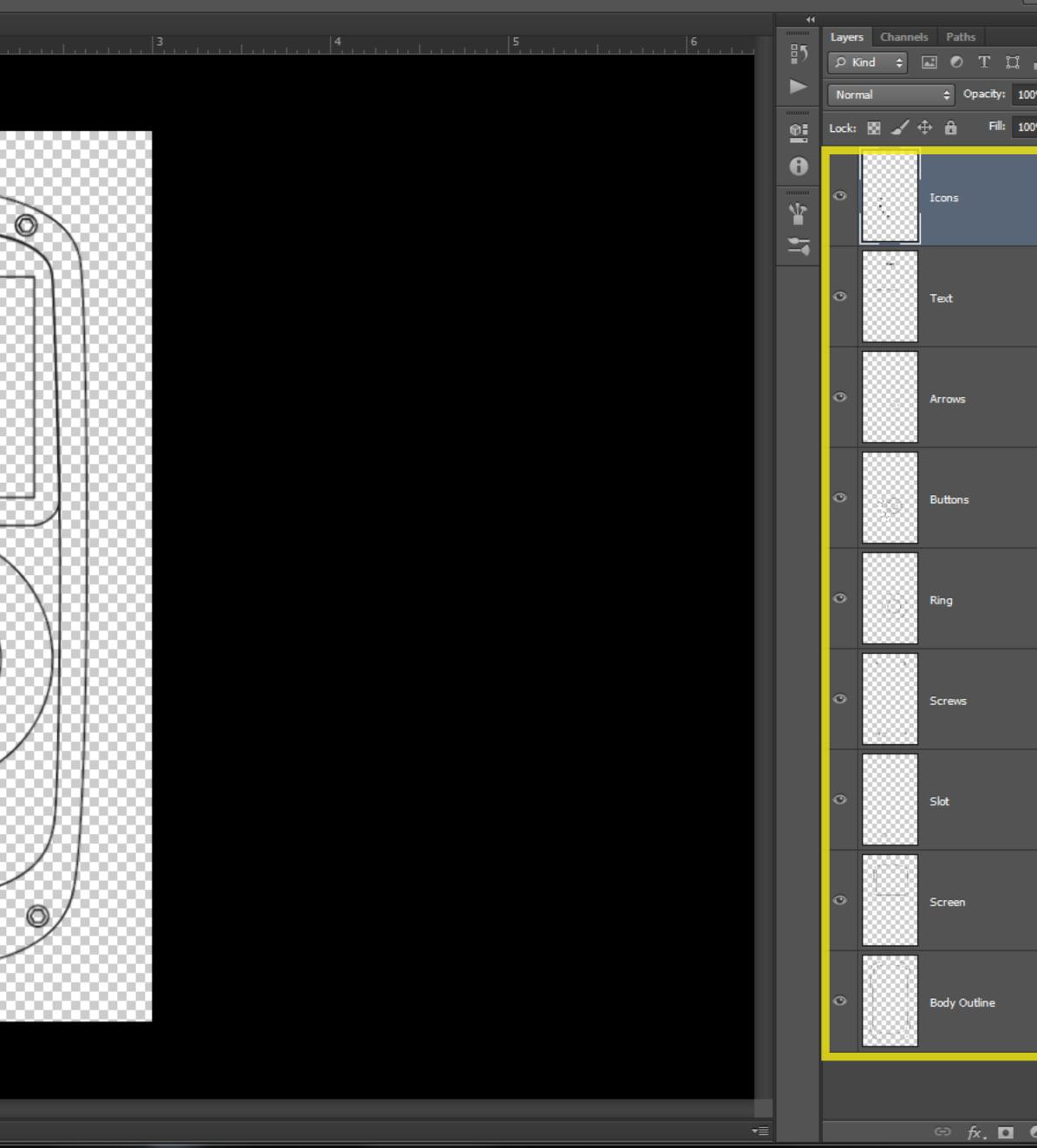


canvas. Press Enter to accept changes. The contents are pasted on a new layer, Layer 2. Delete the empty layer, Layer 1, and rename the current layer.



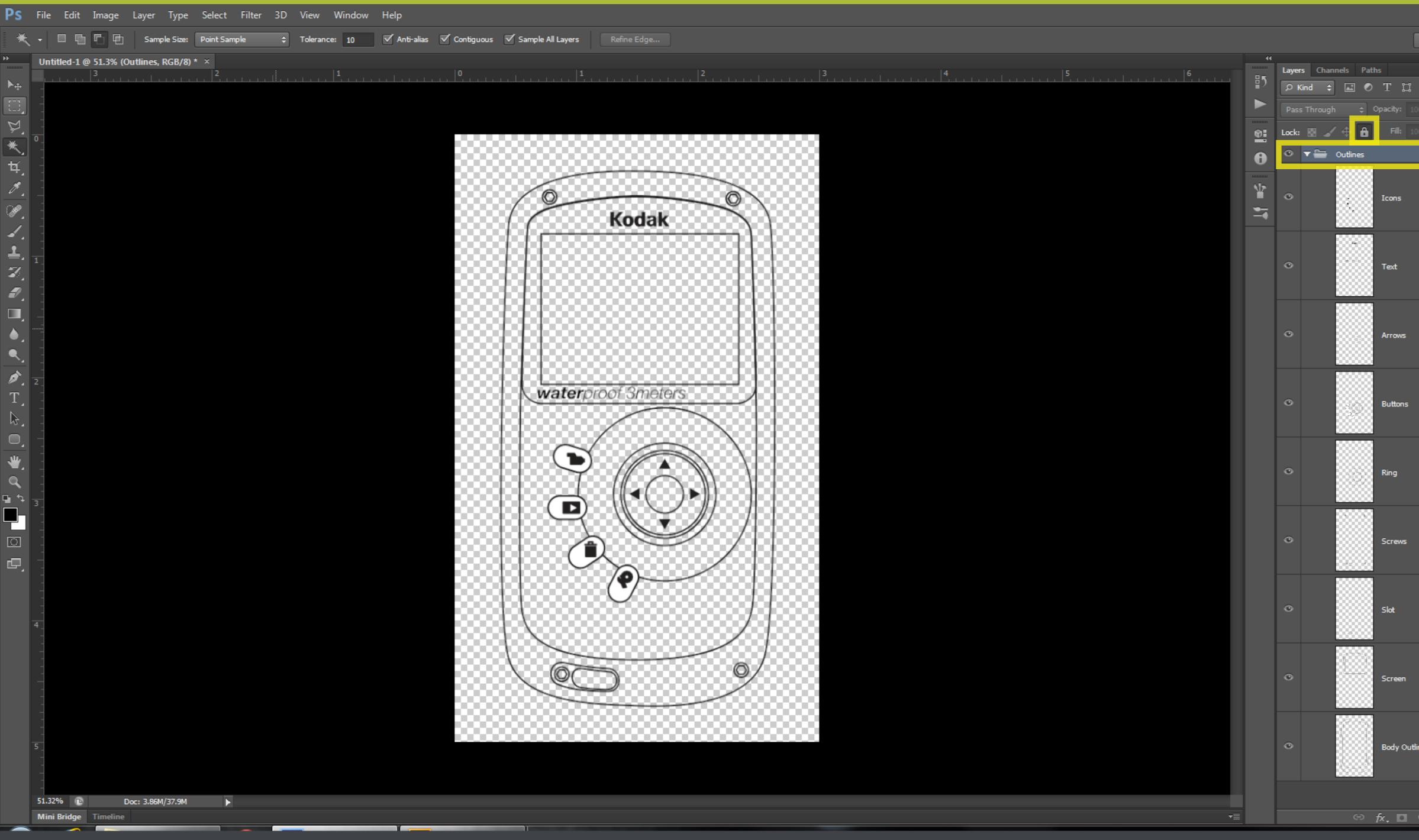
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Repeat the steps to copy the screen, buttons, text, slot and other details to Photoshop separately, pasting them on different layers. Rer the layers appropriately.



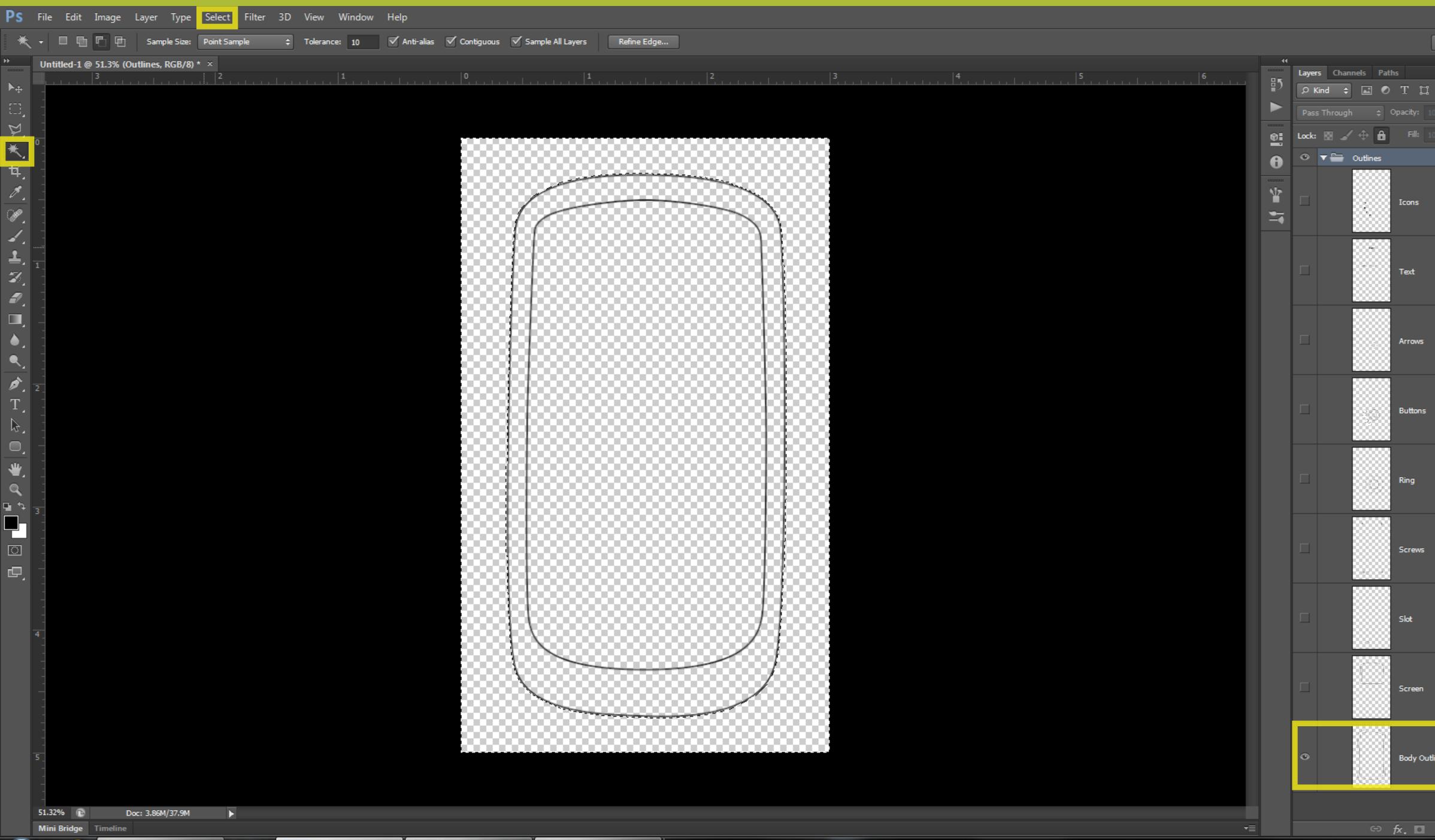
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Create a new folder in the Layers panel by clicking on the New Folder icon at the bottom of the panel. Drag and drop all the layers into new folder. Click on the lock icon at the top of the Layers panel and lock the folder to prevent accidentally painting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

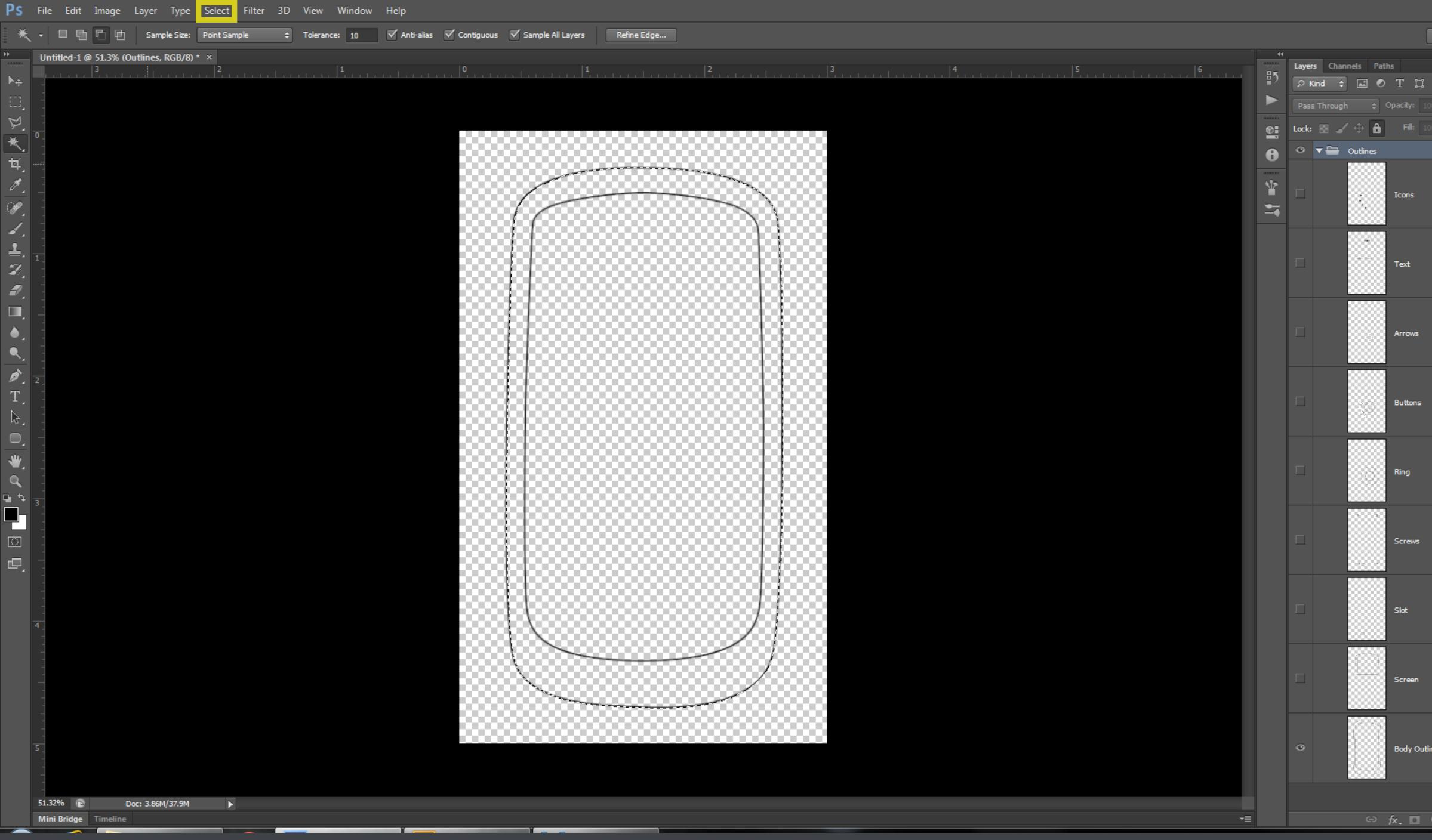
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Hide all the layers except for the one containing the body outline by clicking on the eye icon before the layer thumbnail. Using the Mag Wand tool (W), click outside the outline of the device to select the area around the device.

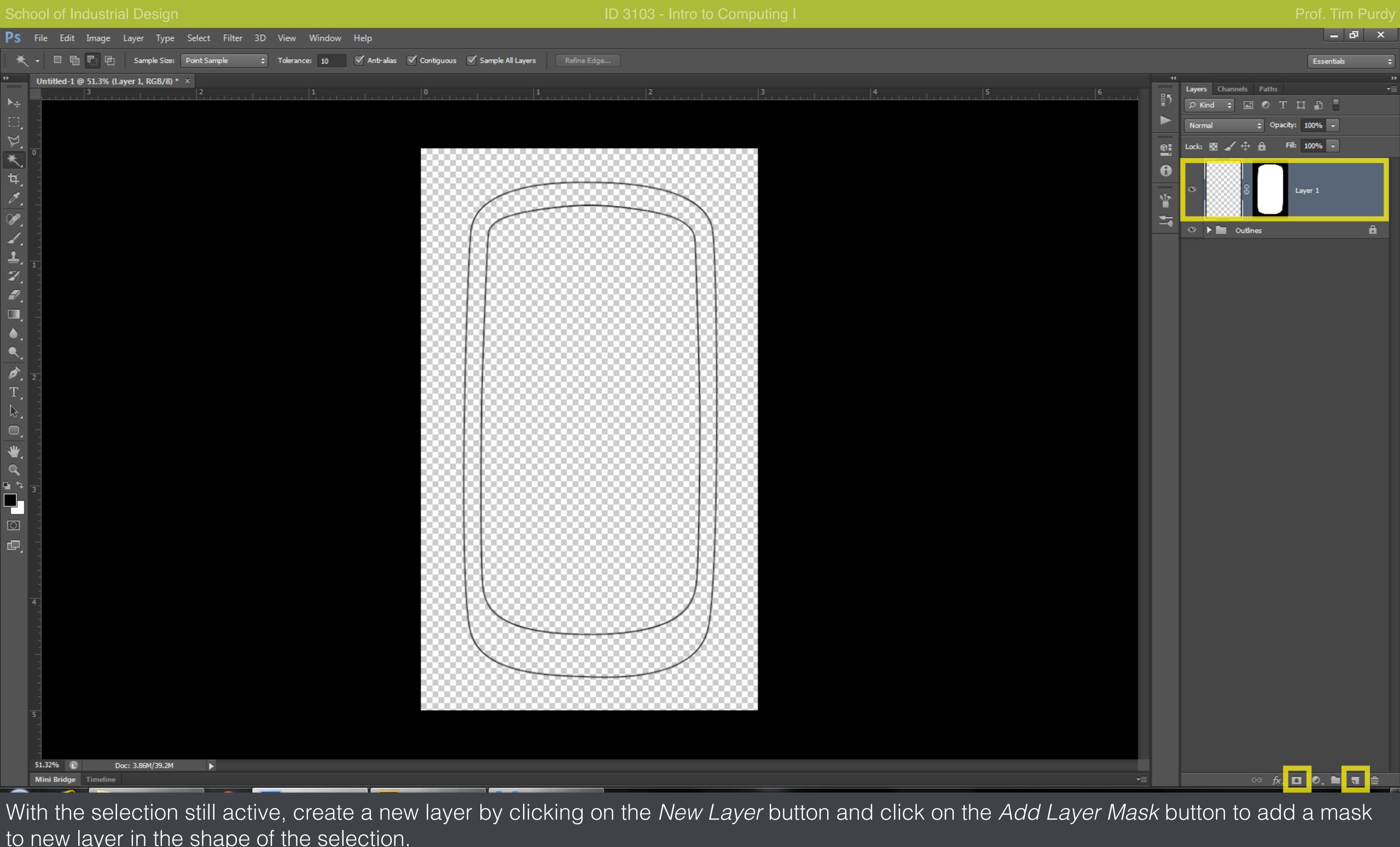
Go to Select > Modify > Expand... to bring up the Expand Selection dialog box. Type in '1 px' in the Expand by field and click OK.

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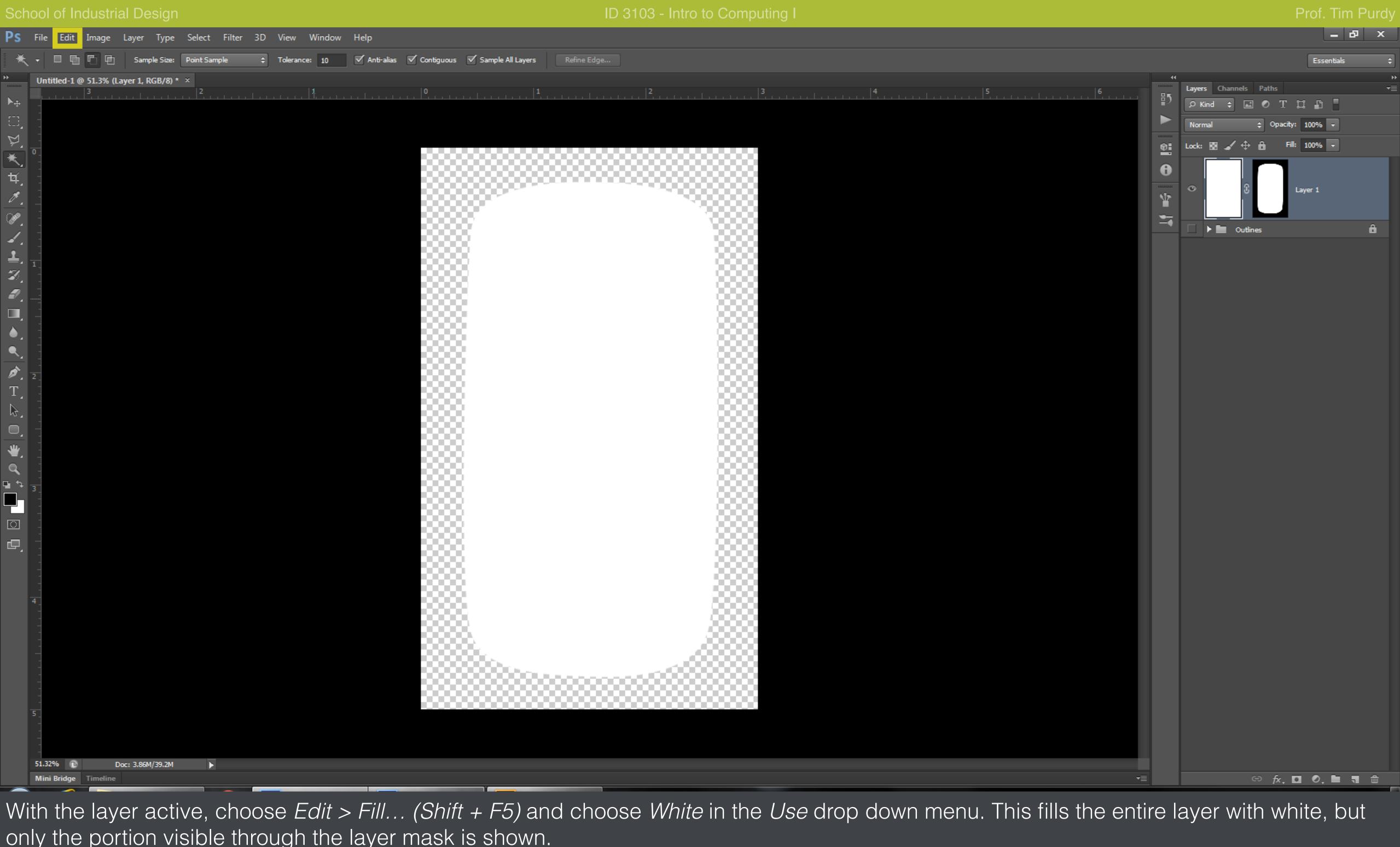
Invert the current selection by choosing *Select > Inverse (Ctrl+Shift+I)*.

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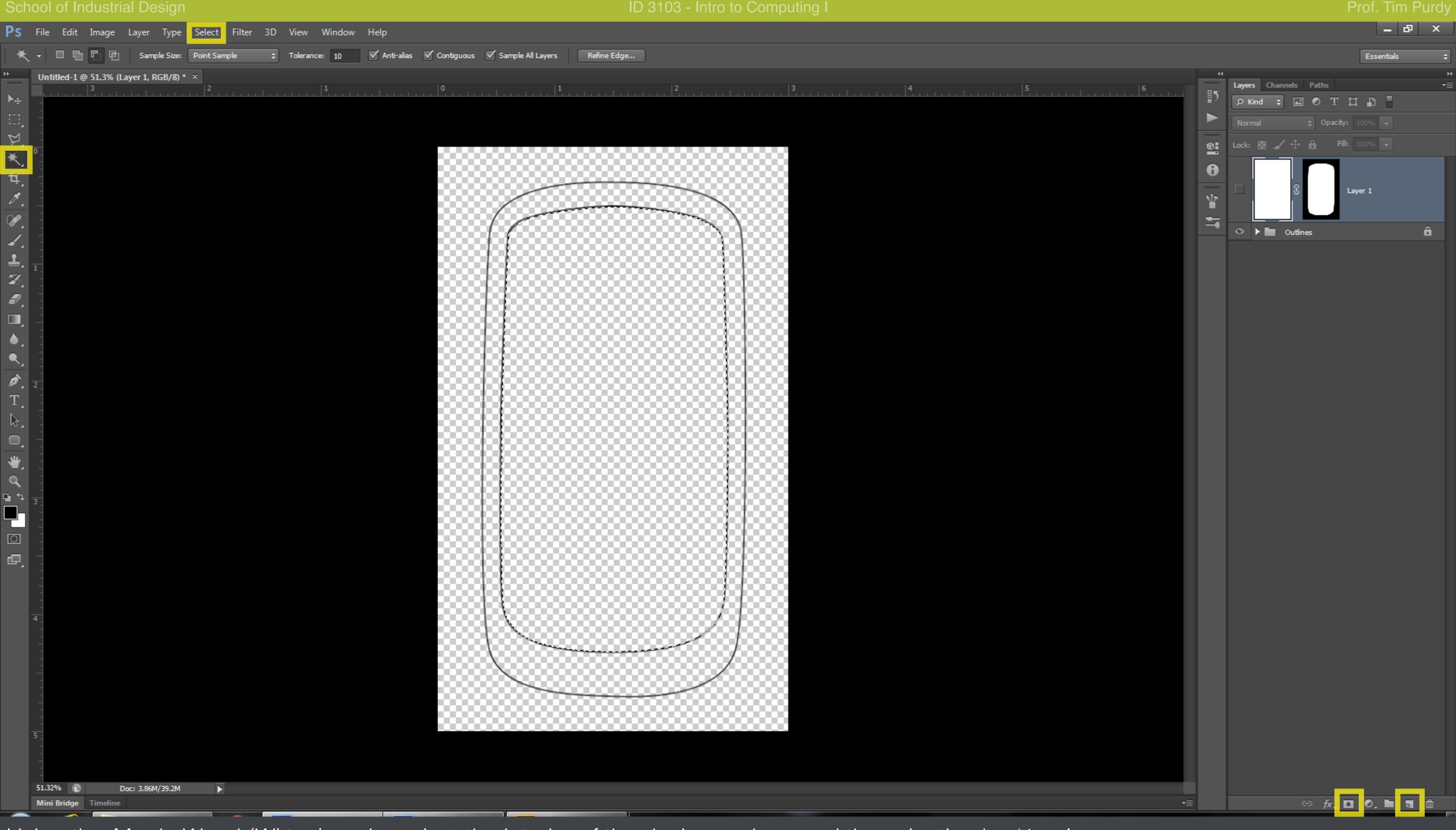


to new layer in the shape of the selection.

Click on the layer thumbnail to make the layer active.



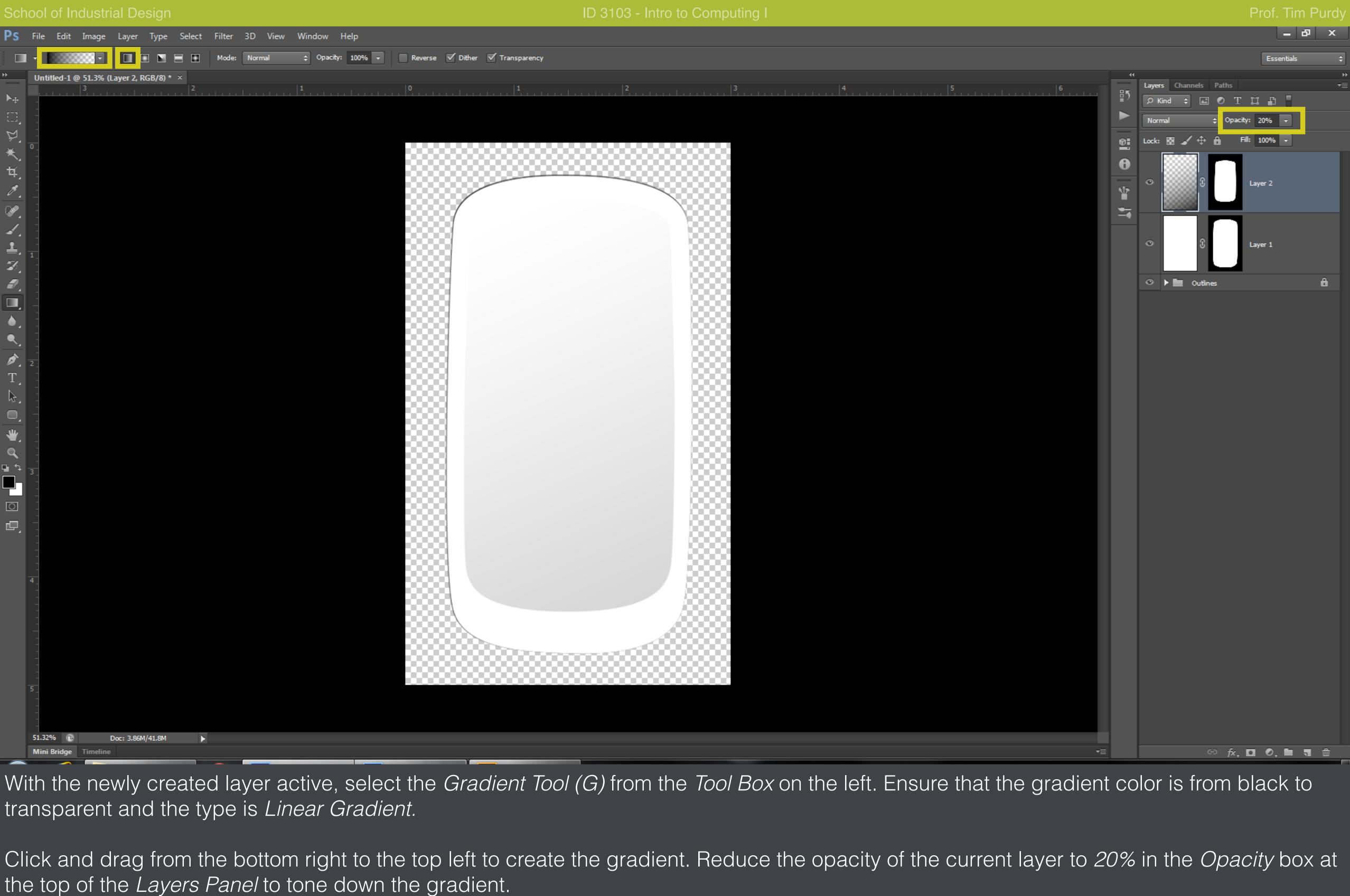
only the portion visible through the layer mask is shown.



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.





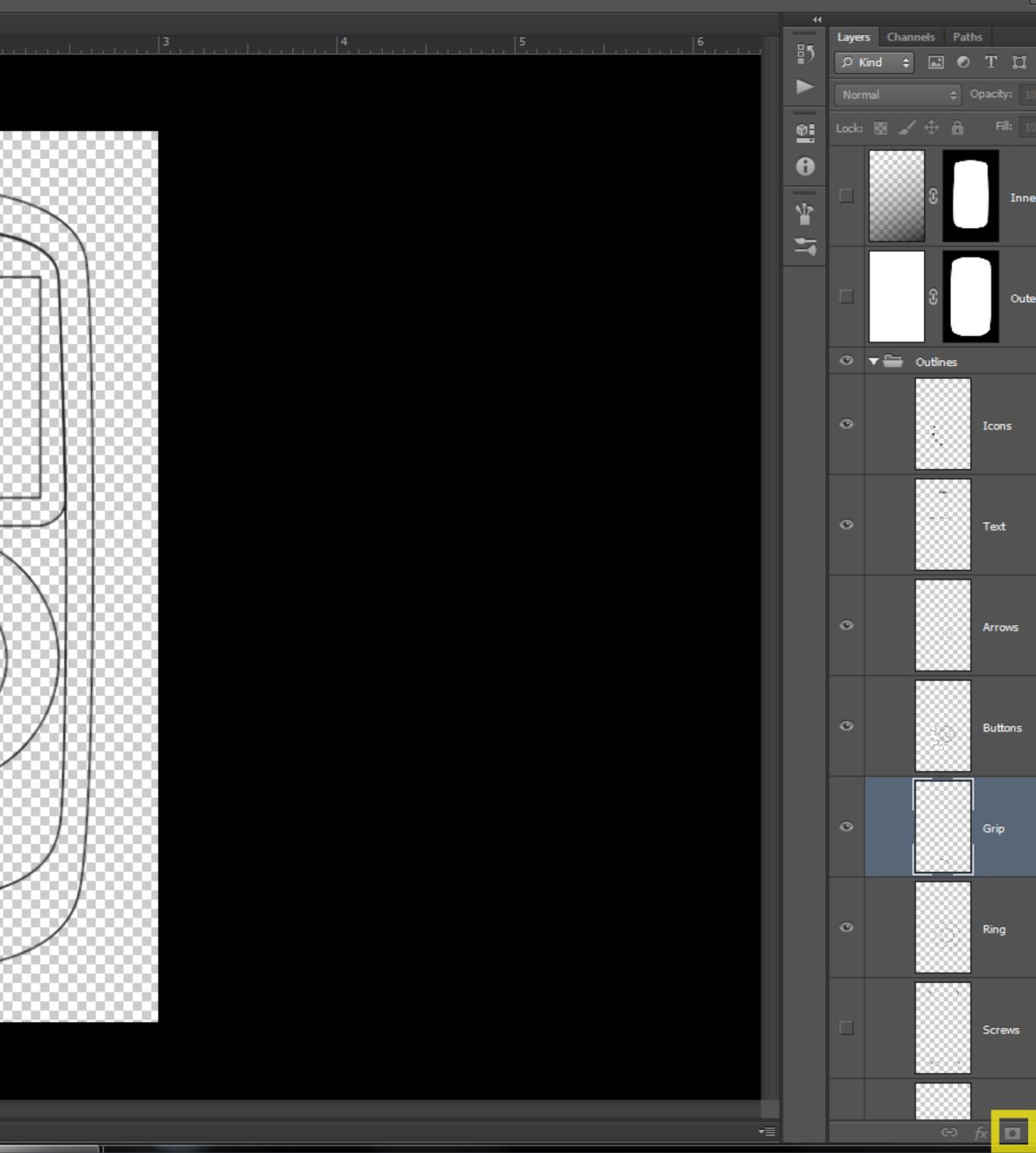
transparent and the type is *Linear Gradient*.

the top of the Layers Panel to tone down the gradient.

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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.



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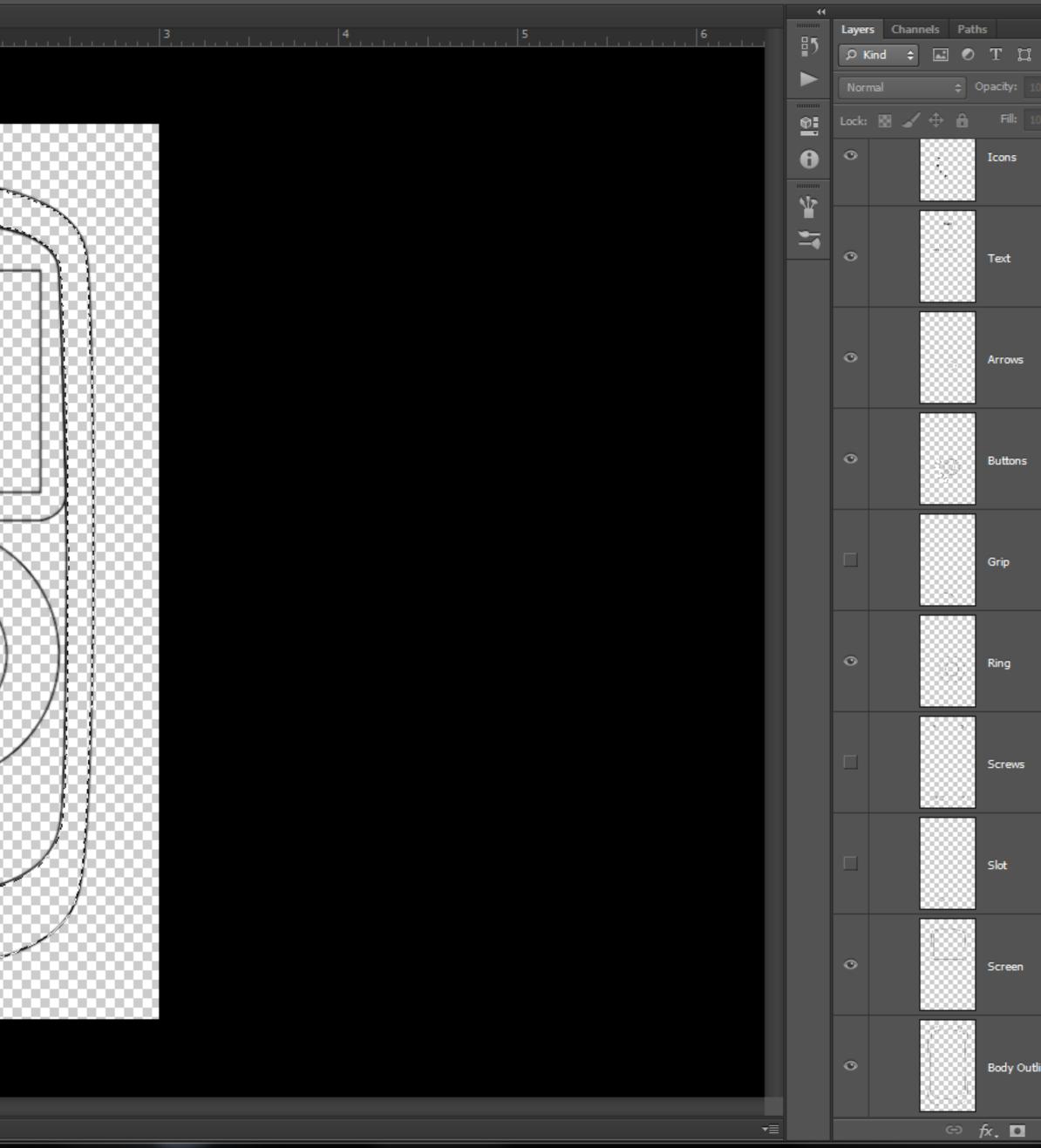


foreground color as black.

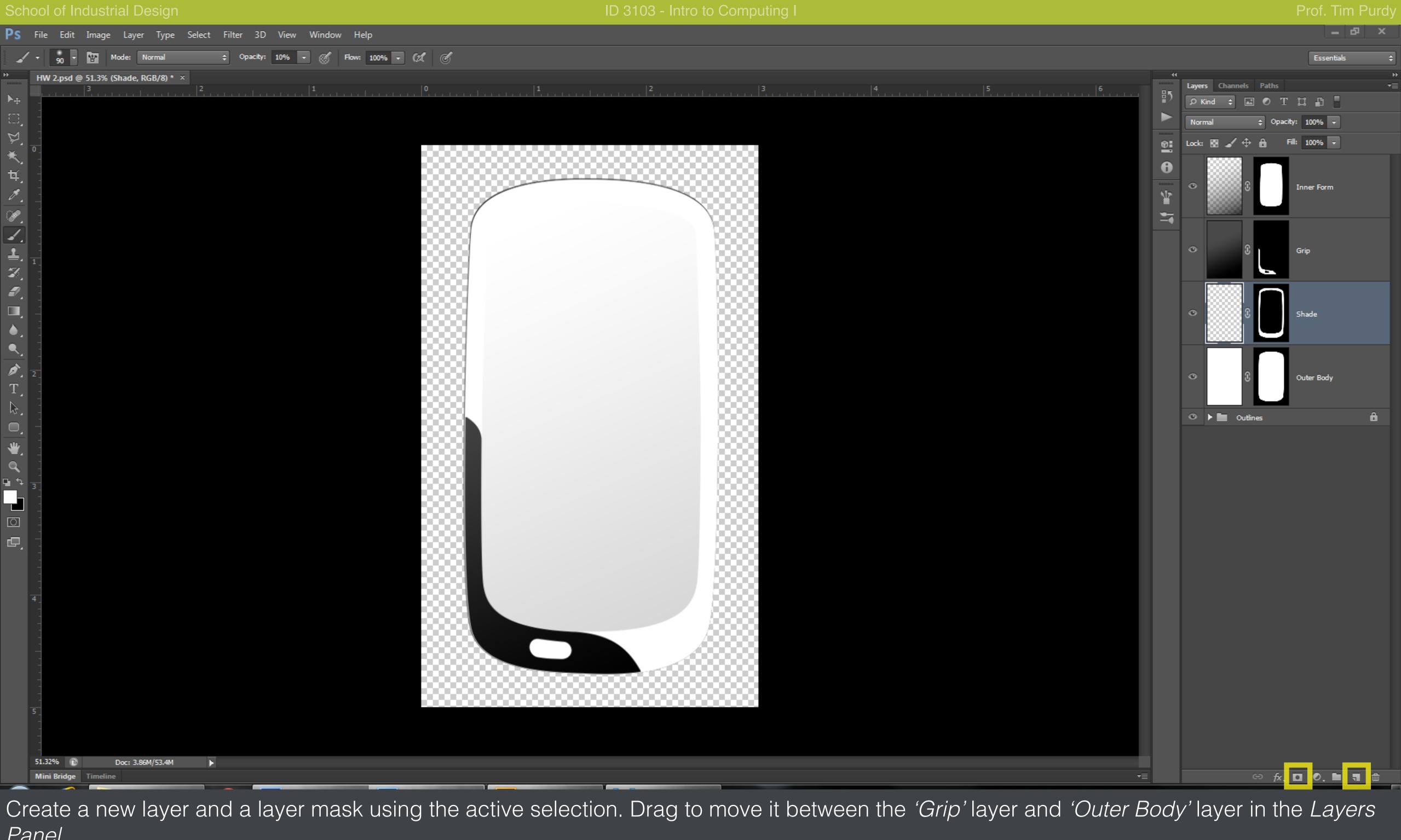
Click and drag in the canvas to create a gradient.

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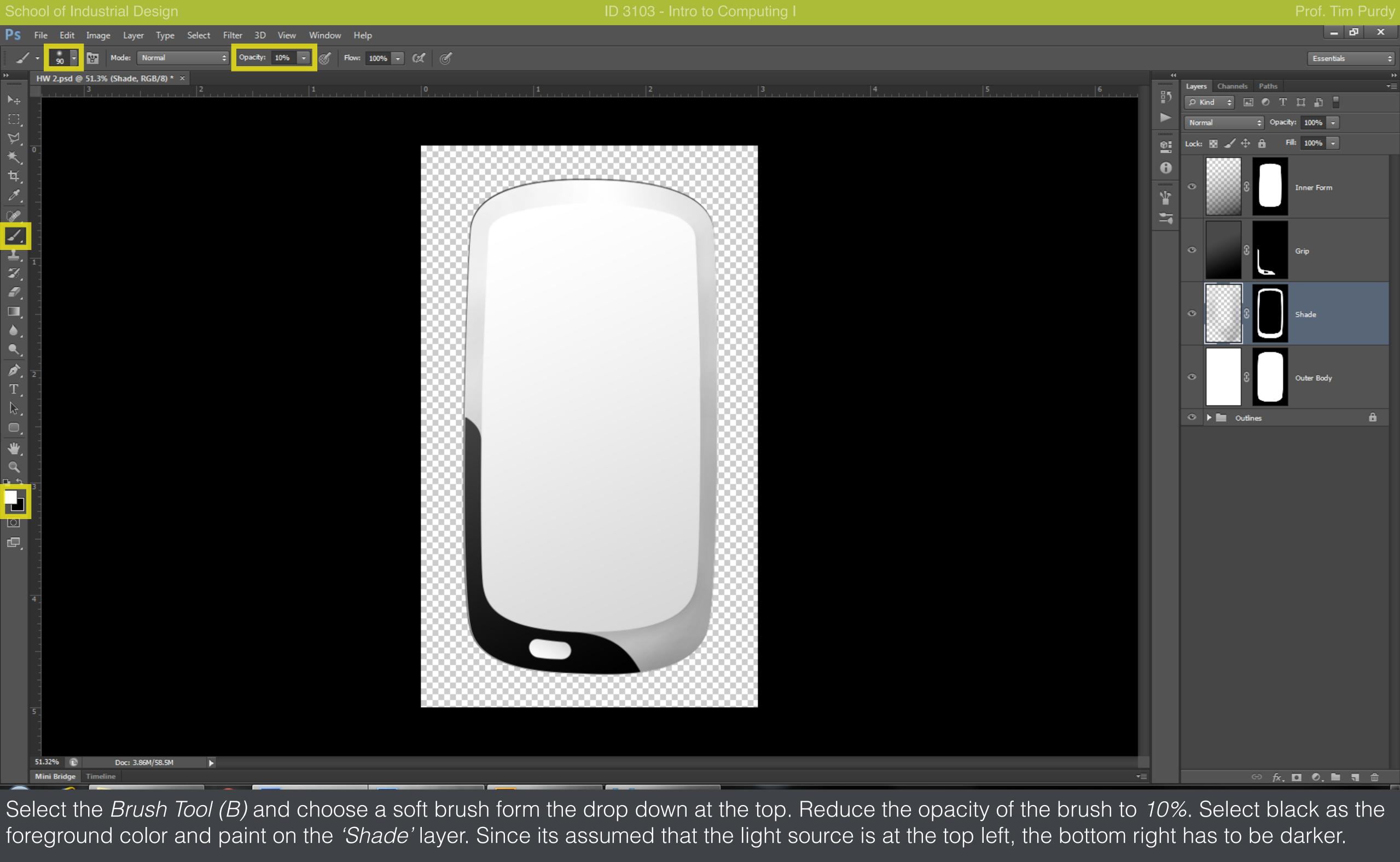
Using the Magic Wand Tool (W) make a selection of the area between the device outline and the inner form. Expand the selection by



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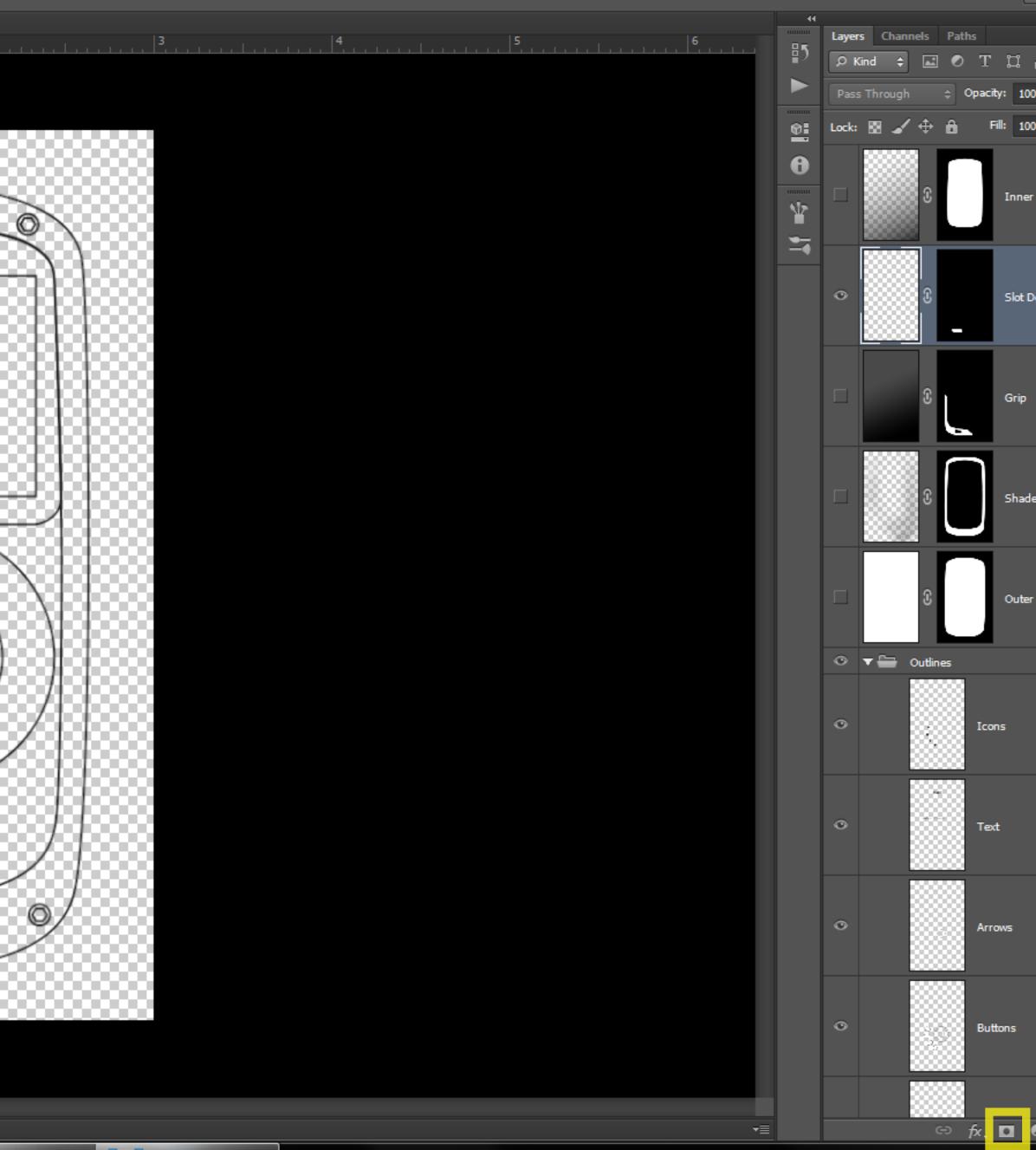
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Use Ctrl+Alt+Z to undo.

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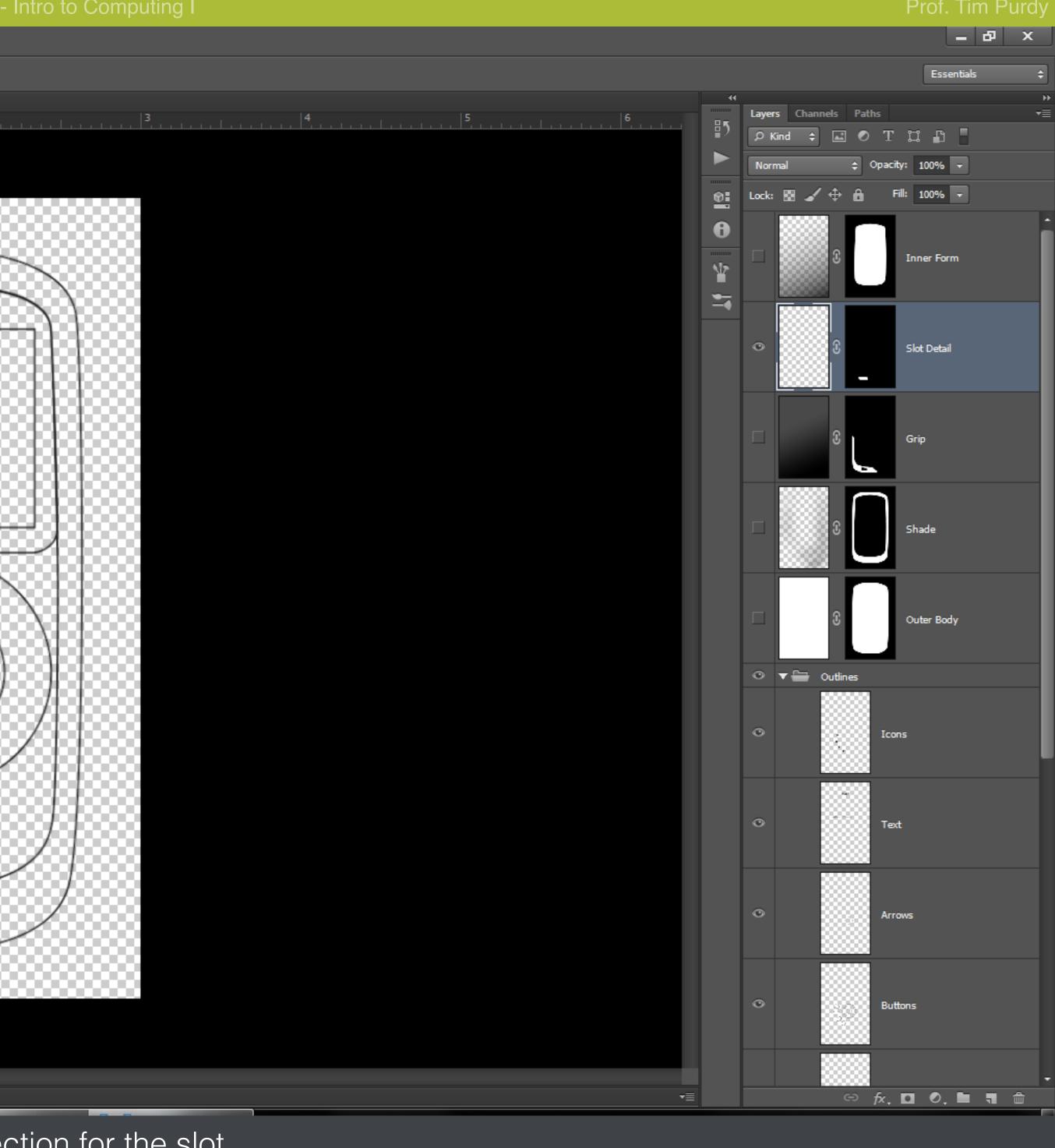
Hide the layers containing the shading. Make a new selection for the detail around the slot and create a new layer and a layer mask.



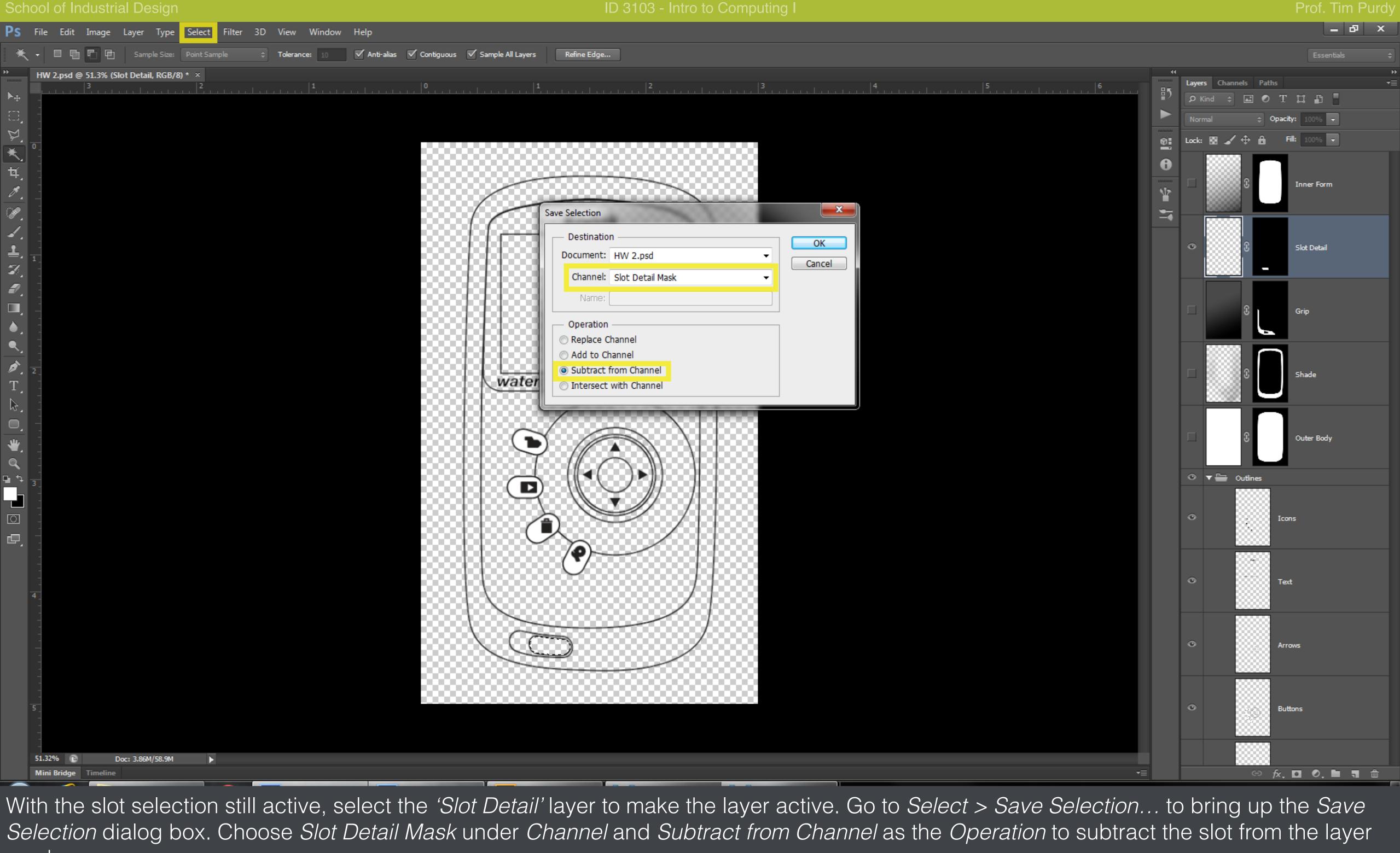
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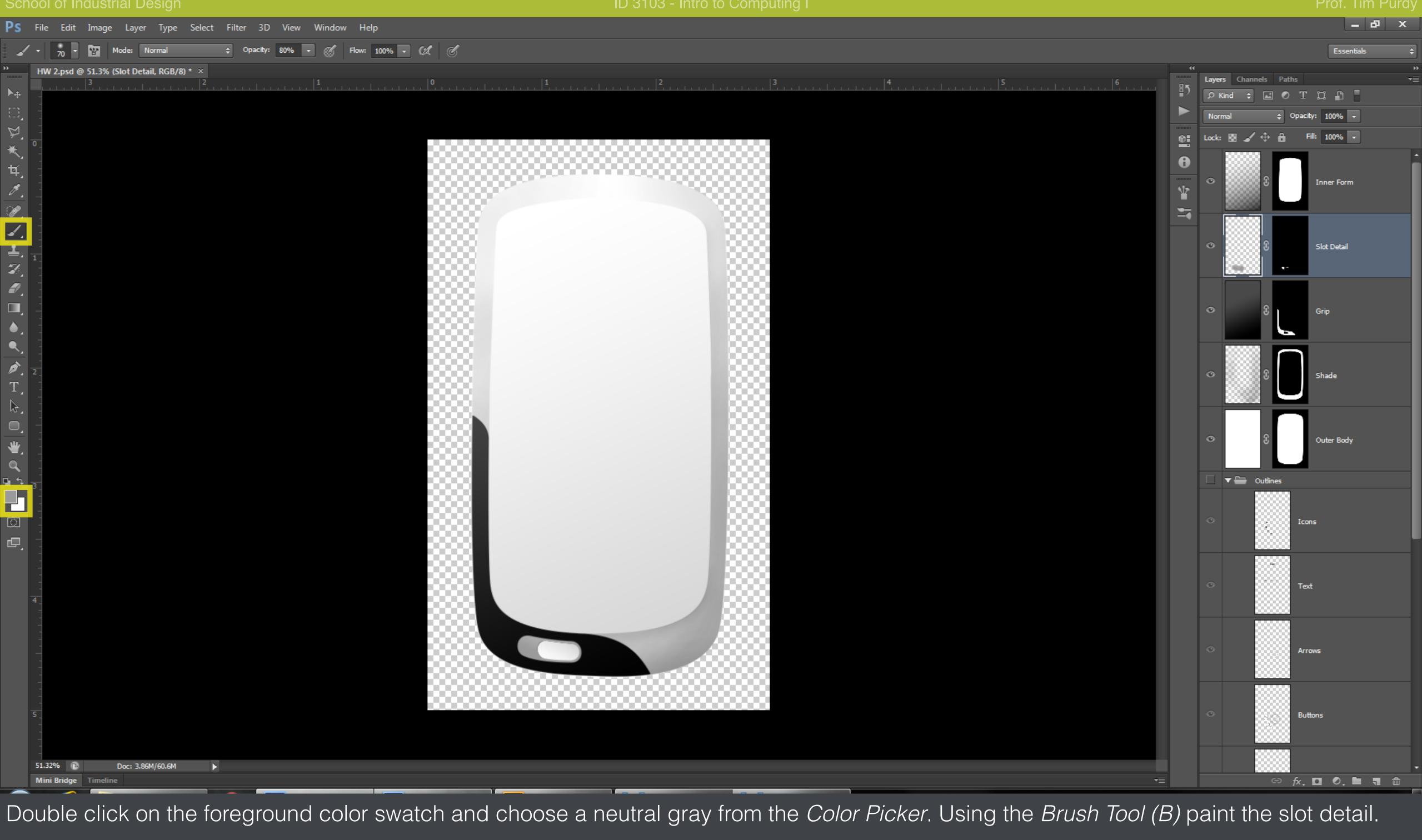
Turn the layer containing the outline of the slot on. Make a new selection for the slot.







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

