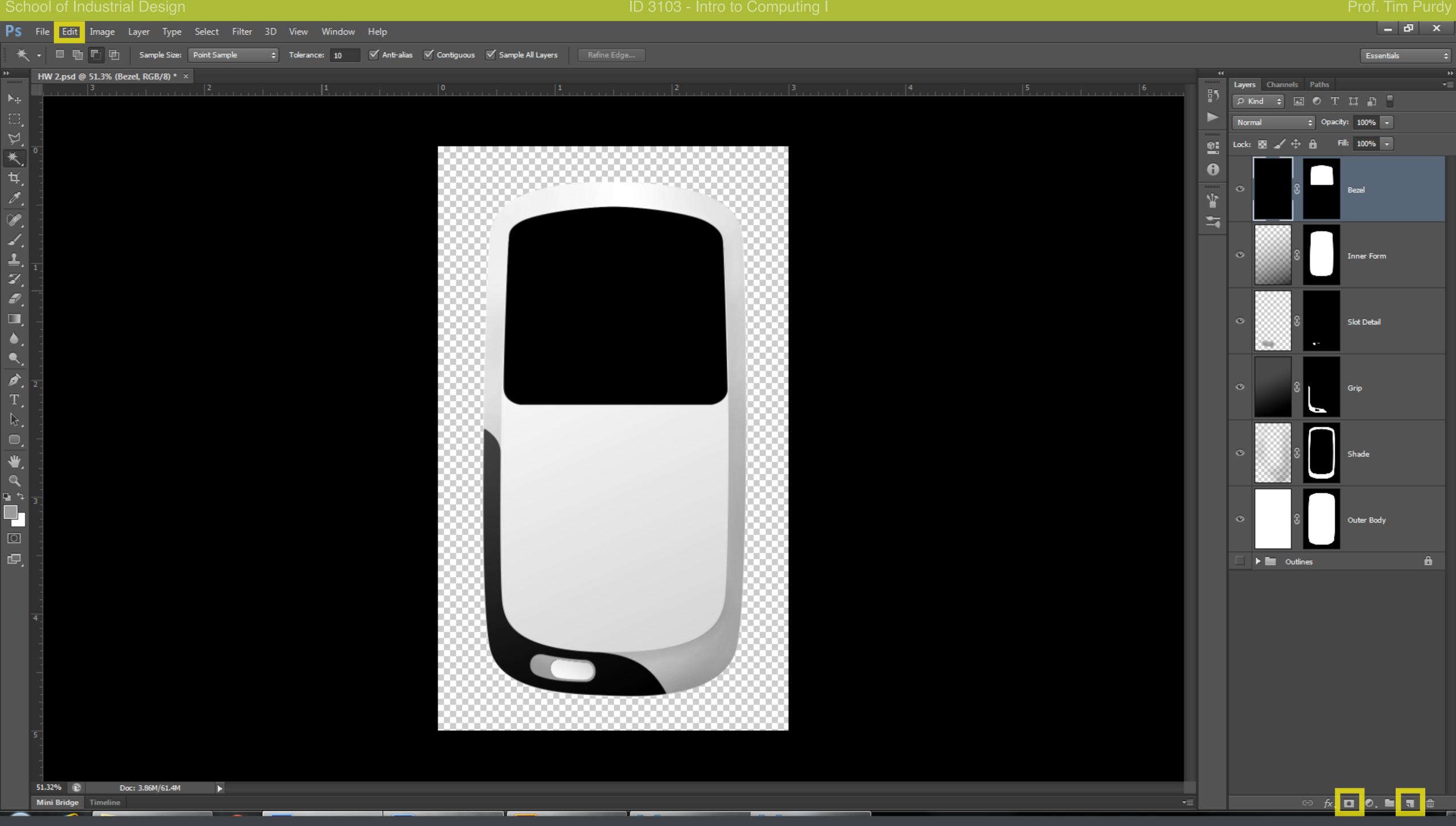
ID 3103 Intro to Computing I

# Homework 2 - Shade

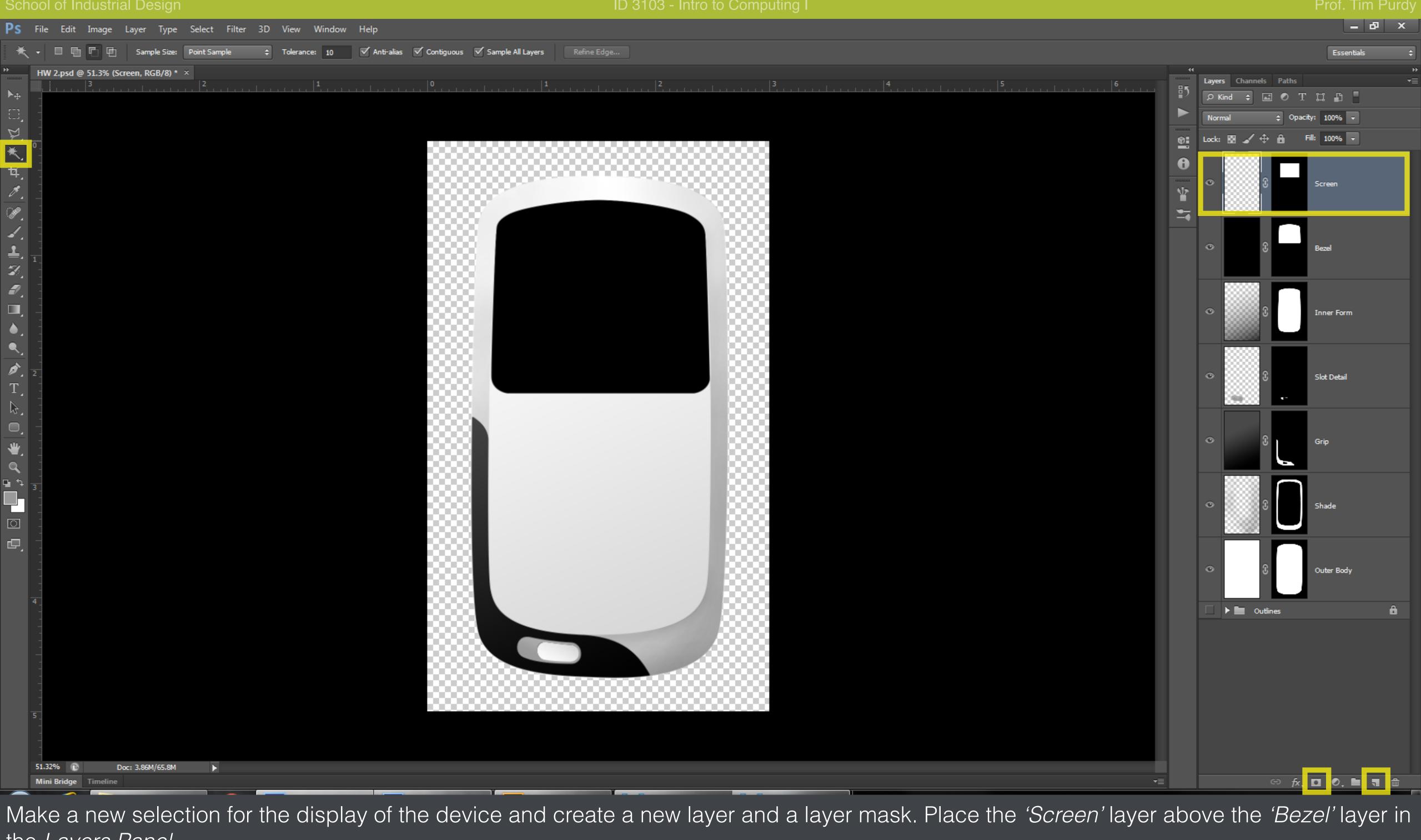


## Prof. Tim Purdy





Create a new layer and a layer mask using the active selection. Use the *Edit > Fill...* command to paint the layer black.

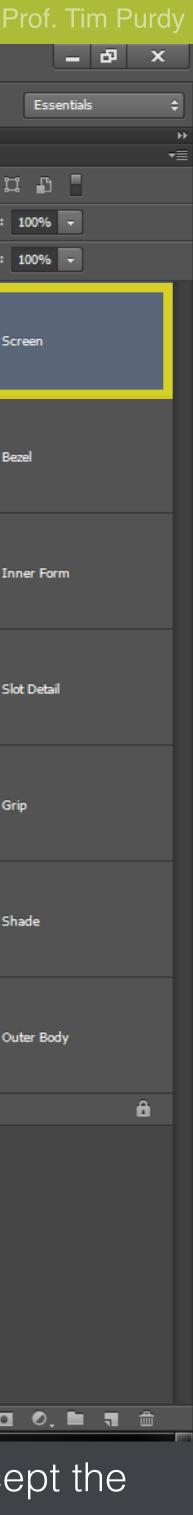


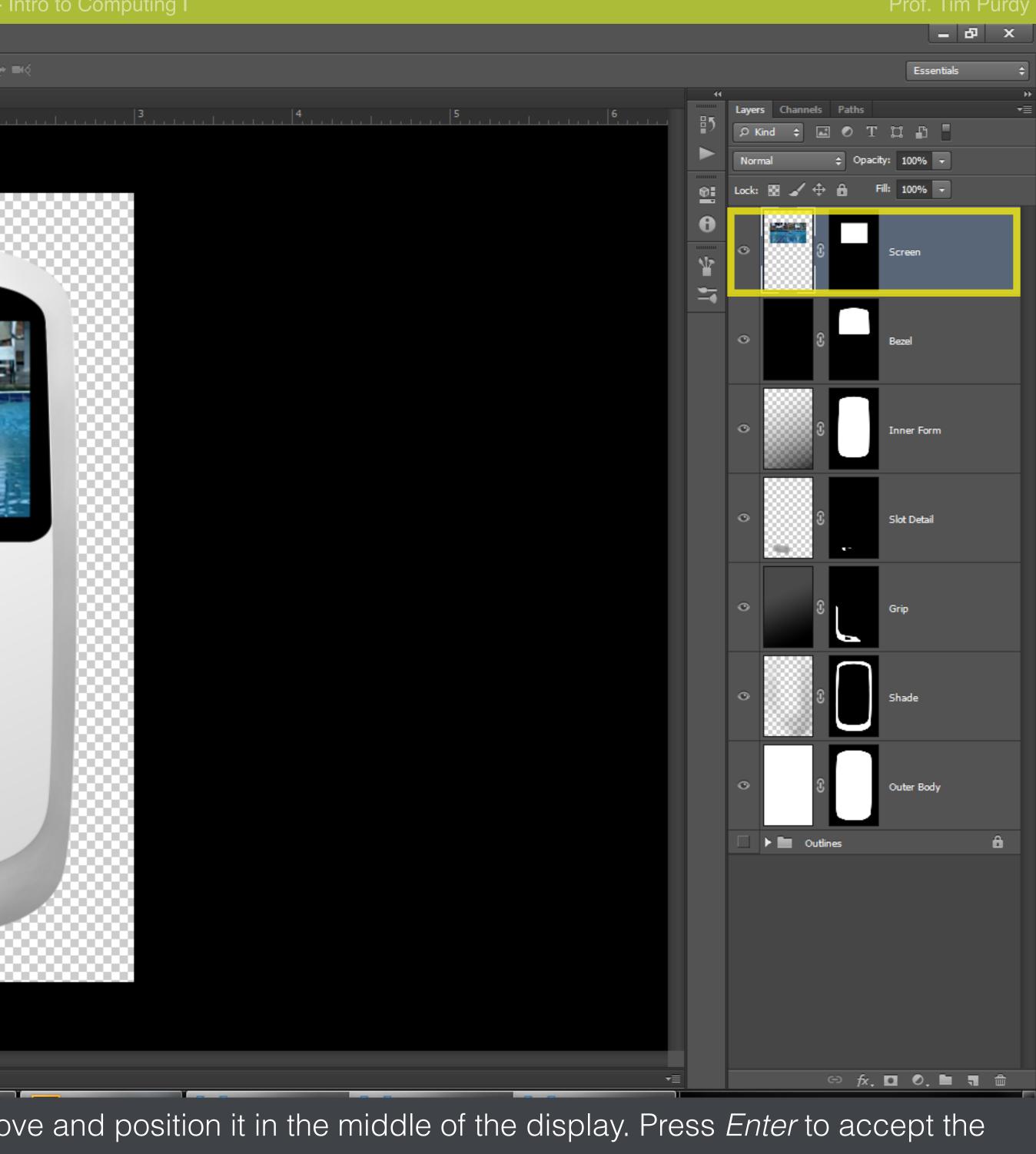
the Layers Panel.

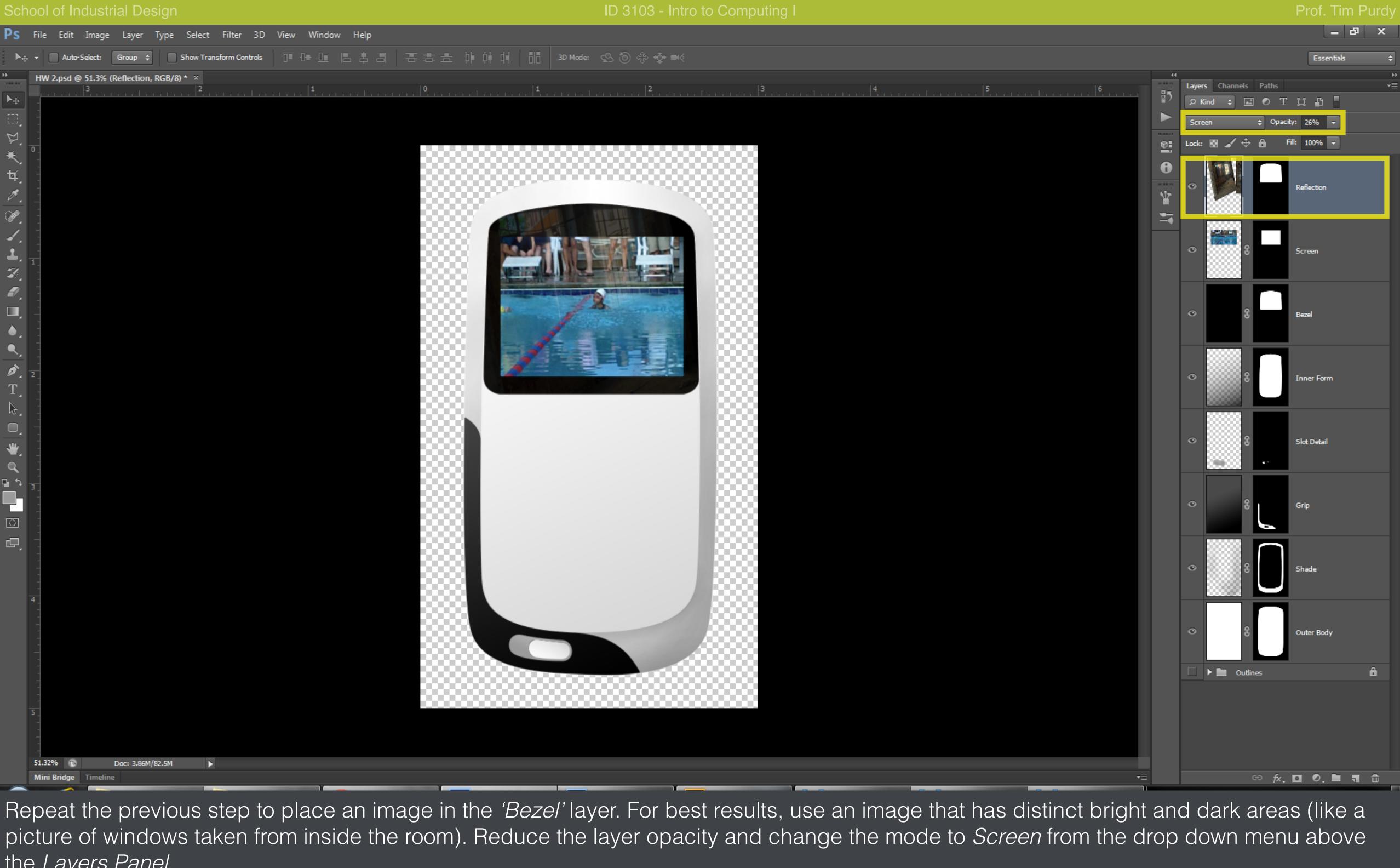
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Drag and drop or copy and paste an image in the 'Screen' layer. Move and position it in the middle of the display. Press Enter to accept the changes. The layer mask crops the image to the size of the display.







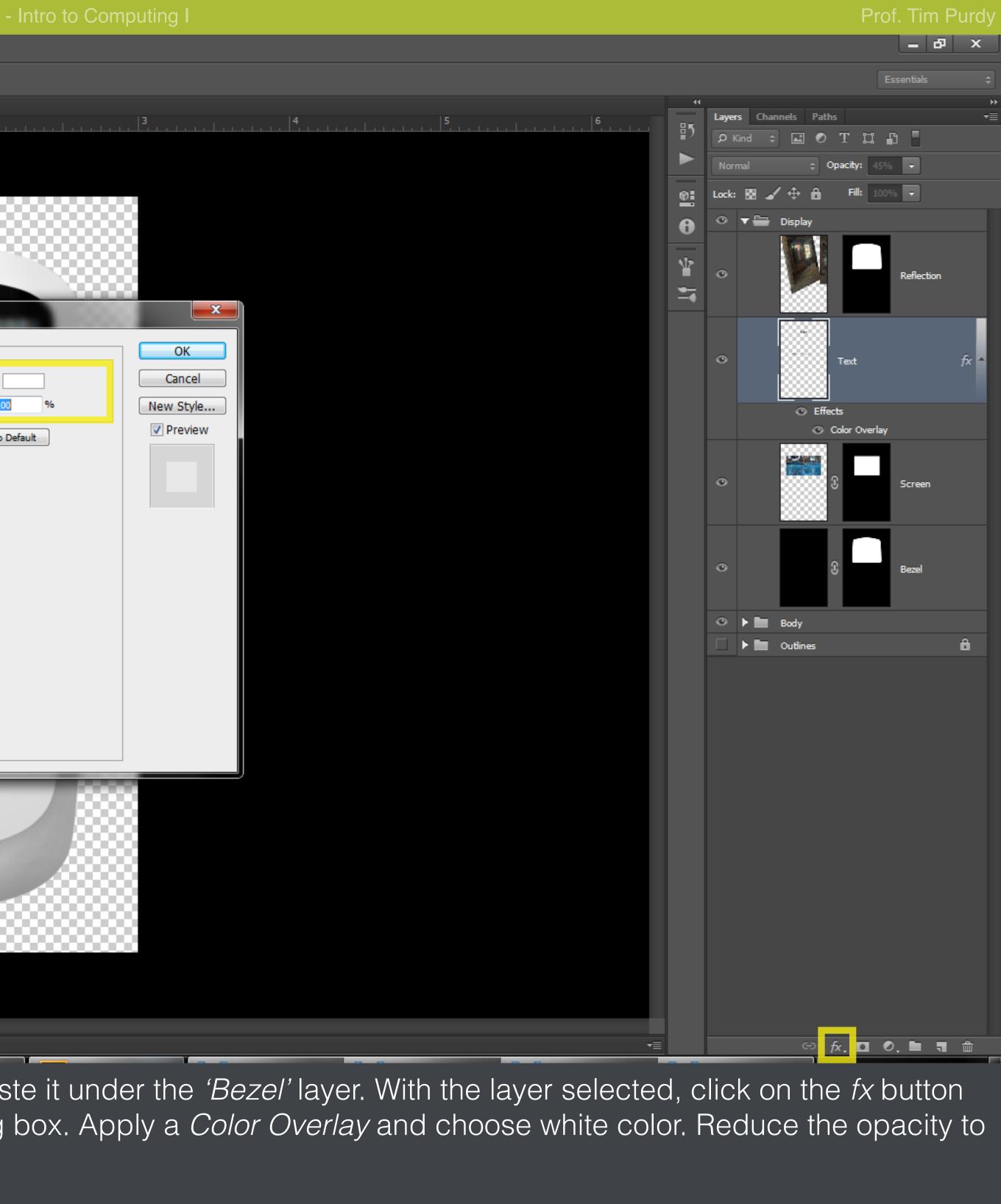


the Layers Panel.



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Copy the layers containing the text from the 'Outline' folder and paste it under the 'Bezel' layer. With the layer selected, click on the fx button at the bottom of the Layers Panel to bring up the Layer Style dialog box. Apply a Color Overlay and choose white color. Reduce the opacity to an appropriate value.





Follow previous steps and create a layer with a layer mask for the circular recess that holds the buttons.



Using a large soft brush tip with low opacity settings, paint in the 'Recess' layer to create a shadow in the upper left side.

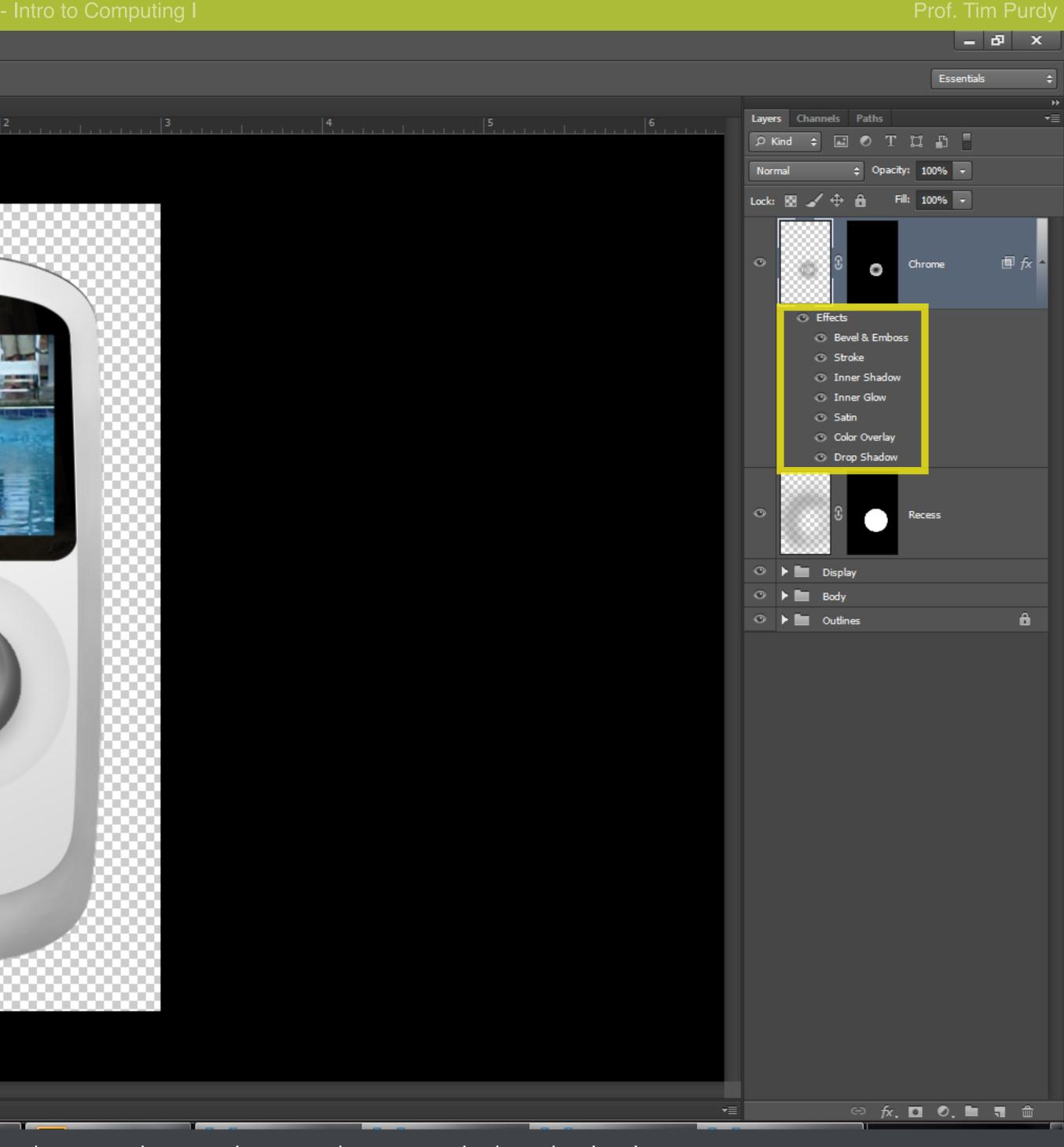
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Create a layer and a layer mask for the chrome ring around the buttons. Choose Edit > Fill... and fill the layer with a neutral gray. Bring up the Styles panel from the Window menu. In the Styles Panel, click the arrow in the top right and choose Web Styles. Choose a chrome style from the list, the style is applied to the active layer.

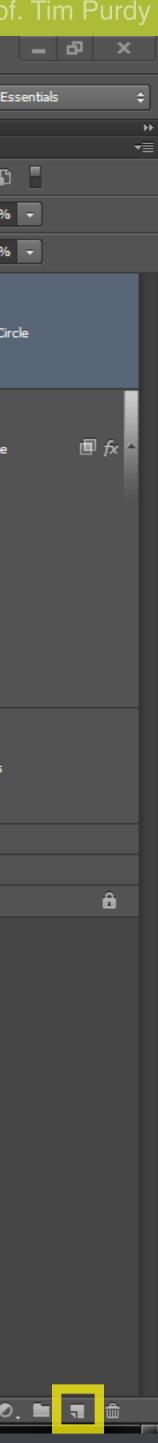


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You can double click on the individual effects in the Layers Panel to change the settings to better suit the device's appearance.



Create a black fill layer with a layer mask for the directional arrow buttons.





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Layer Styles menu. Apply a Bevel & Emboss effect from the Layer Styles dialog box.



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Repeat previous steps to create the option buttons (*Bevel & Emboss* and *Drop Shadow effect*) and the icons (*Color Overlay* and *Drop Shadow*).

Group all the shaded layer in to a folder for the Front view of the device. Create separate folders for different views of the device.

