

2.01 Aspect Ratio, Cropping and Selections Project

Objective: The student will successfully demonstrate the ability to create crop an image and make selections with specific aspect ratios utilizing graphic design software.

Key Concepts Utilized: The students will demonstrate the ability to work layers, cropping, aspect ratios, transforming, moving selections, and type. The students will also utilize the Principles of Design when creating this project.

Procedures:

Every good designer knows that how you compose an image is one of the most important factors in creating dynamic works. One quality image may have any number of other images hidden inside, just waiting to be found. Pulling out parts of an image and placing them next to the original image is a great way to begin to understand the possibilities that exist within.

The key to this project is finding the right image. The image should have several stories to tell and has multiple areas of interest. Take a few moments to look for an image that you can use for this project that is dynamic and has a high enough resolution (at least 800 or more pixels wide and tall) to allow you to show the hidden gems inside. The image to the right is an example of a good choice.



Procedures:

1. Search the Internet to locate a dynamic picture as described above. Save the picture to your computer as CropMaster.
2. Open the image in a graphic design program. Use the cropping feature and an aspect ratio of 4:5, crop the image create the best version of the big picture.
3. Open the cropped image template. Notice that the larger picture will go in the center and then smaller interesting pieces of the image will be pulled from it to surround the larger image.
4. Move the cropped image from the CropMaster file to the template file. Position and scale the image so that it perfectly covers the larger rectangle. Remember to constrain proportions when scaling. Place a small italicized hyperlink reference below the picture.
5. Now go back to the CropMaster file and using the rectangular marquee selection tool, with an aspect ratio of 1:1, make a smaller selection that shows an interesting facet of image. Move the selection from the CropMaster file to the template file. Position and scale the image so that it perfectly covers one of the smaller rectangles. Remember to constrain proportions when scaling.

6. Repeat step 5, making new selections each time, until you have all six of the smaller squares covered. Remember to get each piece to fit perfectly over the rectangles.
7. Use the Internet to search for “texture” under images. Find a texture with a high enough resolution that will complement your picture. Remember to apply color theory and the principles of design when selecting your texture. Move the texture to your template file and place toward the bottom of the layers, so it will function as a background.
8. Use the text tool to create a simple title, with an appropriate font, size, and color to enhance the project.
9. If you are using Adobe Photoshop, save the file as [LastName]Cropping.psd. If you are using GIMP, save the file as [LastName]Cropping.xcf. Use the “Save As” command to save the project as a JPEG with the filename [LastName]Cropping.jpg. Make sure you keep access the native file as we will return to this project to add some enhancements at a later time.