



Graphics

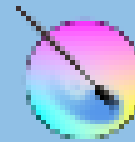
Lesson 1: Selection Tools

Lesson Overview

Objectives

Develop a understanding of the basic features in Graphic editing software including:

- Brightness and Contrast settings
- Section Tools
- Layers
- Free Transform



Krita (x64)
App

Outcomes

- | | |
|---------------|---|
| Task 1 | Edit the example images given shown in the starter. |
| Task 2 | Edit 3 images of yourself or a celebrity onto a different background image. |

Starter

Original Image



Edited Image



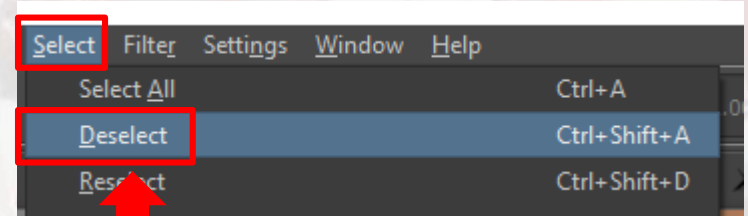
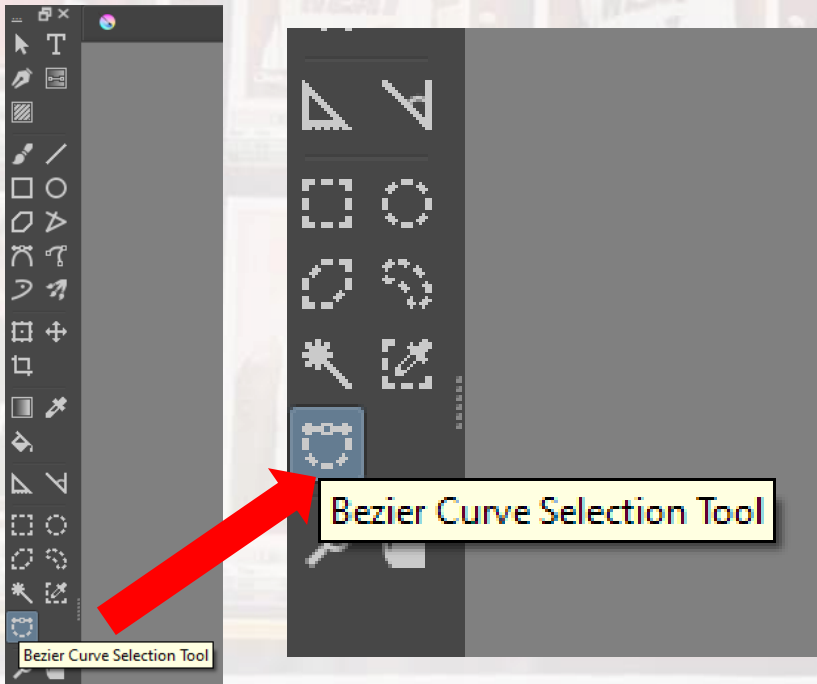
Selection image



Discuss the tools required to create this image

Make a Selection

1) Using the **Selection Tool** you need to go around the outline of your original character.



To Deselect
Tool Bar – **Select** >> **Deselect**



Edit Selection

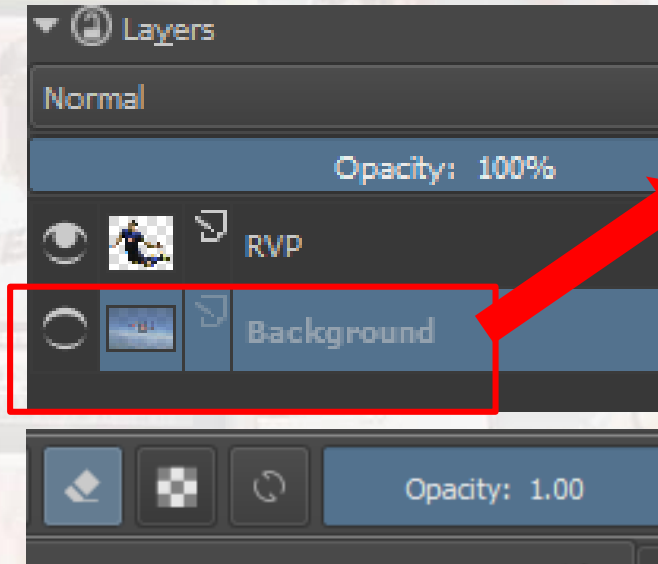
2) Copy your selection onto the main background image (**Copy and Paste**).

3) Rename your layers using suitable names

4) Hide the background layer.

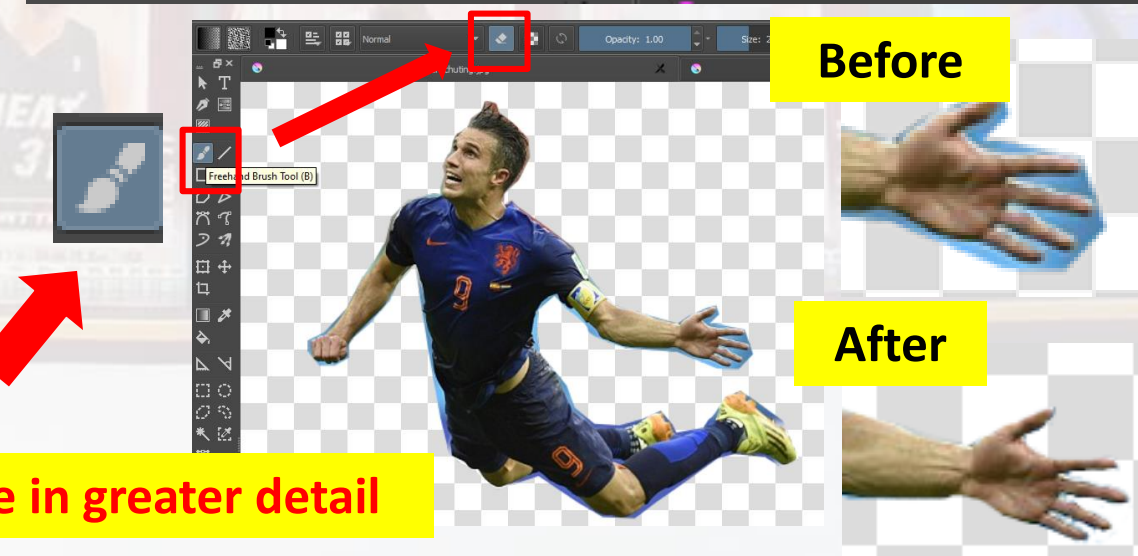
5) Click on the **Paint Brush** and the **Eraser Tool** to delete parts of the image.

Tip: Zoom in to erase in greater detail



Rename and hide the background layer

Drag to resize eraser

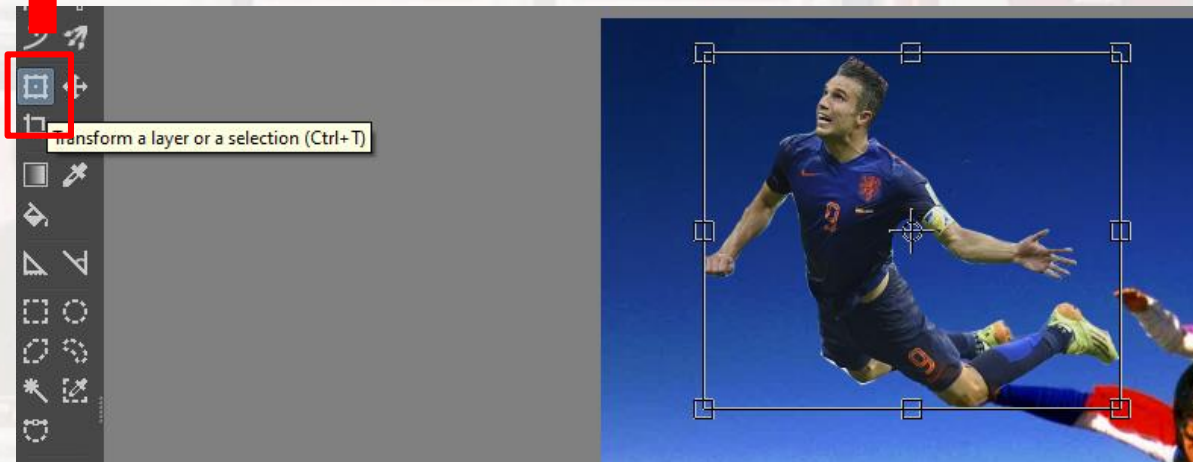
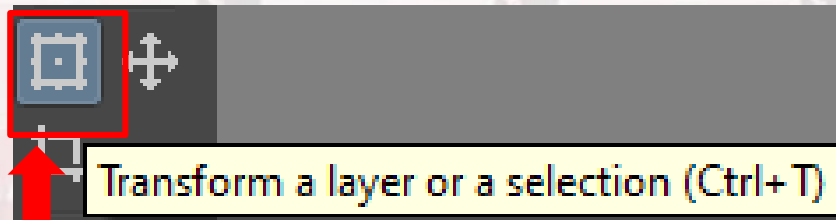


Before

After

Place Selection

6) Press **CTRL & T** or the **Transform Tool** to move the image. You can also **rotate** the image.

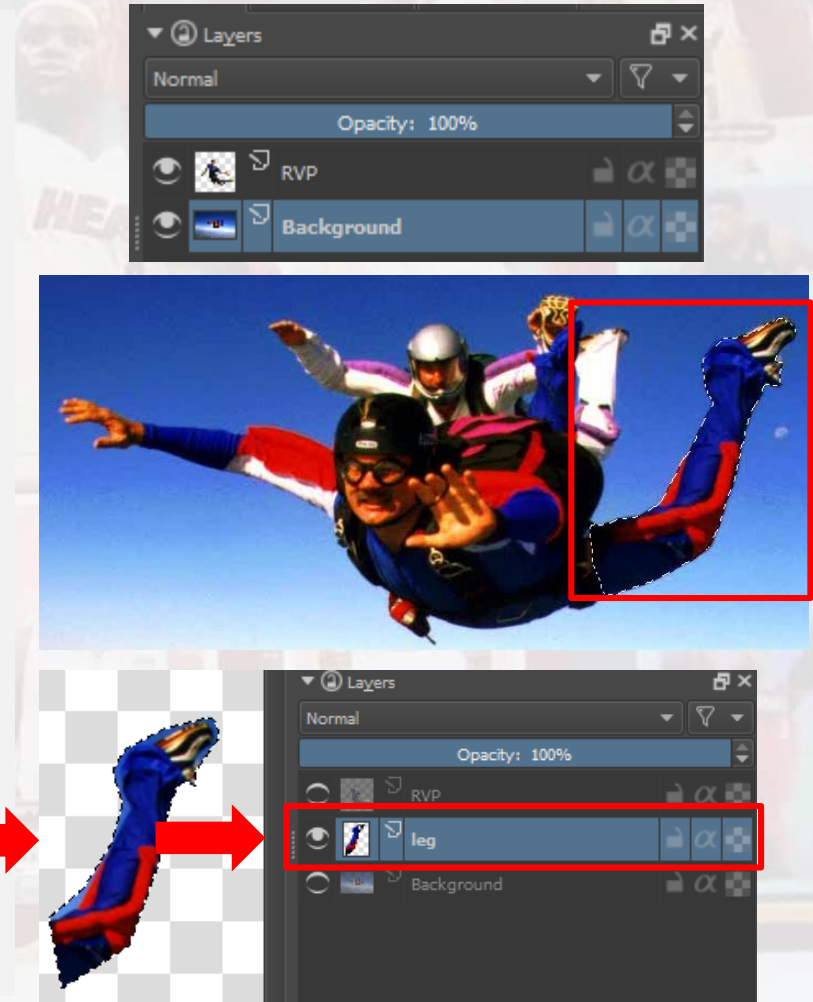


Duplicating a section

7) To put part of the imported image behind the original image you have to select and **duplicate a section of the original image**.

A) Make a selection (leg) from the original layer and duplicate (**copy and paste**) the selection.

You can hide the other layers to see only your new selection.

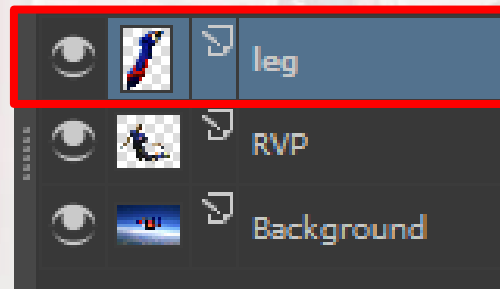


Ordering Layers



8) The New duplicated Layer “**Leg**” is the middle layer meaning the **footballer layer** is **still at the top** of the image.

9) The “**leg**” layer has now been moved to the **top layer**. The imported images now appears to be **behind the original image**.



Plenary – Refer to the Lesson Objectives

Objectives

Develop a understanding of the basic features in Graphic editing software including:

- Brightness and Contrast settings
- Section Tools
- Layers
- Free Transform

Plenary Task (Q&A)

Discuss tools used in Graphic editing software

Demonstrate pupils work.

Peer Assessment – Identify improvements