Graphics

Lesson 5: Personalised Trainer

Starter

Discuss the tools required to create this image

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Lesson Overview

Objectives

Develop an understanding of the basic features of Graphic Editing Software including:
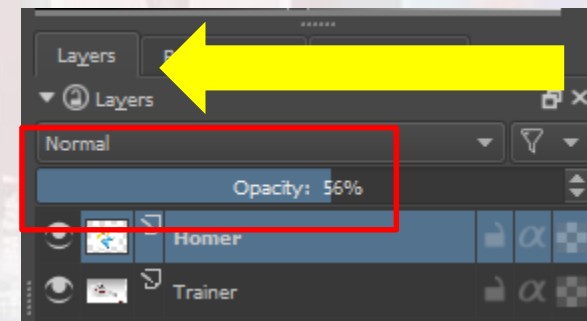
- Selection Tools
- Merging Layers
- Brush Tools

Krita (x64)

App

Outcomes

Task 1	Personalise the trainer with various images and colours.
Task 2	Personalise your own hoody (Refer to the available images from the website)

Placement of Image

1) Open the Trainer Image in Krita

2) Rename the layer Trainer.

3) Copy and Paste a suitable image onto the Trainer from the internet.

4) Reduce the opacity of the image.

5) Resize and position the image over part of the trainer.

Resize the image if necessary (CTRL T or ☐)

Graphics

Copy Selection

6) Select the layer containing the new image and rename.

7) Use the Selection Tool shown below and select around the image you would like to place in trainer.

Bezier Curve Selection Tool

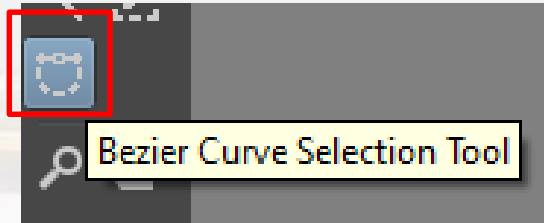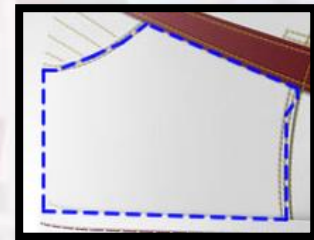Layer selected and rename

Homer
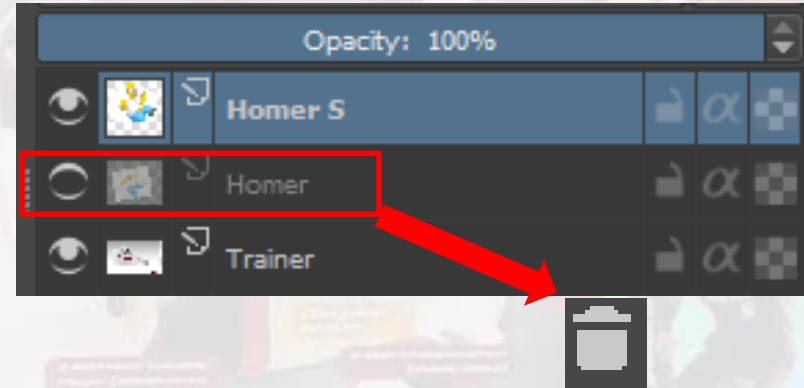
Image to be placed in this part of the trainer

Graphics

Black & White
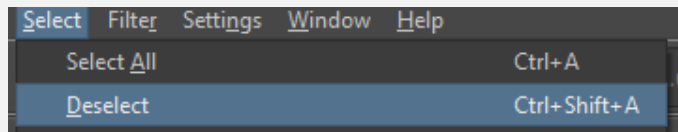
8) Copy and paste the selection which will create a new layer.

9) Hide the middle layer to see your selection.

10) Delete the middle layer by selecting it and clicking on the Bin Icon.
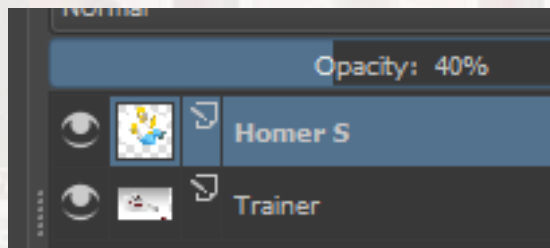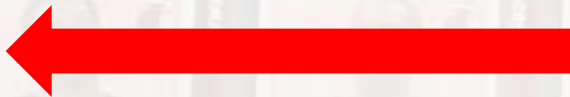
11) Click on Select >> Deselect

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Opacity

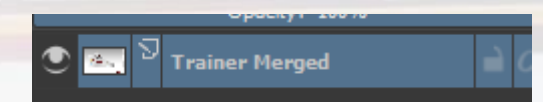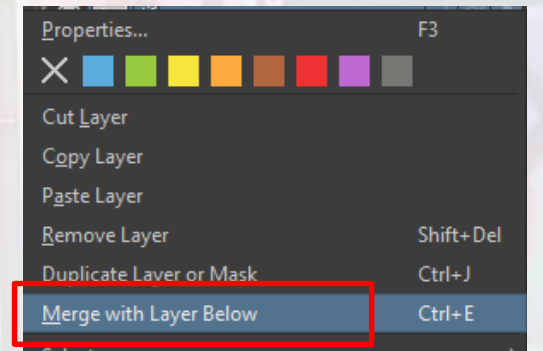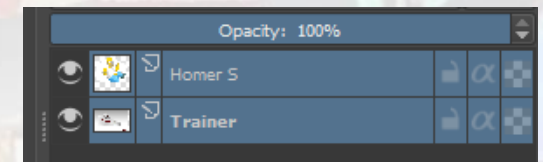12) Decrease the opacity level of the Homer S layer to 40%.

13) Merge the Homer S layer with the Trainer layer.

Press CTRL to select both layers **>>** Right Click **>>** Merge with Layer Below
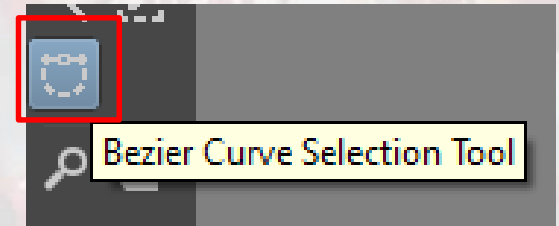
Slide to decrease level of opacity.

Layer is now transparent.

Brush Tools

14) The Brush Tool can also be used to edit parts of the trainer. You first need to make a selection and then copy and paste the selection to create a new layer.

Bezier Curve Selection Tool

New layer named Trainer Bottom
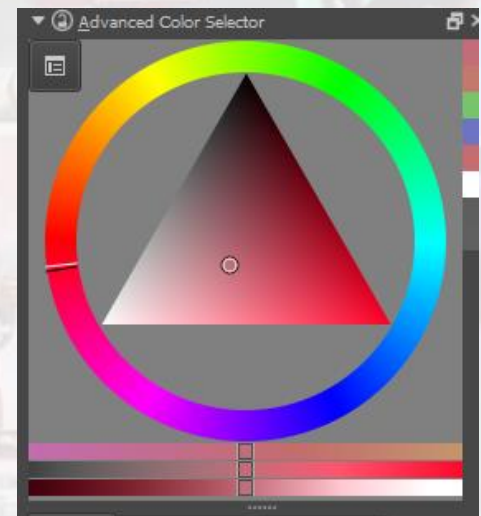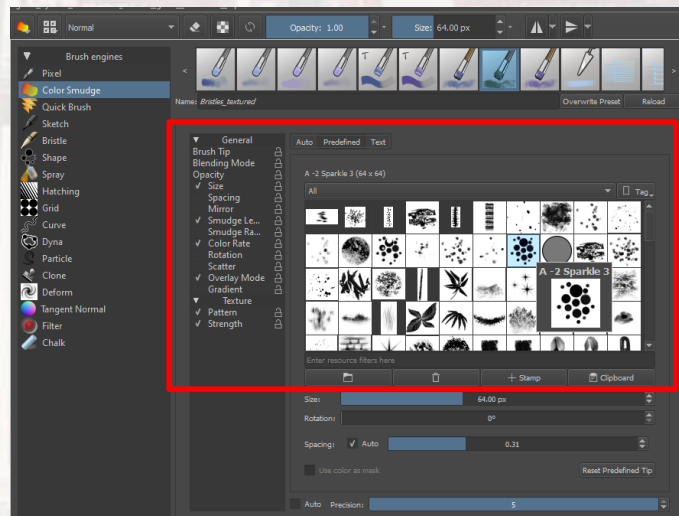
Trainer Bottom

Trainer Merged

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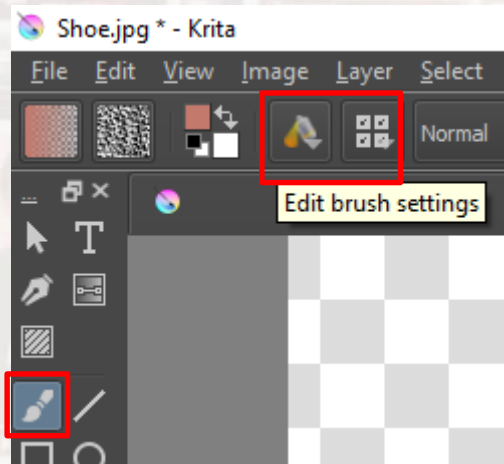# Brush Tools

15) Select the Brush Tool

16) Edit the brush settings including type, size and opacity.

17) Select Brush colour.

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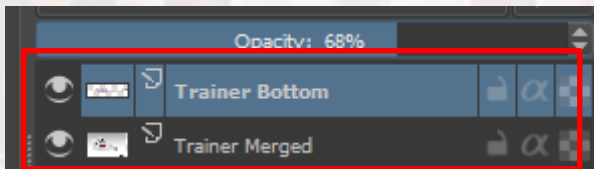
Brush Tools

18) Colour in part of the trainer with your brush tool. You can change the brush colour, type or size if you want to.

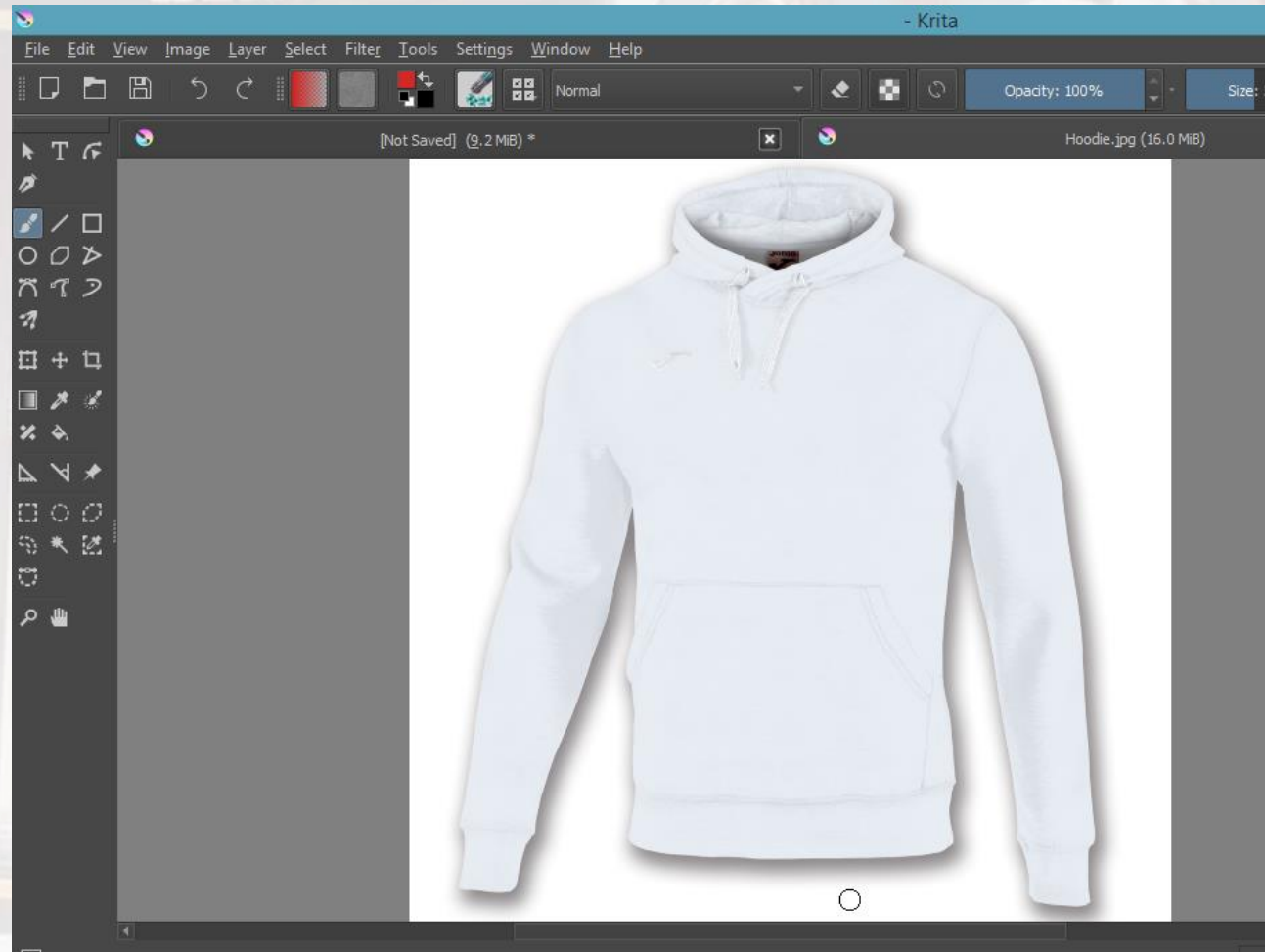19) Merge the two layers into one.

Opacity: 68%

Trainer Bottom

Trainer Merged

Opacity: 100%

Trainer Merged

Layers merged into one

Extension: Personalised Hoodie

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Plenary – Refer to the Lesson Objectives

Objectives

Develop an understanding of the basic features of Graphic Editing Software including:

- Selection Tools
- Merging Layers
- Brush Tools

Plenary Task (Q&A)

Discuss tools used in task.

Demonstrate pupils work.

Peer Assessment – Identify improvements

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