

Texture Quilt Project

MATERIALS NEEDED:

Find five (5) items that are examples of **tangible** texture (3-d). You should find a variety of textures.

- ☒ You can take photos at home with camera or phone (I don't have cords here so make sure you email them to your SBISD account)
- ☒ You can borrow my camera to take photos at school
- ☒ Create a folder in your Schools folder called: **Textures**. Save all of these photos here.
- ☒ Delete your photos from the SD card before returning it to me.

CROPPING THE TEXTURES: (Texture Crops Video)

Crop and adjust the image of all 5 of your Texture photos. Watch the [Texture Crops video](#) before starting this section of the project. Save each cropped photo with a different name as the video says but as a PSD (photoshop) file, not a JPG file.

CHOOSING THE COLOR SCHEME: (Choosing Color Scheme Video)

Choose a 5-color, color scheme. It can be Complimentary, Monochromatic or Analogous. [Go here to choose your color scheme](#). Be specific, don't just say "shades of blue." If you made an account with Adobe.com, you can download the swatch file, if you didn't, you will type the exact RGB color codes into a text document & save it. You'll need to load your swatches into the swatches panel so that you don't lose them. Watch the [Choosing Color Scheme video](#) to see how to do this.

COLOR THE QUILT: (Color the Quilt video)

Choose a quilt pattern from the Texture Quilt Patterns folder in my Poland > Pickup > Texture_Quilt_Patterns folder and open it in Photoshop. Once you open it...

1. Change the size & the color mode to RGB.
 1. Image > Mode > RGB
 2. Image > Image Size: H=750 pixels, W=750 pixels, Resolution=150
2. Using your Color Scheme from yesterday, color the pattern. Use the paint bucket to fill them in.
3. Don't rush trying to fill in the colors. Take your time, you might decide to "re-color" some of the areas after you see the finished pattern.
4. Save this as **#_Lastname_Pattern** into your folder in Schools.
5. Watch [Pattern Maker Video](#) for specifics on these next steps. Open each of your 5 cropped textures in Photoshop. Make sure that they are PSD files, not JPG.
 1. Select all of the canvas. Go to Edit > Define Pattern. Name it.
 2. Rename the background layer the same as the filename.
 3. Image > Canvas Size: H=750 pixels, W=750 pixels
 4. Fill > Pattern > Choose the pattern you just defined.
 5. The image should repeat itself across the canvas.
 6. Save the Texture file.
 7. Repeat with ALL 5 texture files.

Texture Quilt Project

ADJUSTING THE COLOR: (Adjusting Color Video)

Watch the [video, Adjusting Color](#). Watch through at least one example before you start experimenting with your own. Use the pause button as necessary to work in Photoshop along with the video. Please return the headphones to the back of the monitor when finished.

1. Open all 5 texture scans as well as your colored pattern in Photoshop.
2. Window > Arrange > Tile Vertically/Horizontally so that you can see each image.
3. You will need to do some of the Auto Color Corrections on your Texture Scans to bring out the texture in the pictures. Image > Auto Tone/Contrast/Color.
4. Compare your textures to the color scheme you applied to the pattern. Decide which texture you want to take on which color.
5. Select your desired color first, make sure it's the foreground color. Then, select texture image and adjust the Hue/Saturation sliders to get the desired color.
 - Image > Adjustments > Hue/Saturation (Check Colorize)
 - Rename the layer to include the word "color" at the end.
6. Repeat with each texture.
7. Save each altered texture with the word COLOR at the end so that you still have the previous version if you wish to make changes.

DUPLICATING LAYERS: (Duplicating Layers Video)

Watch the [video, Duplicating Layers](#) before beginning. Remember to use the pause button.

1. Open your 5 texture_color files AND your pattern file in Photoshop.
2. Make sure each of the files has the layer named the same as the file, including the Pattern file.
3. Make the Pattern file active and duplicate the layer. Lock the original.
4. Go to your first texture, right click on the layer and select duplicate layer. In the pop-up window choose the Pattern file as the destination for the duplicated layer.
5. Repeat with each of the remaining texture files.
6. Organize the stacking order of your layers so that the original pattern (locked) is on the bottom, and it's duplicated pattern layer is at the top.
7. Save your pattern file and close the rest.

NOTE: if your layers don't appear to all be the same size, you need to check the image size of your Pattern file - it should be 750 x 750 pixels.

MAKING THE QUILT SQUARE: (Making the Quilt Square Video)

Watch the [video, Making the Quilt Square](#) before beginning. Remember to use the pause button.

1. Open your Pattern file, and expand your Layers panel. Make sure your top layer is selected.
2. Select your Magic Wand Tool and set the tolerance to 0.

Texture Quilt Project

3. Using the Magic Wand Tool, select ALL of one color (look at the layer underneath) to delete. Hit delete and Ctrl +D to deselect. You should see the layer underneath showing through.
4. In your Layers panel, find the Options menu and choose > Merge Down. The top layer now is merged with the texture underneath and takes on that name.
5. Repeat these steps until each color has been replaced with the texture layer underneath it.
6. When you finish you should have 2 layers - the original pattern layer at the bottom, which is locked, and another layer on top that you should rename Pattern Texture.
7. File > Save as – **#_lastname_Texture_Pattern**

SELECTING THE LAYERS:

Watch the [video, Type Mask Layers](#). Remember to pause as you go.

1. Open your Pattern file in Photoshop. Hide the locked layer, make the top layer active (the one with the textures).
2. You'll need to resize this image so that it fits the page we create in the next step.
 - Image > Image Size > Document Size: 2.125 inches
3. Open a new file in Photoshop with these dimensions:
 - Resolution: 150 pixels/inch
 - Width: 14
 - Height: 8.5 inches
 - Named: **#_lastname_Texture_Name**
4. On your **#_lastname_Texture_Pattern**,
 - Select all. Edit > Define Pattern. Name the pattern.
 - Duplicate the texture layer, copying it to the new file you just created.
 - Close this file now.
5. On your **#_lastname_Texture_Name** you should see the new layer.
 - Edit > Fill > Choose the Texture Pattern you just defined. It should fill the page now.
 - View > Rulers – You want to leave about ½ inch around the margin for printing.
 - View > Snap to > Grid to help you align your letters on your page.
6. Open the Characters Panel. Select a nice wide font like Hobo STD, Cooper Black, Broadway, Stencil, etc.
7. Select the Horizontal Type Mask Tool and type your first name. DON'T choose any other tool or you'll have to do this step over.
8. Use the character panel to resize your name using the Font Size and the Vertical Scale to resize your name. Be sure to leave about ½ inch of inch of space around all edges of the document.
9. When you are satisfied, select the Pointer Tool. You'll see the marching ants which show your selection.
10. Select > Inverse and that will select everything outside of your name. Hit delete. Now deselect.

Texture Quilt Project

11. Unlock the background layer. Select both layers and align to the vertical & horizontal center of the page.
12. Save it.

PLANNING & TAKING YOUR PHOTOS:

You are going to add 2-3 photos of yourself in different poses. You'll need to think how you can pose yourself to "fit" into an area on this document. Once you have decided that...

1. Get a partner to take your photos. If you position yourself against a solid color background, you can more easily use the selection tools to select yourself.
2. You can lean against letters, hide part of you behind a letter and peak through holes, or sit in front of some.
3. Use the selection tools to make a neat & clean selection of yourself.
4. Copy the selection into the document.
5. Resize the image. Keep it in proportion by holding the shift key while you drag a corner, or by clicking the "link" icon in the Options panel.
6. Reorder your layers as necessary to get your photos to show through.
7. Use color adjustment techniques to retouch the photo layers as needed.
 - Image > Adjustments > Auto Tone/Contrast/Color

FINISHING TOUCHES

1. Save your file as a Photoshop file. Then, save it as a JPG.
2. Update your Google Site.
3. State the title of the assignment.
4. Give an explanation of the tools you used to accomplish it.
5. Insert the JPG image of the finished assignment.
6. Turn the `#_lastname_Texture_Name.PSD` file in to Poland > Drop so that I can print it.

