



GRID DESIGN & ARTWORK

Aim: to use the local environment as a starting point for digital artwork.

To start this project, you need to take some photos of everyday objects in the local environment. Low resolution images are perfect, so using a mobile phone is fine. You need about 10 images in a 'theme'. We used the theme of 'Sky Furniture', taken with a mobile phone camera on a cloudy day.

Download these images into a folder on your computer.

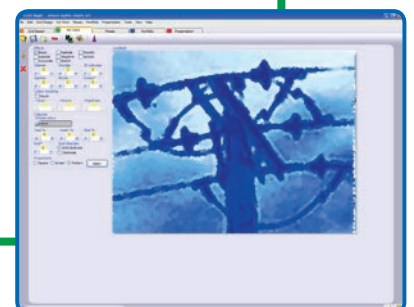
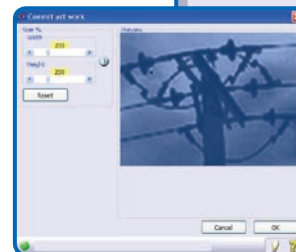
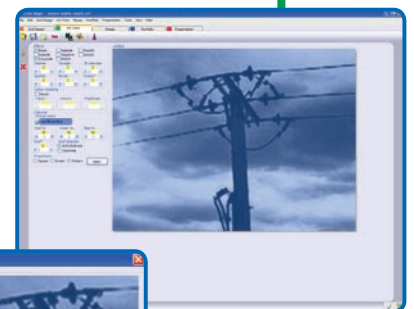
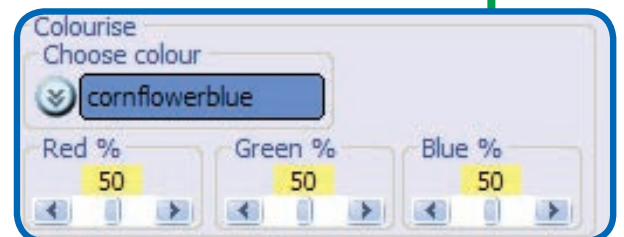
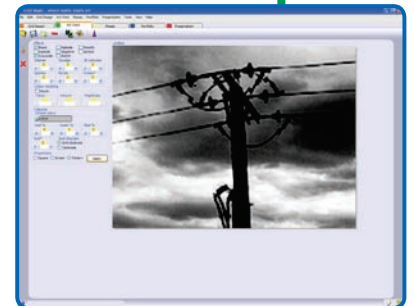
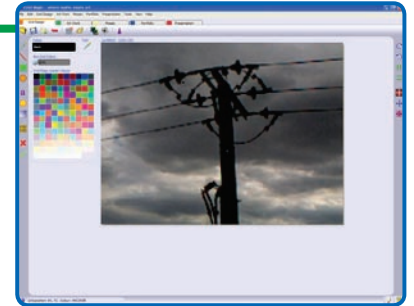
Start by importing an image. Send your image to **Artwork** and apply 'Boost' and 'Grayscale' - this removes all existing colours and improves the contrast.

Next, colourise your image using the colour of your choice. Your colour is added in proportions of red, blue and green, the primary light colours. Start off at 50% of each colour - you'll need to make adjustments depending on the colour you selected and the effect you want to create.

Don't worry if the colours aren't vivid yet. Use the commit artwork icon (thumbs-up) to enlarge your image and zoom-in on the part you want. When you apply this, all your artwork settings are reset to zero.

Now you can apply 'Boost' a second time and your colour becomes much more vibrant. You can also apply other effects, such as 'Smudge' and 'Splatter' to give the image a painted look.

Send your colourised image to **Portfolio**.





gridmagic art projects

colourised artwork

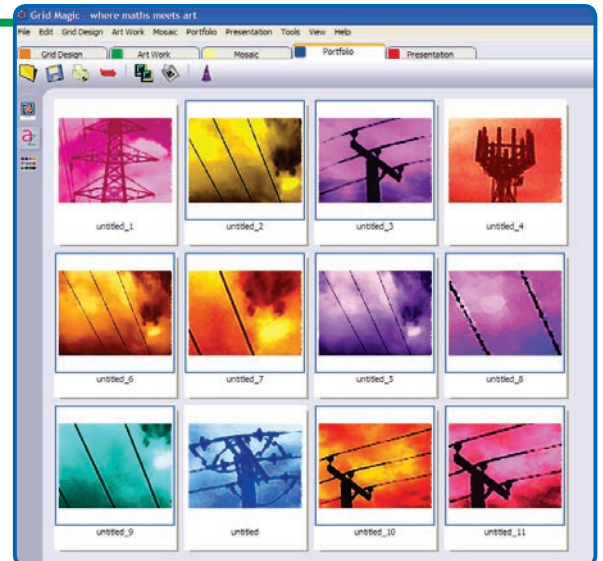
4e

PORTFOLIO

Using the techniques described on the last page, colourise, enlarge and add image-processing to the other digital images you've taken.

When using this colourising technique, it's best to always start with your original image each time, even when trying out different colours on the same image. If you colourise on top of an already colourised image, your colours tend to become muddy and less vivid (just like when you add too many paint colours together).

For our 'Sky Furniture' artwork, we tried to always start our colourising with a 'sky' colour, such as blue, pink or yellow. Green just didn't look right! Some images worked much better than others, so we developed the artwork around those which worked the best.



PRESENTATION

There are many themes you can choose for this project. For example:

- Street furniture
- Vehicles
- Doors
- Trees
- Signs
- Roofs
- Windows
- Etc.





Art Project: **Colourised artwork**
Level: **Advanced**

Maths skills: • Percentages

ICT skills: • Creating folders
 • Transferring files

Art skills: • Digital photography
 • Using the environment
 • Abstraction of imagery

Teaching Points:

- This project builds on the 3e project 'Colourising images,' however, rather than use the Internet for finding images, pupils are encouraged to create their own. The quality of the photography doesn't really matter; the subject matter is more important.
- Having a theme to the work adds interest, though it limits the number of photographs possible. Pupils need to be creative and look for unusual angles, or take more than one picture of the same object from different angles.
- Having good contrast in the photograph is helpful. Taking pictures on a sunny day is better than on a dull day. (If the weather is poor, point the camera skyward and use a theme such as roofs, chimneys, trees or sky furniture to improve contrast).
- Colourising is an art not a science. Pupils may need to add more brightness or contrast, or less colours, depending on what they want to achieve. The values given in this activity are what worked for our art and may not be as good for other images.
- It's difficult to know in advance which images will work the best as subtleties in the photo may not appear until it's colourised. Encourage pupils to explore all their images and keep an open mind. Also to keep a record of their work in **Portfolio**.

