

> time travel

> objective(s):

Students will insert themselves into an existing image so that it is undetectable that any alterations were made.

> curricular focus:

This lesson emphasizes using Image Adjustments to match the source image in lighting, blur and noise/grain.

> specifications:

save as: Time Travel_LastnameF.psd
dimensions: native to original source image (large format)
resolution: native to original source image (large format)
mode: RGB or Grayscale
contents: Transparent

> instruction:

- gallery view of examples
 - discuss various aspects of blending
 - lighting, blur and noise
- review various blurring techniques (Brush and Filters)
- review color and contrast techniques (Levels, Color Balance)
- introduction to adding grain (Add Noise and Reticulation)

> procedure:

- select source image and approve with instructor
- take image of self in proper position and lighting
 - must see face (profile or more)
 - try to match clothing style of time period
- COB self image
- place COB into source image
 - set scale and location and approve with instructor
- set COB lighting
 - use Levels (Ctrl + L) to match values (dark, midtones and lights) of people/objects around your COB
 - you may need to use Burn and Dodge tools to adjust values in specific area(s)
 - approve with instructor
- set COB blur
 - use Gaussian Blur filter to match blur of people/objects around your COB
 - you may need to use the Blur tool to adjust blur in specific area(s)
 - approve with instructor
- create COB noise/grain
 - match the grain of the source image
 - each image has different grain (dot size, value, etc.)
 - you may use tutorials (but make sure it is the same grain you need)
 - approve with instructor

> requirements:

- file specifications are adhered to
 - all layers named
 - unused layers deleted
 - layer mask applied
- insertion of self image is a seamless match to source image
 - lighting, blur, noise/grain