Photoshop Project
Generative Fill

Your task for this project is to use Generative Fill to create a scene from scratch. It could be a portrait scene or the background for an animation, a computer game or a cartoon. The following diagram can be used as an example.

Investigating the Problem

1   Decide on the background for your scene.

2   Work out where and what type of images will be added to the background.

Designing the Solution

1   Draw a sketch on paper to show how you want your design to look and indicate what images you are going to include.

2   Show your planning sketches to your teacher before you start your scene and submit them when your project is complete.

The Solution

Produce the solution using Adobe Photoshop.

1   Use Generative Fill to add the background first.

2   Complete the rest of the scene by defining each area and using Generative Fill to insert the required images.

Evaluation

1   List the Photoshop tools that you used and describe what they allowed you to do.

2   Show your scene to other students. What were their comments? What changes would you make to the scene after listening to their comments?