# Human and Machine Texture Mask
# Digital Art 2




Step 1 - File > New 8" x 10" 150 ppi (resolution)

Step 2 - Find a head shot of a model that you are going to use for this assignment. Command and Click on the image to > Copy image.

Go to your Photoshop document that you just made. Edit > Paste.

Step 3 - Scale the image so that it fills the space. The shoulders should be touching the edges and the top of the head should NOT be cut off.

Step 4 - Open the Layers palette (Window > Layer)
Rename the layer "face."
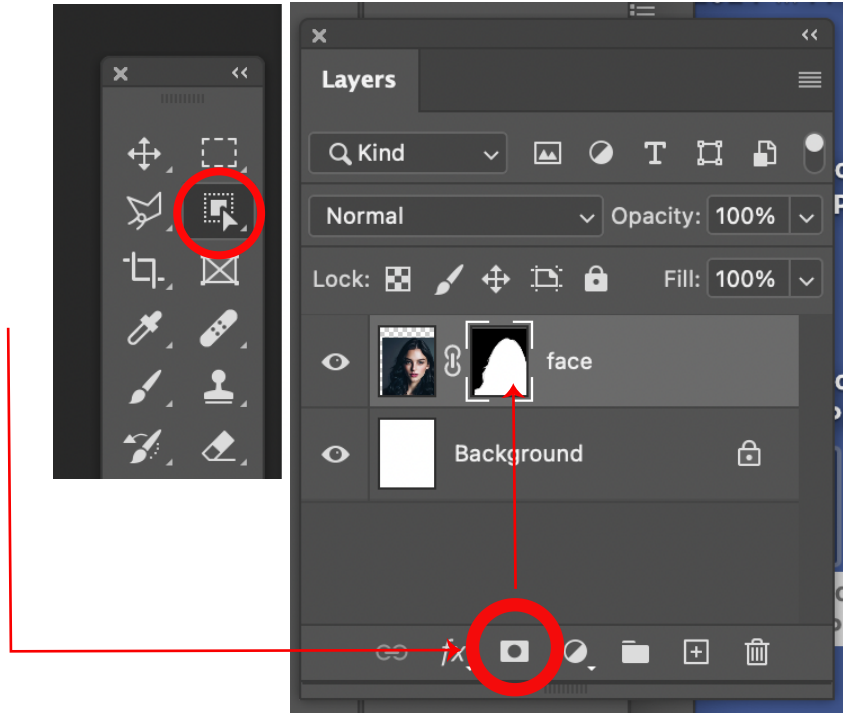
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Step 6 - Select the Object
Select tool.

Click on the model's head.

Click on the layer mask at the
bottom of the layers palette.

This will hide the background.



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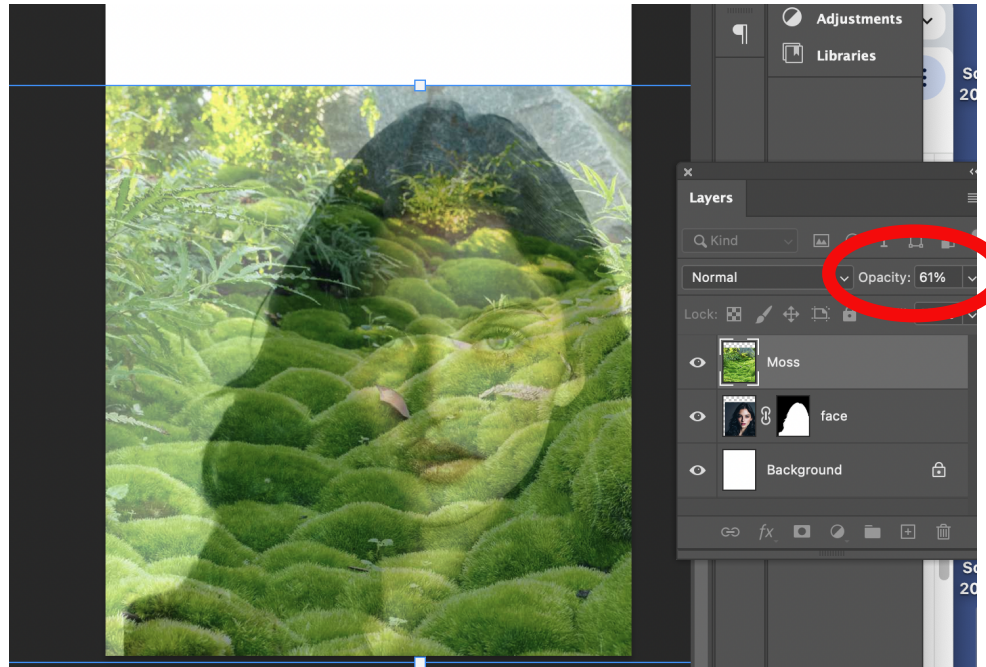Click on the layer mask at the
bottom of the layers palette.

This will hide the background.

Step 7 - Find an image of a texture that you want to use for your project.

Ex. Moss, shattered glass, clouds, wood, bricks, sand, etc..

Control > Click
Copy image

Go to Photoshop
Edit > Paste.



Rename the layer that the texture was pasted on. "Moss"

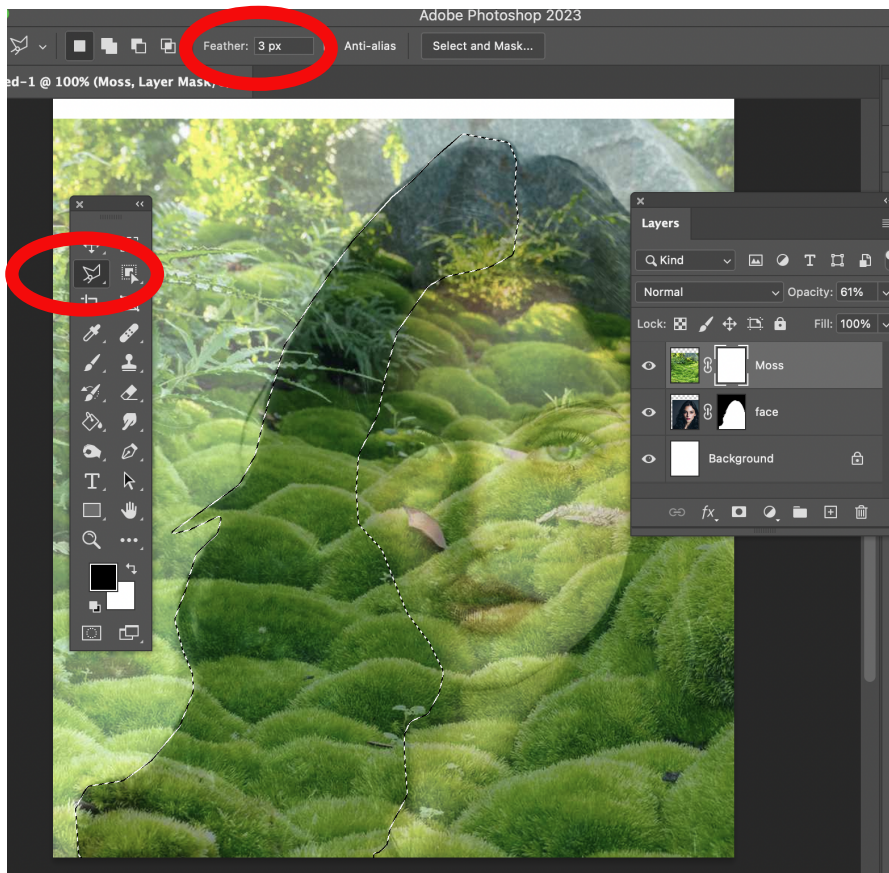Drop the opacity to see through the image.

Scale and position the image over the part of the face where you are going to use it.

## At the bottom of the Layers palette add a Layer mask.

**Step 8** - Select the Polygon Lasso.

Set the Feathered edge to 3 Px.

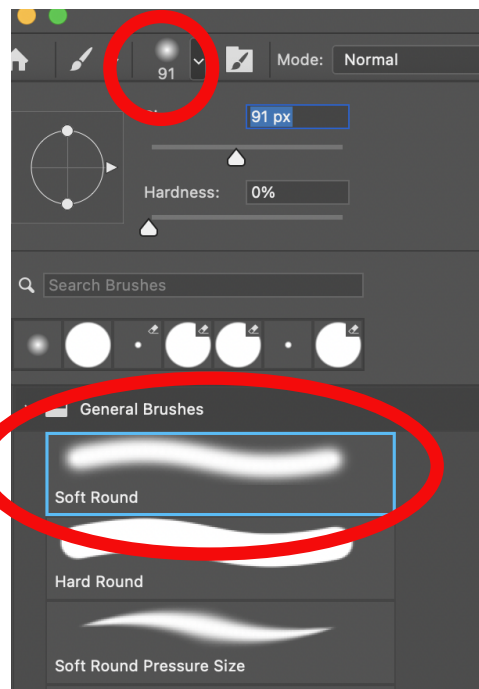Select around an area of the face that you plan to allow the texture to show through.
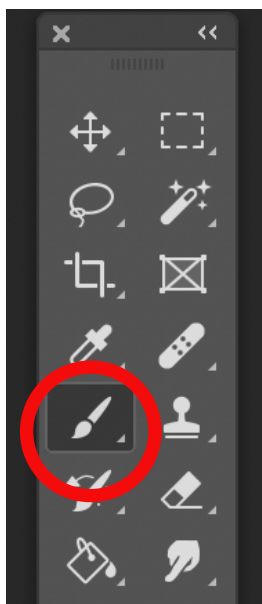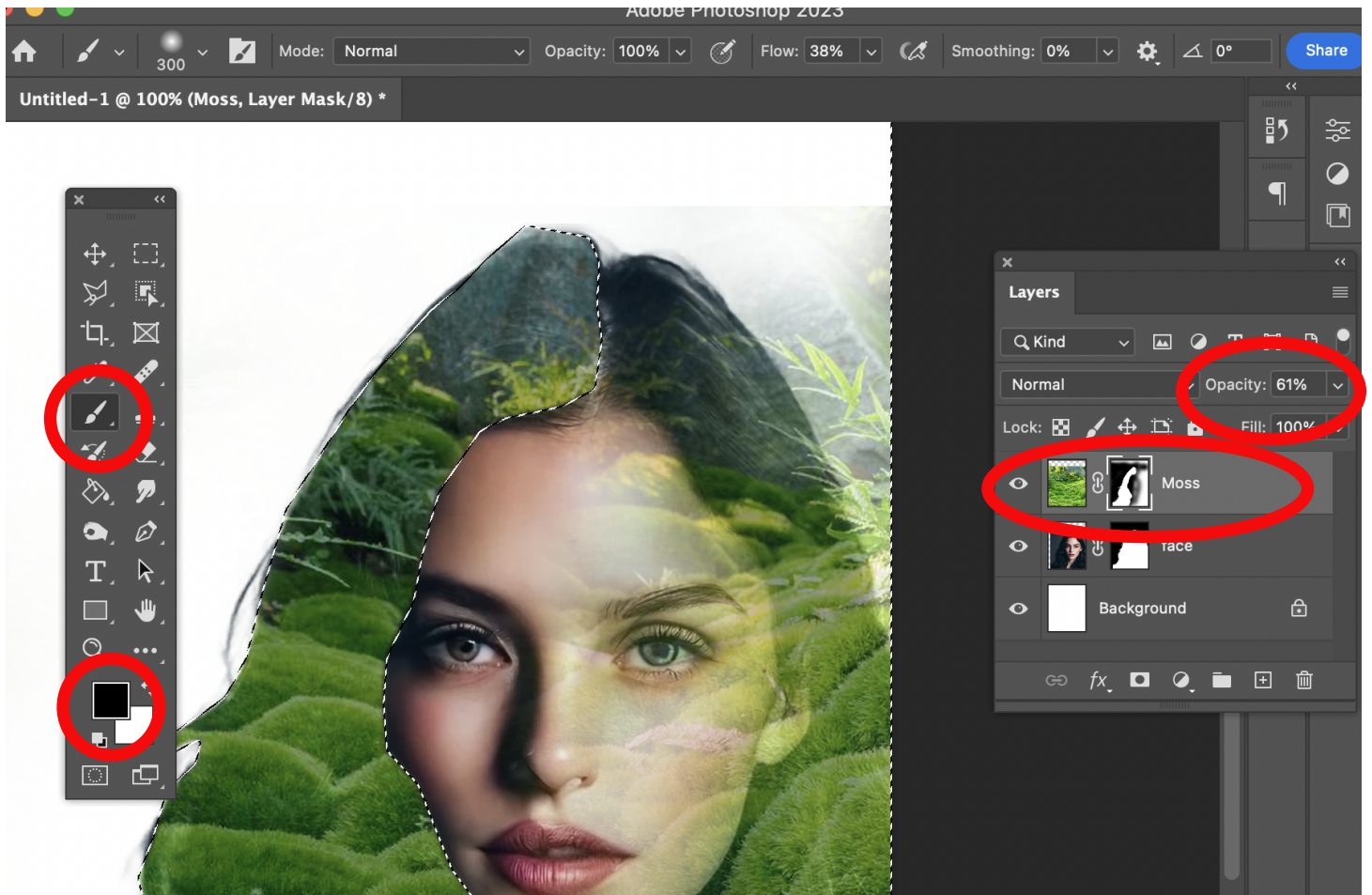


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**Step 9** - Select the Paint Brush.

At the top left of the screen click to choose your bush type (General brusher > Soft Round)

Set the size between 90 - 120.

At the top of the scree set the Opacity set to 100%
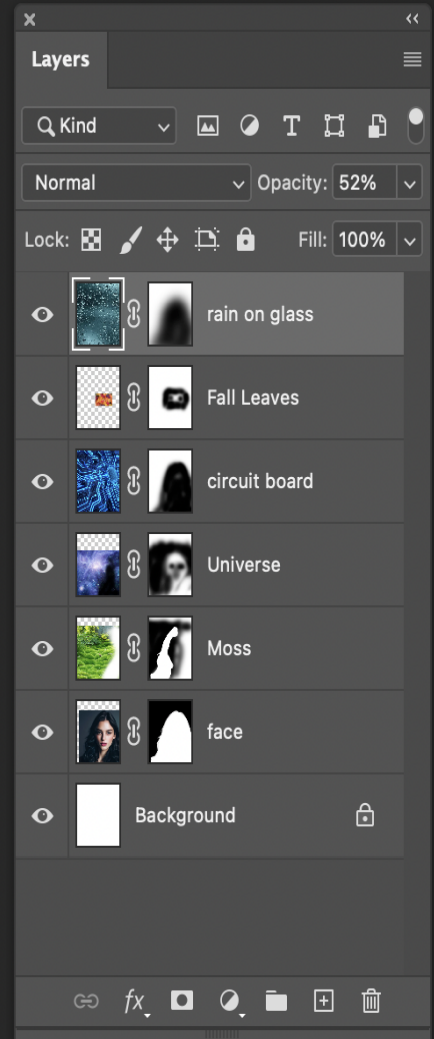
Black = Hide
White = Show

Step 10 - If you plan to hide the outside/around the selected area, go to The top of the screen **Select > Inverse.**

Make sure you are on the layer mask.

Paint around the inverted selection area.

Play around with the opacity to find a cool balance between texture and face.

When you are done, Command D to deselect.

Project Requirements -

1. A minimum of 6 layers, that all use layer masks to hide or show texture
   to create an interesting composition.

2. The edges of your selection and bushes should blend into other layers
to create a soft blended, overlapping image.

3. The opacity of your images should be adjusted to create interesting
layering of textures and face.

# Textured Layer Mask Creature - Rubric

| 1 pt. | 3 pts. | 5 pts. |
|---|---|---|
| The layer mask on the figure is not accurate or lacks effort.<br><br>There is no layer mask. | There is evidence that the artist was able to use the Object Select tool to accurately select the head and apply a layer mask to hide the background around the figure.<br><br>The layer mask was **NOT** adjusted by using the black brush to hide unwanted pieces. Or, the white brush was used to show more. | There is evidence that the artist was able to use the Object Select tool to accurately select the head and apply a layer mask to hide the background around the figure.<br><br>The layer mask was adjusted by using the black brush to hide unwanted pieces. Or, the white brush was used to show more. |
| The textures are applied in a sloppy manner.<br><br>There is no layer mask. | There is evidence that the artist struggled to select areas in and around the model or the areas are cutoff in strange ways and the texture does not fill the whole area. The edges of the selected area have very little or no feathered edge. There is evidence of a layer mask. | There is evidence that the artist was able to select thoughtful areas in and around the model to apply textures. The edges of the selected area have a feathered edge to create a very soft blended edge. There is evidence of a layer mask. |
| There is evidence that the artist was able to add a minimum of 1-3 different textures. | There is evidence that the artist was able to add a minimum of 4-6 different textures. | There is evidence that the artist was able to add a minimum of 7-10 different textures. |
| There creature looks incomplete. | There is evidence that the artist was able to use one type of texture (plant, mechanical, and/or electronic.) The creature lacks unity. Something needs to be added. | There is evidence that the artist was able to use plant, mechanical, and/or electronic textures to create a creature that has a very interesting appearance. |
| There is evidence that the artist did not apply effort. | There is evidence that the artist applied a some effort to make a project. | There is evidence that the artist applied a lot of effort to make the best project that they could. |