

Sistemas de Representação Digital em Design

FA.Ulisboa

2013/2014

2º semestre

Licenciatura em Design

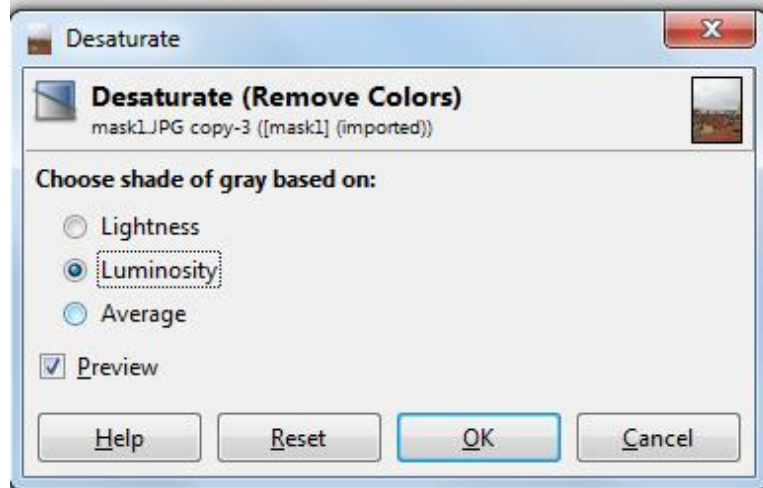
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SRDD – Aula 4 – Exercise 1

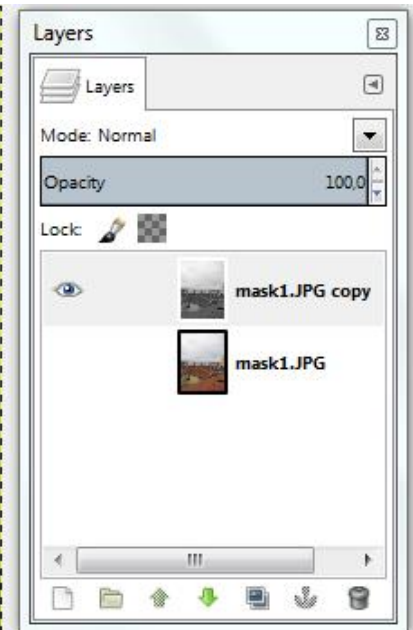
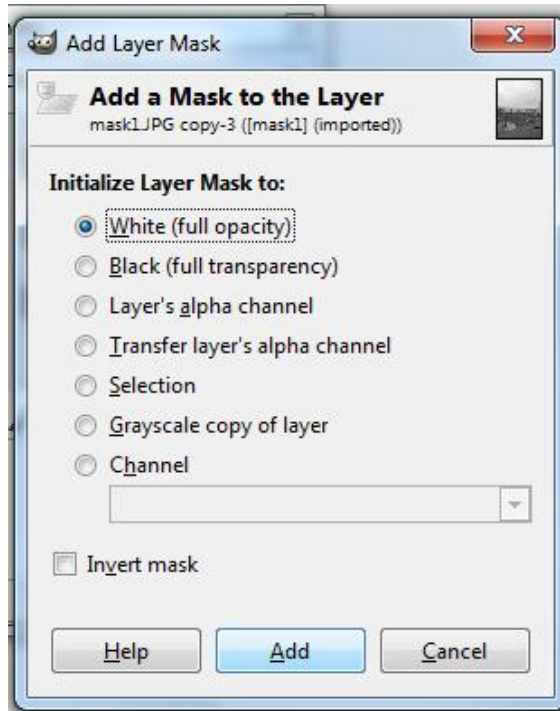
Intended Effect: To have color in selected areas and grayscale in the remaining areas.



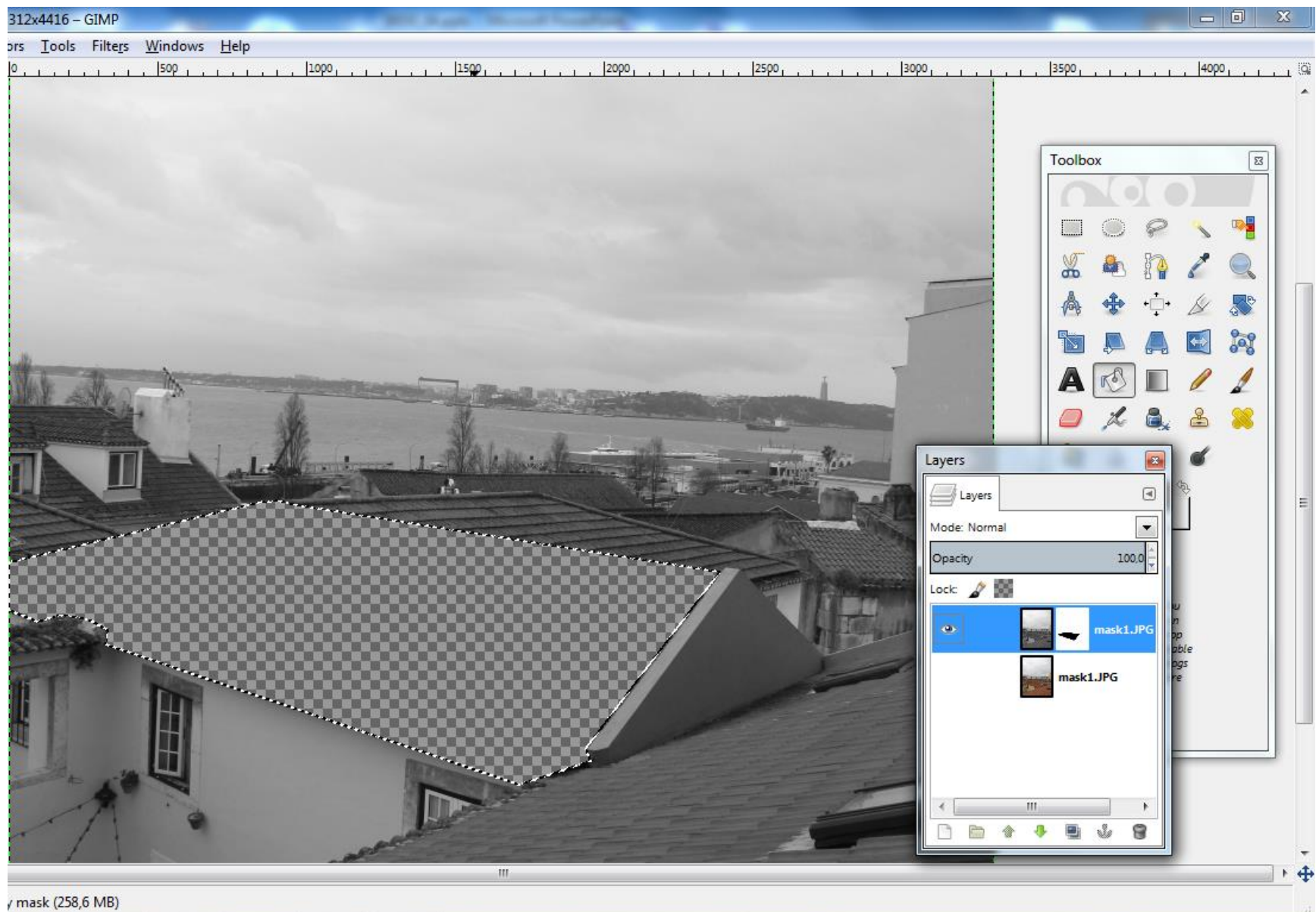
Open an image. Duplicate it as layer. Convert the top layer to B&W (**Desaturate**).



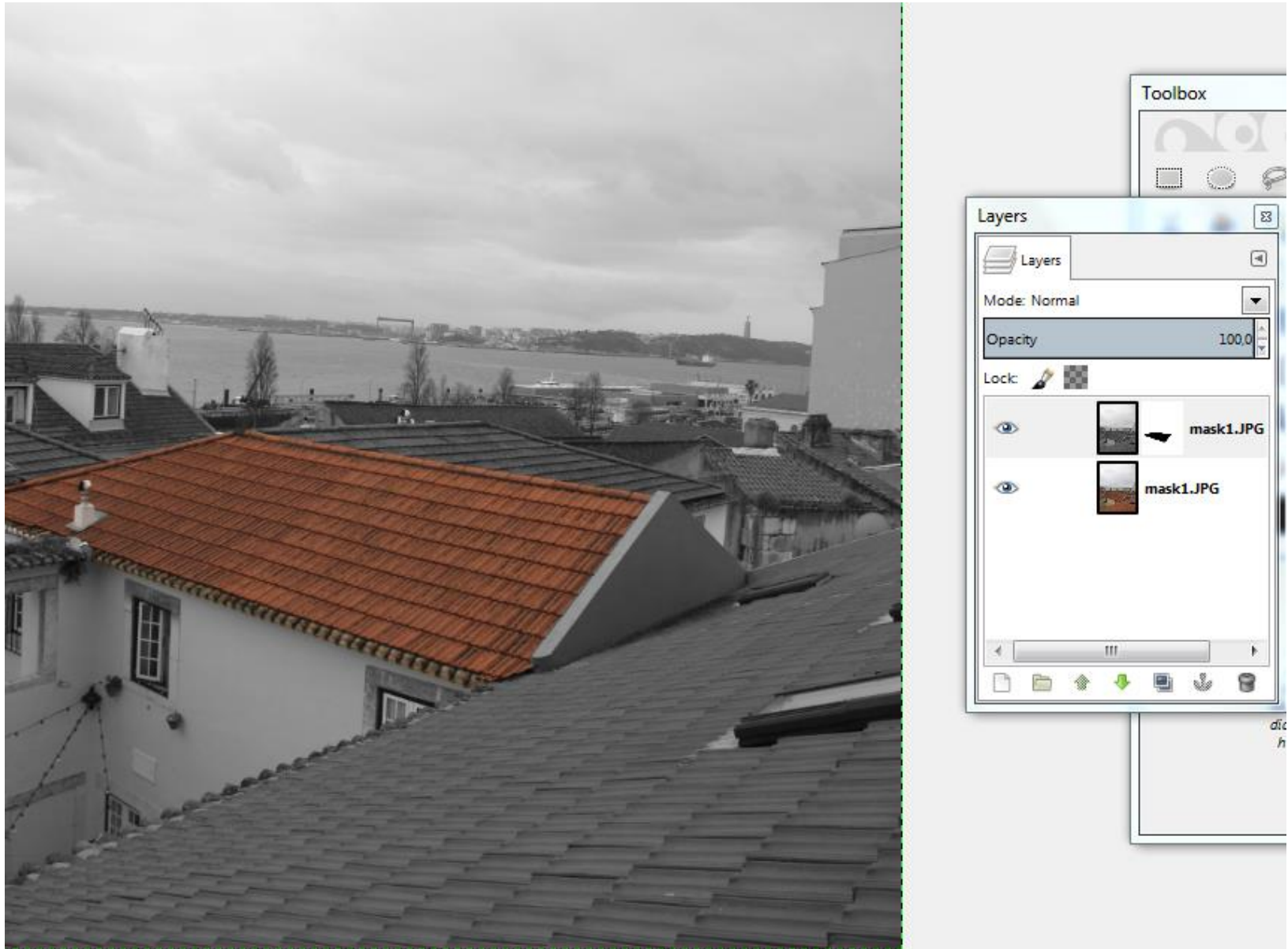
Add a **layer mask** with full opacity (white)



With the layer mask selected, select an area and paint it black (full transparency)



The transparent “window” in the top layer lets us see the colored image in the layer bellow.

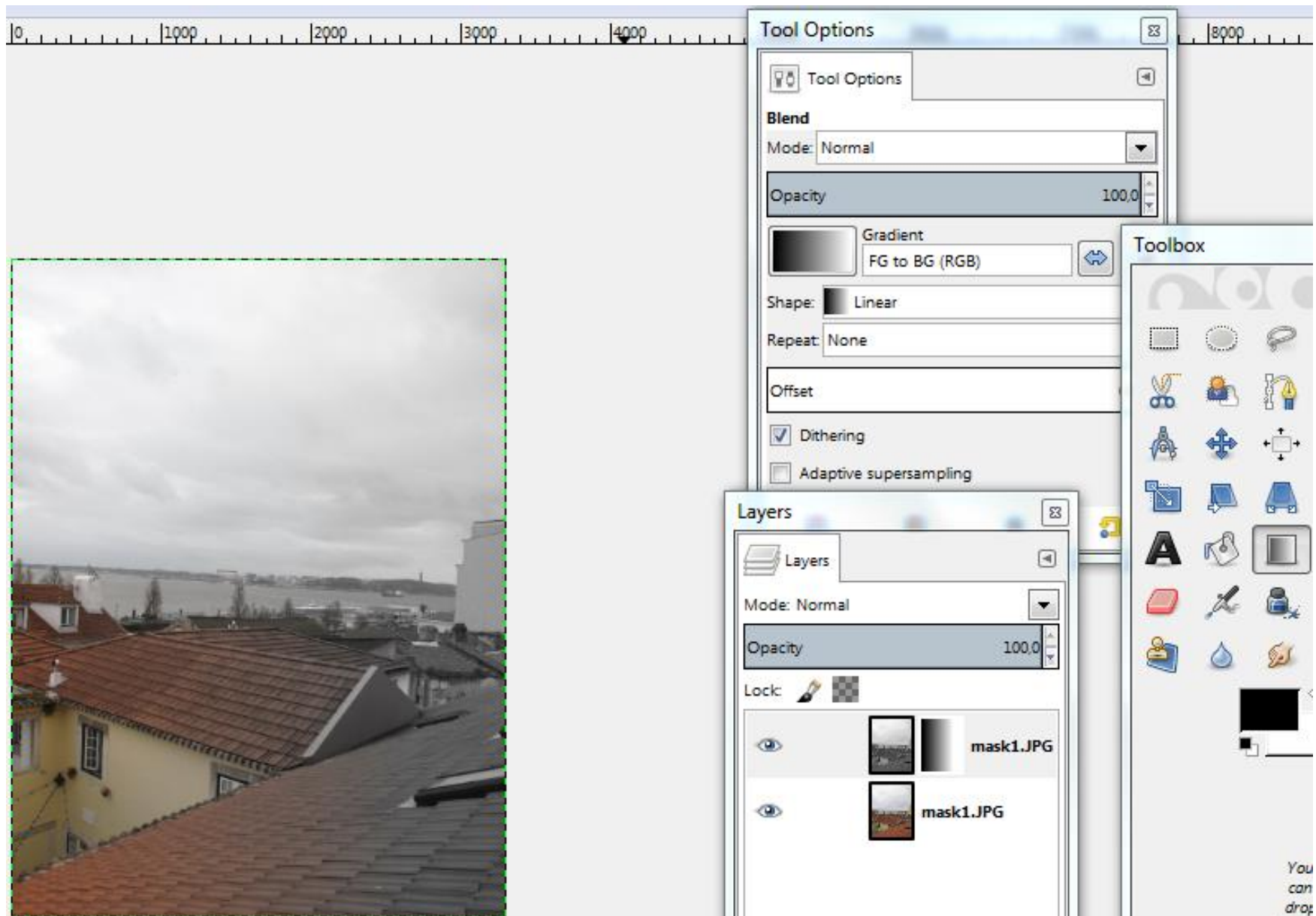


SRDD – Aula 4 – Exercise 2

Intended Effect: To blend from grayscale to color.

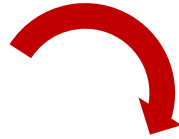


The procedure is similar to previous one. Use a selection and the **blend** tool.



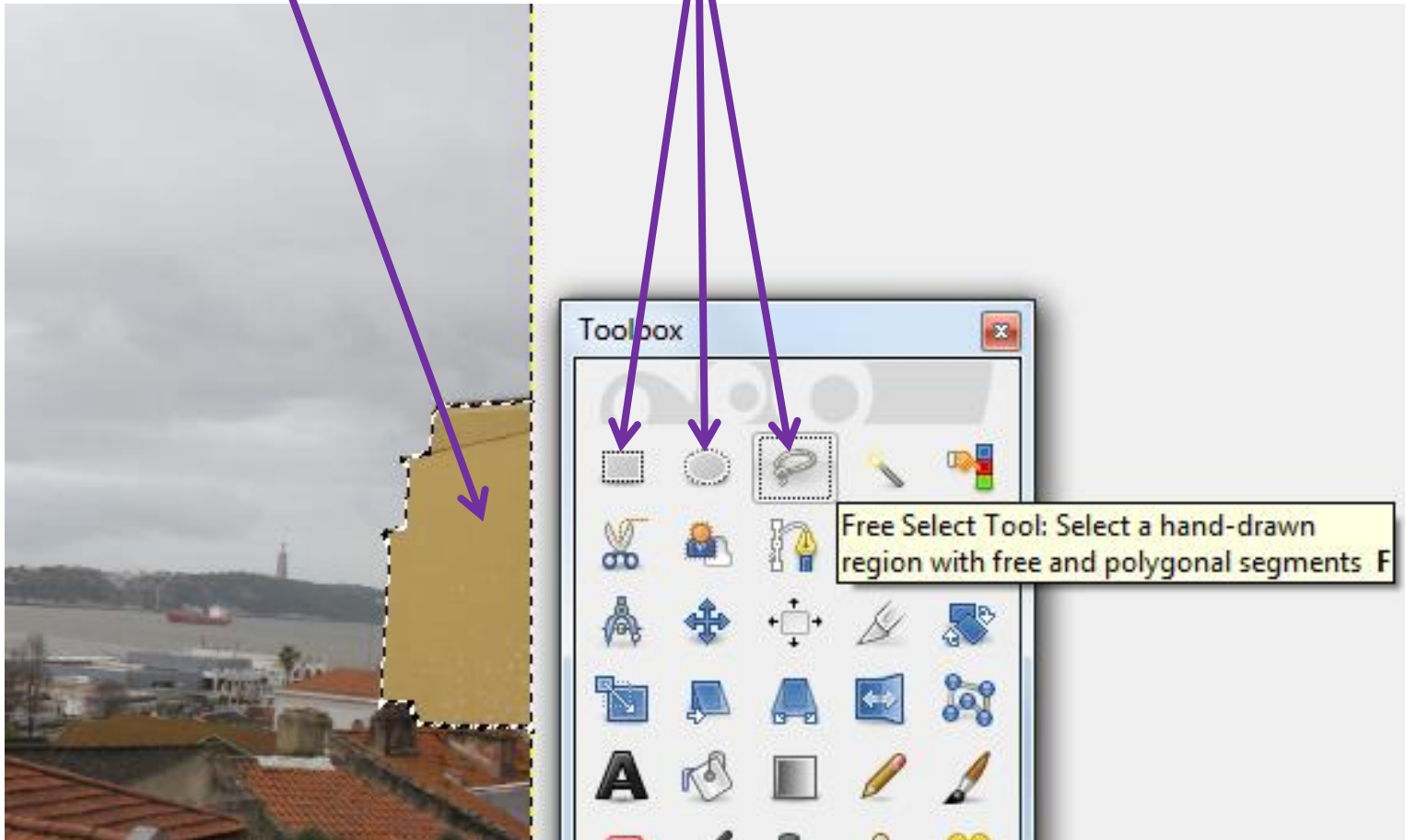
SRDD – Aula 4 – Exercise 3

Intended Effect: To simulate different color options in an object (without losing luminosity information).



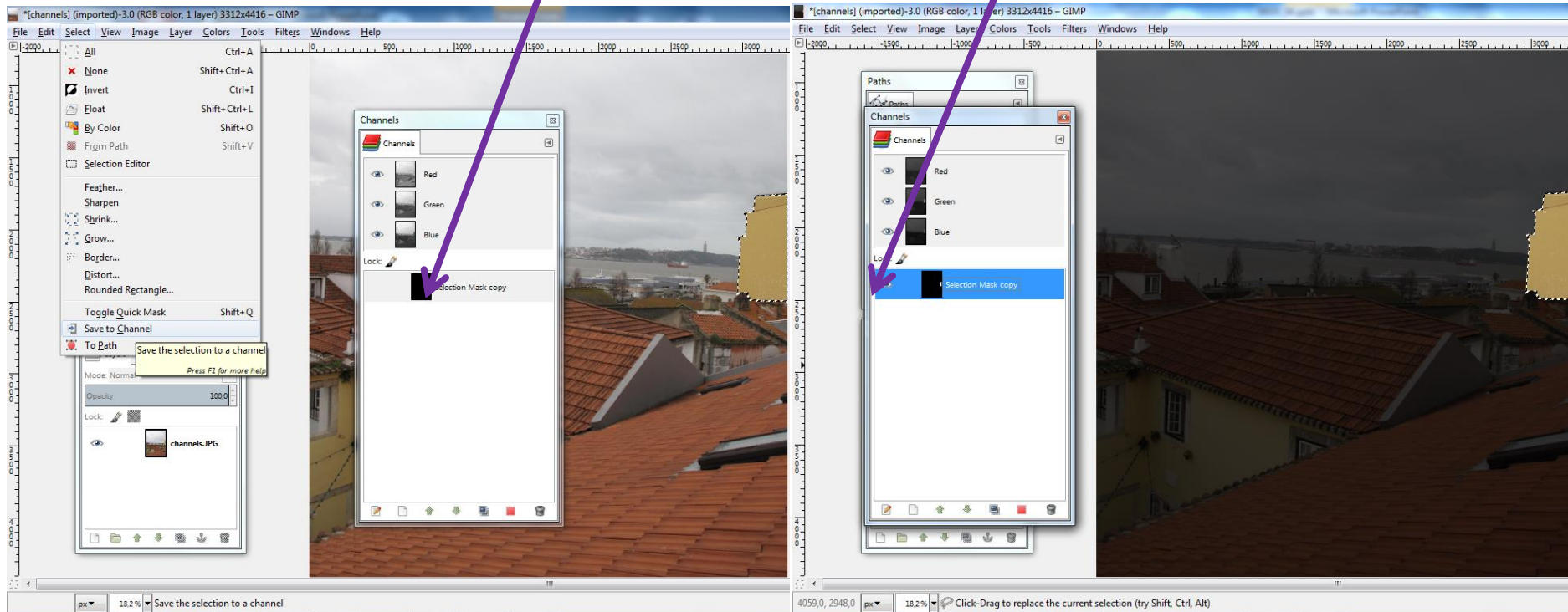
Selected area

Selection tools (by region)

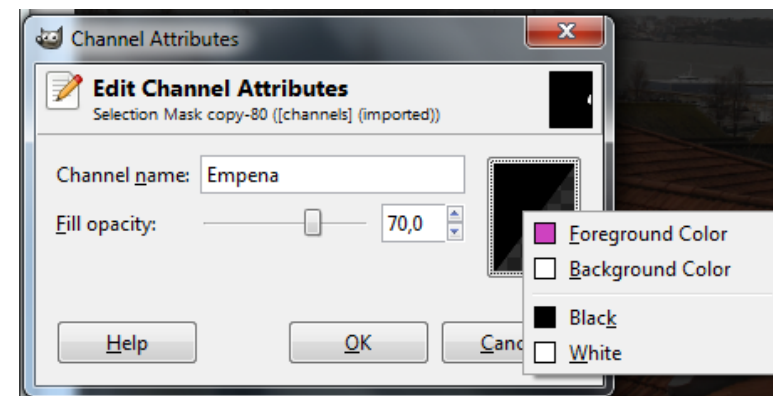
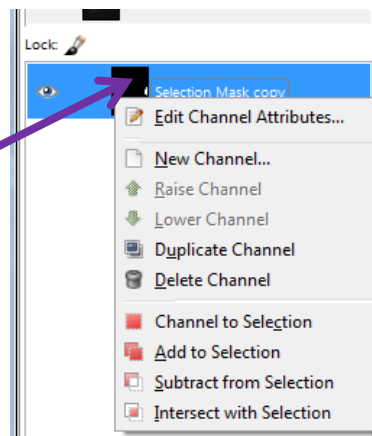


Selection saved as a **channel**. You can have as many channels as you need.

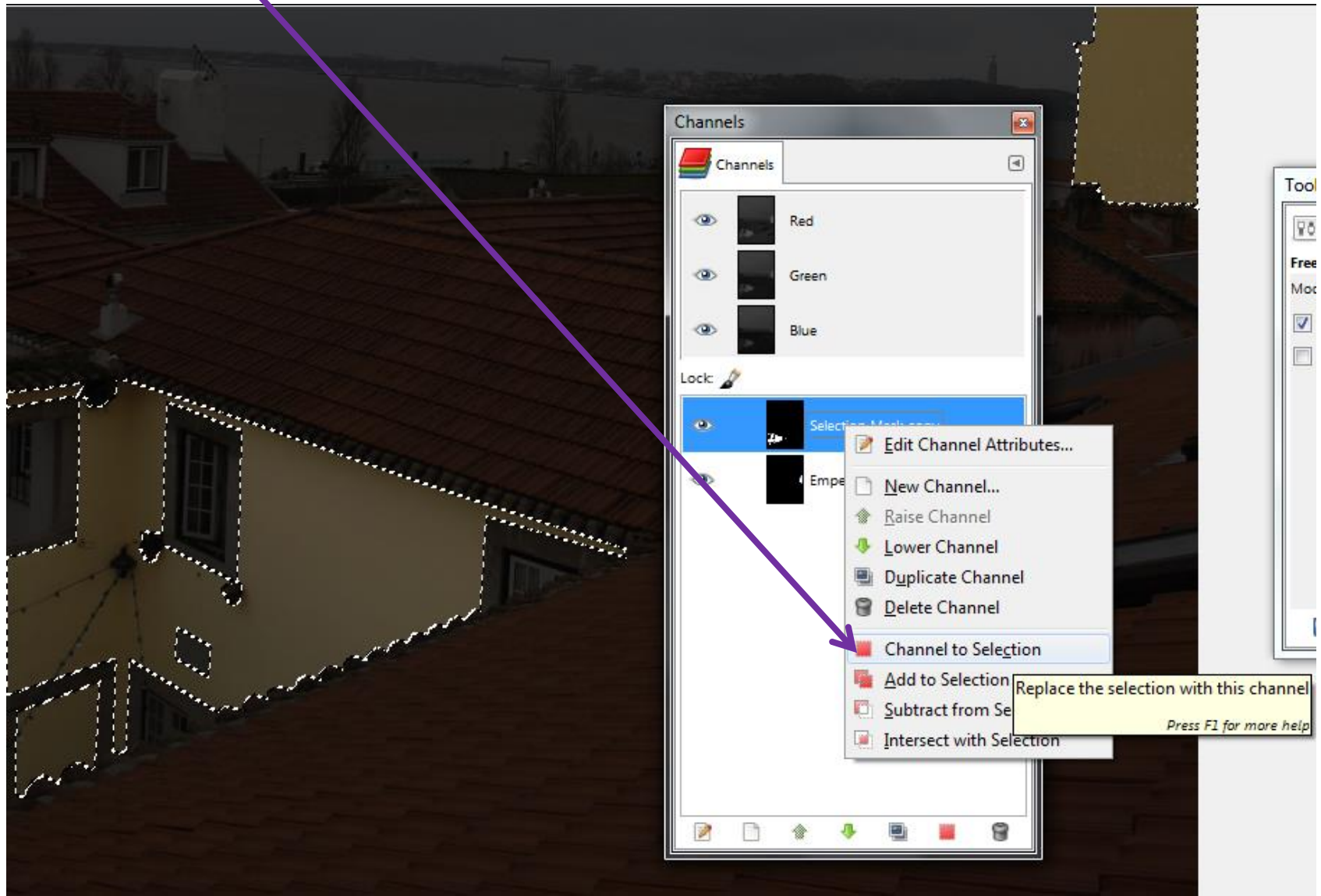
The channel activated (notice the eye icon).



The attributes of the channel (name, color and opacity) can be changed. Click on the right mouse button.

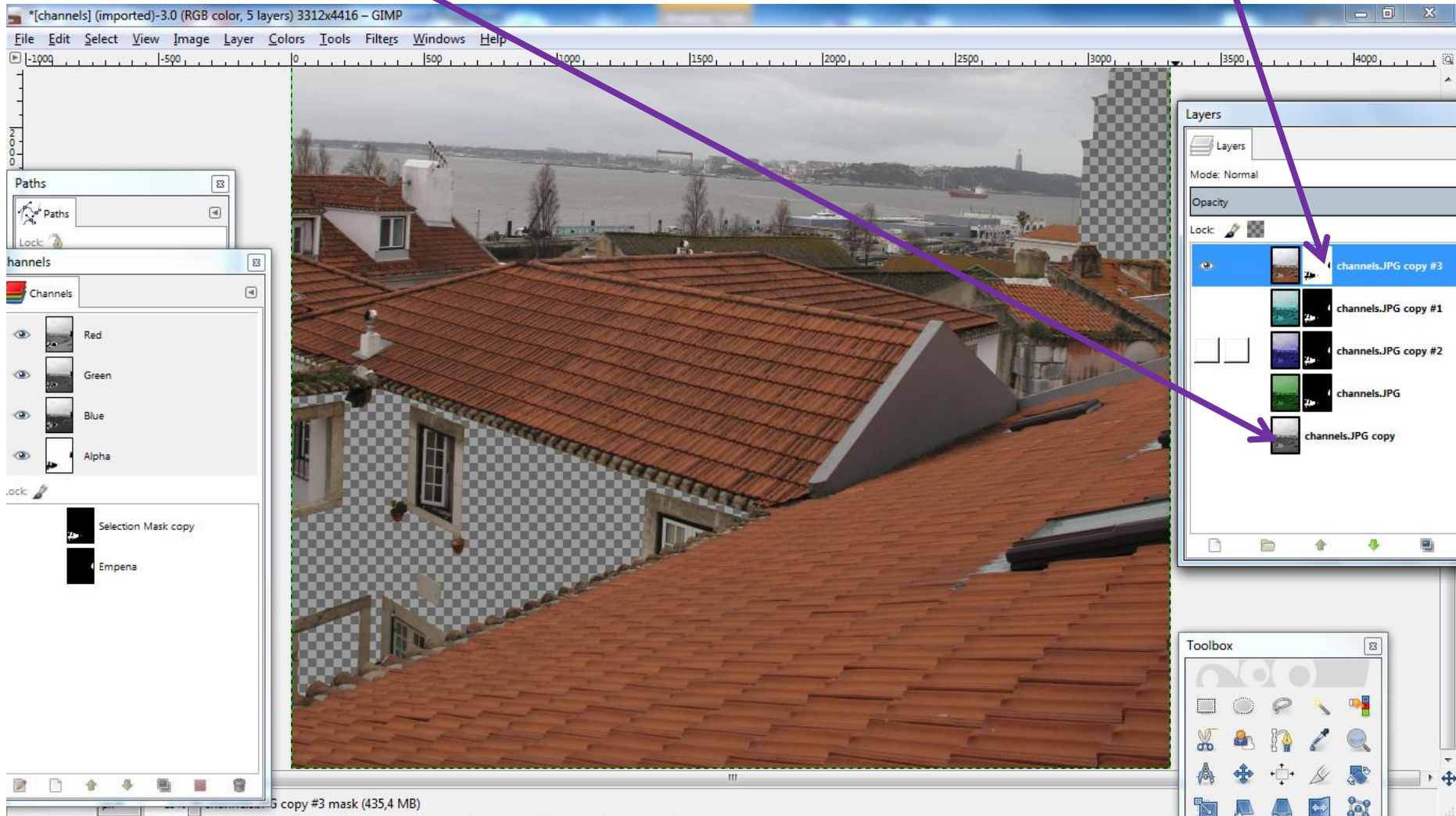


Channels can be converted to selections. In fact, channels are a good way to store selections for later use. Data from multiple channels can be used to perform Boolean operations (union, intersection, difference) on selections.



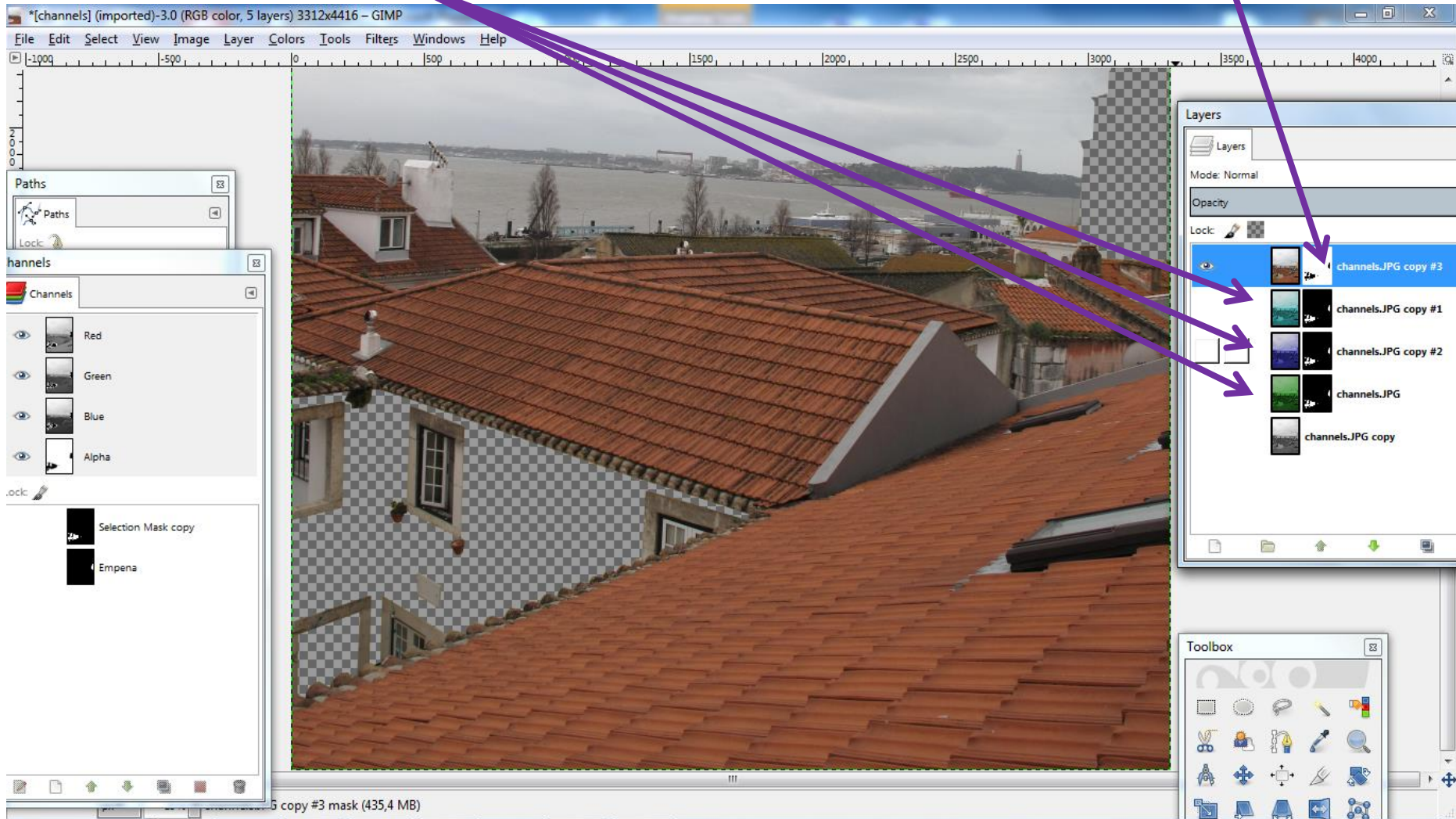
Duplicate the colored layer and de-saturate it (as in the first exercise).

Add a **layer mask** (from the selection stored in the channels) to the original layer. This will produce the following effect (the selection corresponds to transparency).

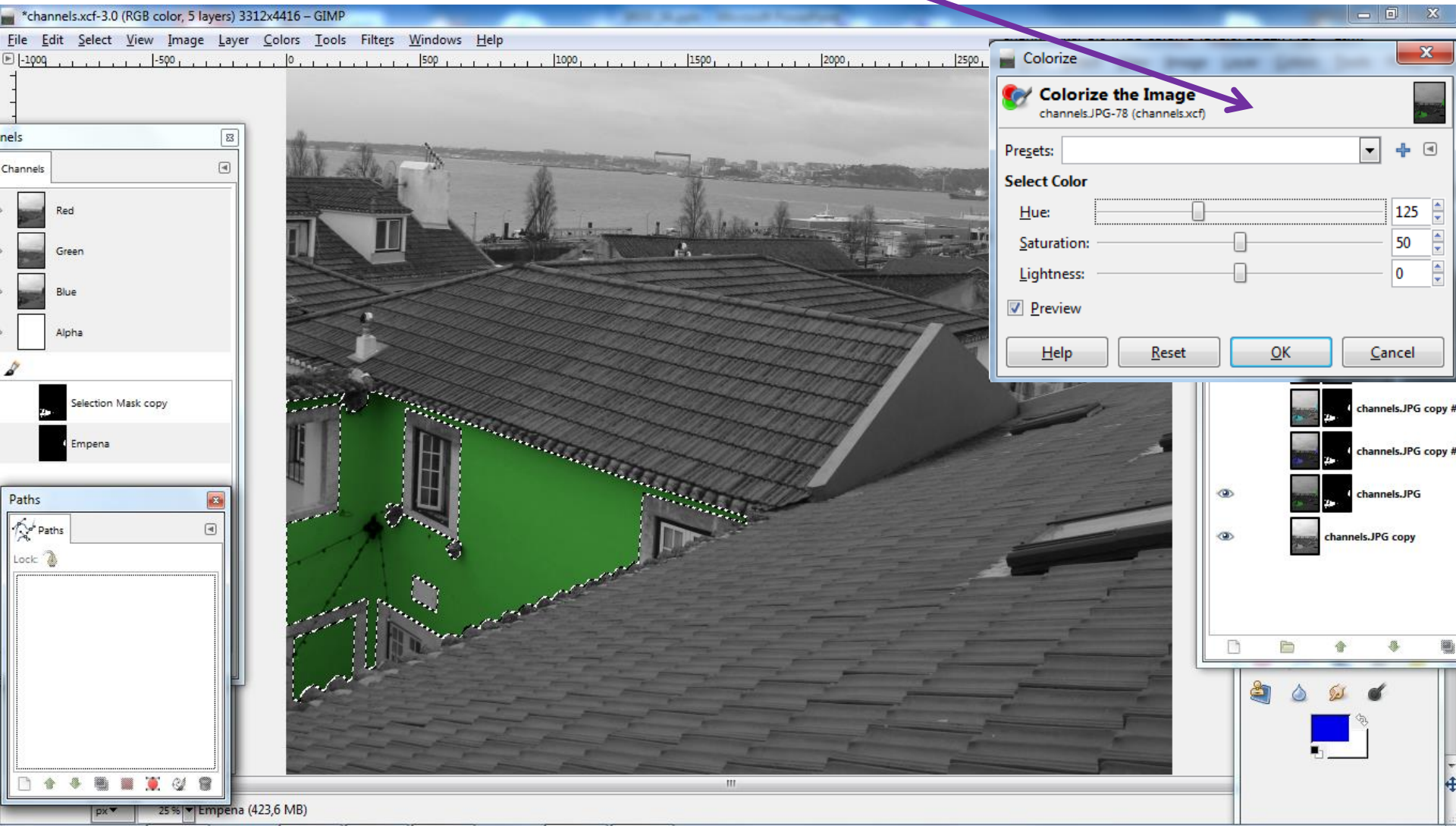


Duplicate the grayscale layer
(as many times as alternative
solutions you wish).

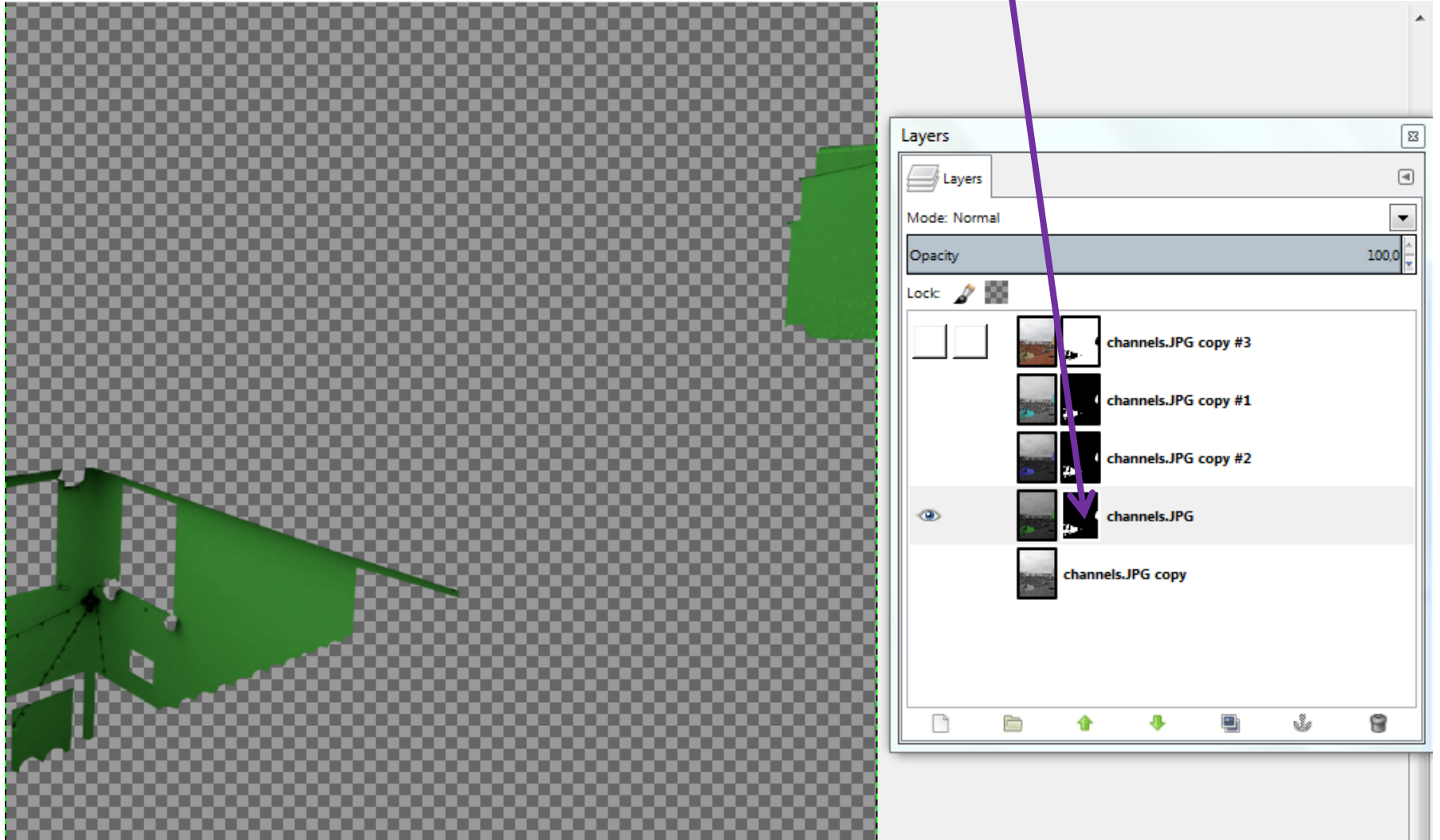
Duplicate the grayscale layer
(as many times as alternative
solutions you wish).



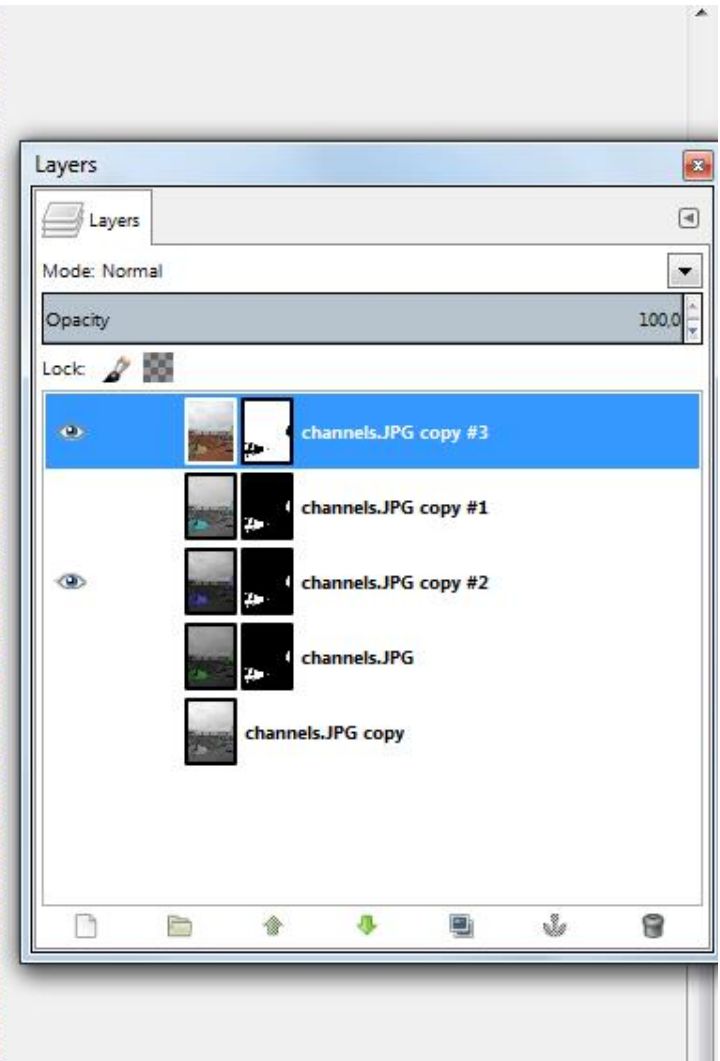
With the selection activated,
you can colorize the image
(only the selection).



If the selection (as opaque) is turned into a layer mask, then this is the result of viewing the layer plus the activated mask.



This is the final result (one of the alternatives)

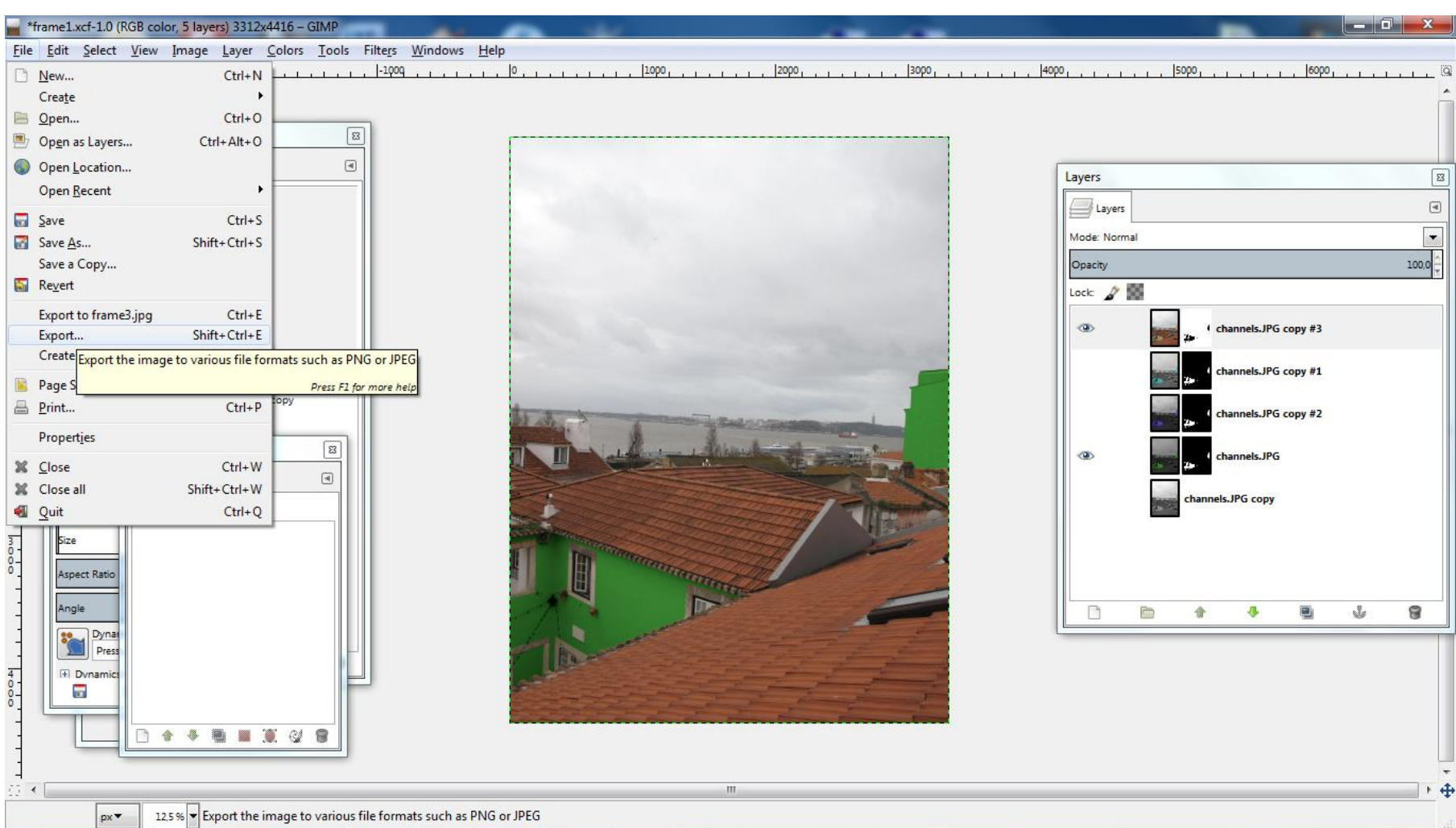


SRDD – Aula 4 – Exercise 4

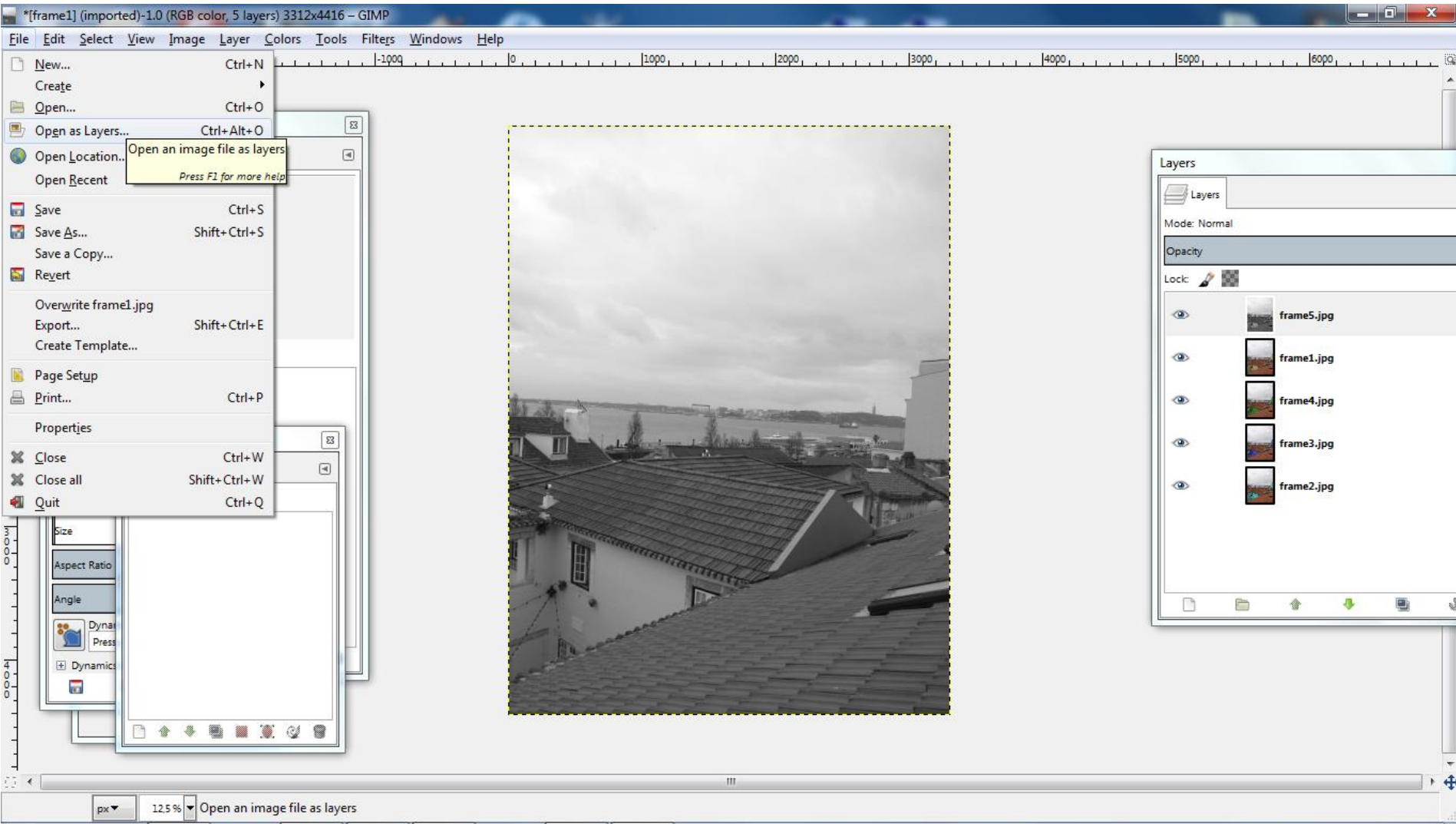
Intended Effect: To create an animated GIF.



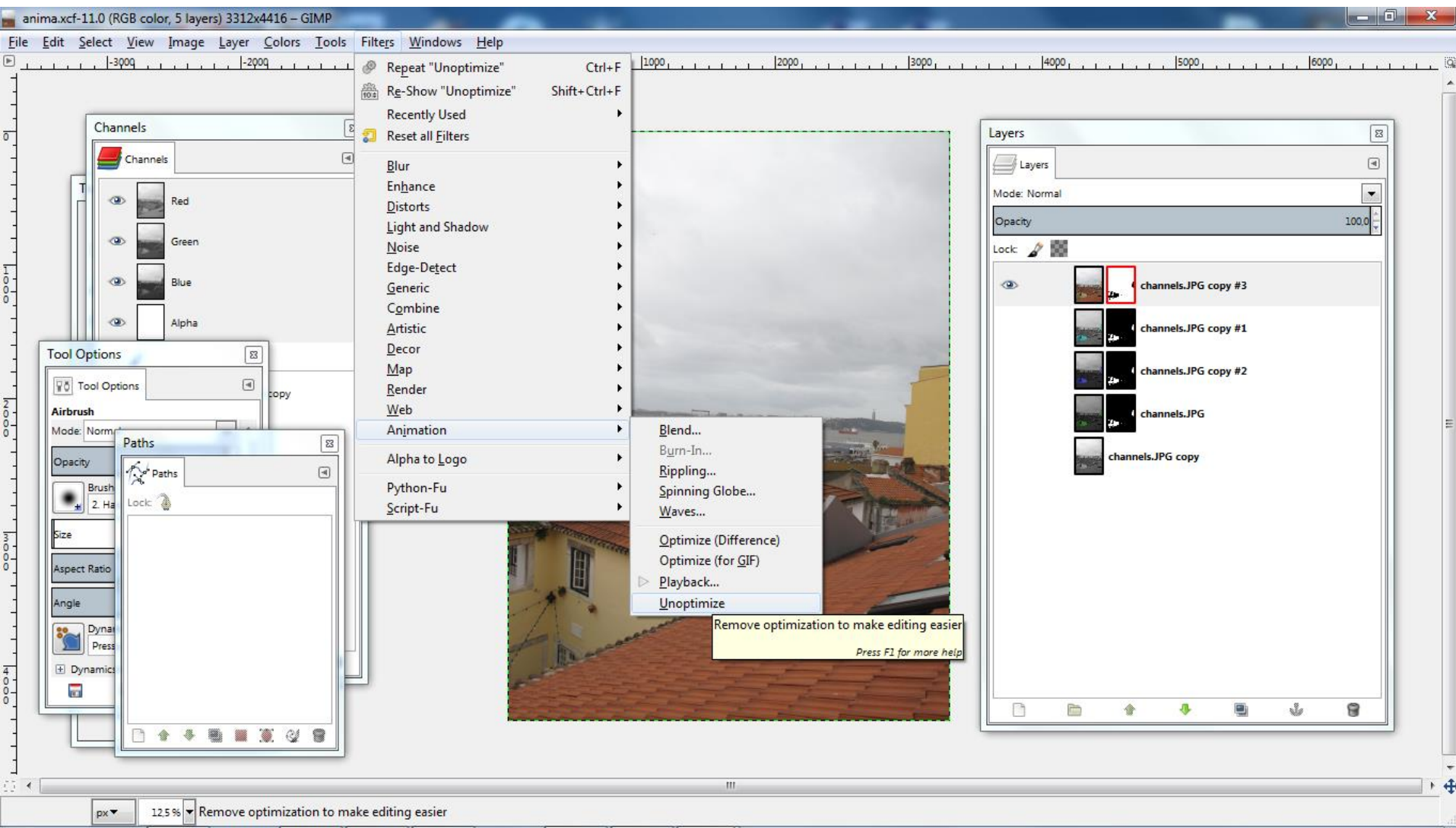
First, export (as a *.jpg) each configuration you want to correspond to a frame in the animation.



Open all the exported images as layers. Order the layers as you wish. Each layer will correspond to a frame in the animation.



You can choose either to optimize or not the animation. You can even Unoptimize. Either way, a new image is created where you can edit the lime lapse between frames. It might be useful to reduce the image size (**scale** image)

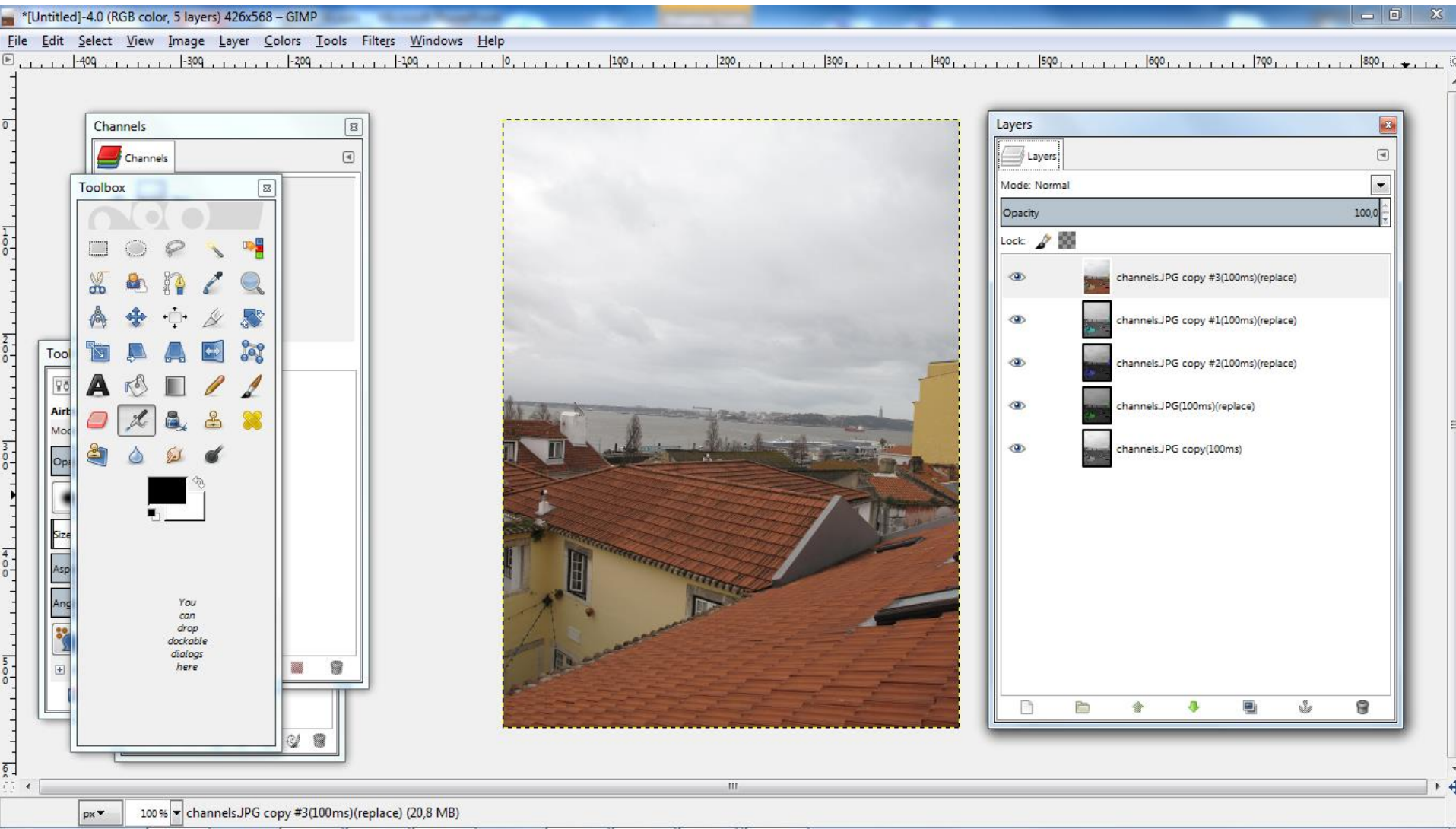


The new image created.

Notice the values between brackets near the layers label.

Those values can be changed in the layer attribute dialog.

Afterwards you should export the image as *.GIF and choose the option animation.



SRDD – Aula 4 – Exercise 5 (extra)

Intended Effect: To insert an object into a scene.

