

> andy warhol

> objective(s):

Students will select a portrait image, crop it tightly and eliminate the background, then uniquely color several times in the style of Andy Warhol.

> curricular focus:

This lesson emphasizes creating a cut-out background (COB) using a Layer Mask, use of Layer Groups and Layer Blending Modes as well as the Shift+Click technique with the Brush tool.

> specifications:

save as: Warhol_LastnameF.psd (project) and Warhol COB_LastnameF (cut-out preliminary file)
dimensions: 5.5" x 7" or (7" x 5.5" if you have an approved horizontal crop)
resolution: 300 dpi
mode: RGB
contents: Transparent

> instruction:

- introduction to career of Andy Warhol
 - read *Who Was Andy Warhol?* on page 3
 - to learn more about Andy Warhol please go to <https://www.warhol.org/andy-warhols-life/>
- introduction on how to effectively search for images using Google Images
 - type in query
 - go to Tools and select Large
 - scroll over images to display pixel dimensions
 - click on selected image to open in separate window pane
 - right click and select Open Image in New Window
 - move your mouse over the image and you should see it become a magnifying glass
 - click to see image at actual full size
 - if the image is smaller than browser window it is already showing at full size
- introduction on how to do a cut-out background (COB) using Layer Masks
 - watch and follow the video tutorial *How to COB a Person*
 - go to mhscomputergraphics.com and from the Resources menu select Videos
- review Shift + Click technique to create an accurate contour
 - click with a Brush, then move your mouse to a new location, hold Shift while clicking to create a straight line
 - curves are created using this technique by Shift-clicking very close to the previous location

> procedure:

- select headshot image from Internet and approve with instructor
 - follow steps listed above in *Instruction*
 - save as: Warhol Original_LastnameF
- crop image
 - open Warhol Original_LastnameF in Photoshop
 - go to File: Save As and change name to Warhol COB_LastnameF
 - make sure the Save As Type is set to Photoshop
 - select the Crop tool from the Toolbar
 - go to the Select Preset pull-down menu in Options bar at the top and select W x H x Resolution
 - set crop dimensions
 - enter 2.75 in for width, 3.5 in for height and 300dpi for resolution
 - you must type "in" for inches after the number to change the units to inches
 - or use 825 pixels for width and 1050 pixels for height
 - approve crop with instructor

procedures continued on page 2

> andy warhol

- create COB
 - set up layers
 - create COB layer
 - double click on Background layer and rename as COB
 - create layer mask by going to Layer: Layer Mask: Reveal All
 - create Tile layer
 - create a new layer, name it Tile and move underneath COB layer
 - fill Tile layer with high intensity color (magenta, bright green, etc.)
 - set Foreground Color to White and Background Color to Black
 - you can do this by pressing Ctrl + D on your keyboard
 - perform COB
 - select Layer Mask and use the Shift-Click technique demonstrated in *How to COB a Person* video
 - refer back to video are you create your COB
 - approve COB with instructor
- create artwork
 - see tutorial beginning on page 4
 - approve artwork with instructor

> Warhol COB requirements:

- file specifications
 - file is named Warhol_COB_LastnameF
 - document is exactly 2.75 in by 3.5 in at 300 dpi (or 825 pixels by 1050 pixels)
 - only two layers exist and both are named properly (COB and Tile)
- COB
 - Layer Mask is saved properly
 - mask is present and can be toggled between visible and hidden for grading
 - COB is accurate (instructor's discretion)

> Warhol final artwork requirements:

- file specifications
 - file is named Warhol_LastnameF
 - document is exactly 5.5 in by 7 in at 300 dpi (or 1650 px by 2100 px)
 - all layers are named appropriately
- individual tiles
 - minimum four different colors
 - three on face plus one for background
- composition
 - color interaction between tiles work together seamlessly as a single composition
 - no individual tile creates dominance (is distracting)
 - colors are similar in intensity
 - seeming as though they were chosen from the same "palette"
 - utilizes strong color variety
 - no color dominance (no color feels "overused")

> who was andy warhol?



Andy Warhol was born August 6, 1928 in Pittsburgh to Slovakian immigrants. At the age of 8 he contracted a disease of the nervous system that left him bedridden for months.

He read comic books and magazines to pass the time, planting the seeds for his "pop culture" art style years later. His mother, who was an artist, taught him how to draw and he fell in love with it. At age eight, he received his first camera and took up photography.

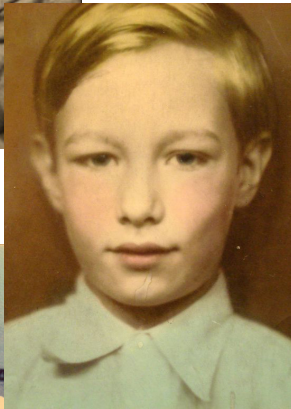
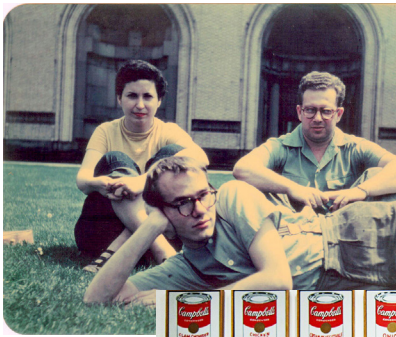
At 14, his father passed away, affecting him deeply. In his will, his father left his life savings to pay for Andy's college education. After high school, Warhol enrolled at the Carnegie Institute, now known as Carnegie-Mellon, to study pictorial design.

He graduated in 1949 and moved to New York City to become a commercial artist. He was hired at Glamour magazine where he found great success. He later began focusing on his painting, and in 1961, he developed his "pop art" style that focused on aspects of popular culture such as mass-produced items like Campbell's soup and Coca-Cola. He also painted celebrities such as Marilyn Monroe and Elvis. Later, he began publishing books and even branched into filmmaking.

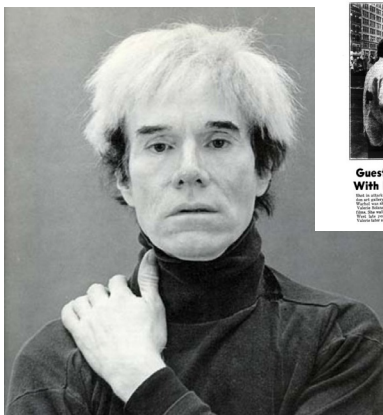
In 1968, Valerie Solanas, who was a minor part of his studio known as the Factory, became upset when he refused to return a copy of one of her scripts she gave him. She came back later and shot him in the chest, nearly killing him. The near-death experience had a profound effect on his life and work.

In February 1987, Warhol was recovering from routine gall bladder surgery when he died unexpectedly in his sleep.

Today, Andy Warhol is considered the father of "pop" art and one of the most famous American artists of all time.



**ACTRESS SHOOTS
ANDY WARHOL**
Cries 'He Controlled My Life'



> step 1: set up file

> save duplicate file

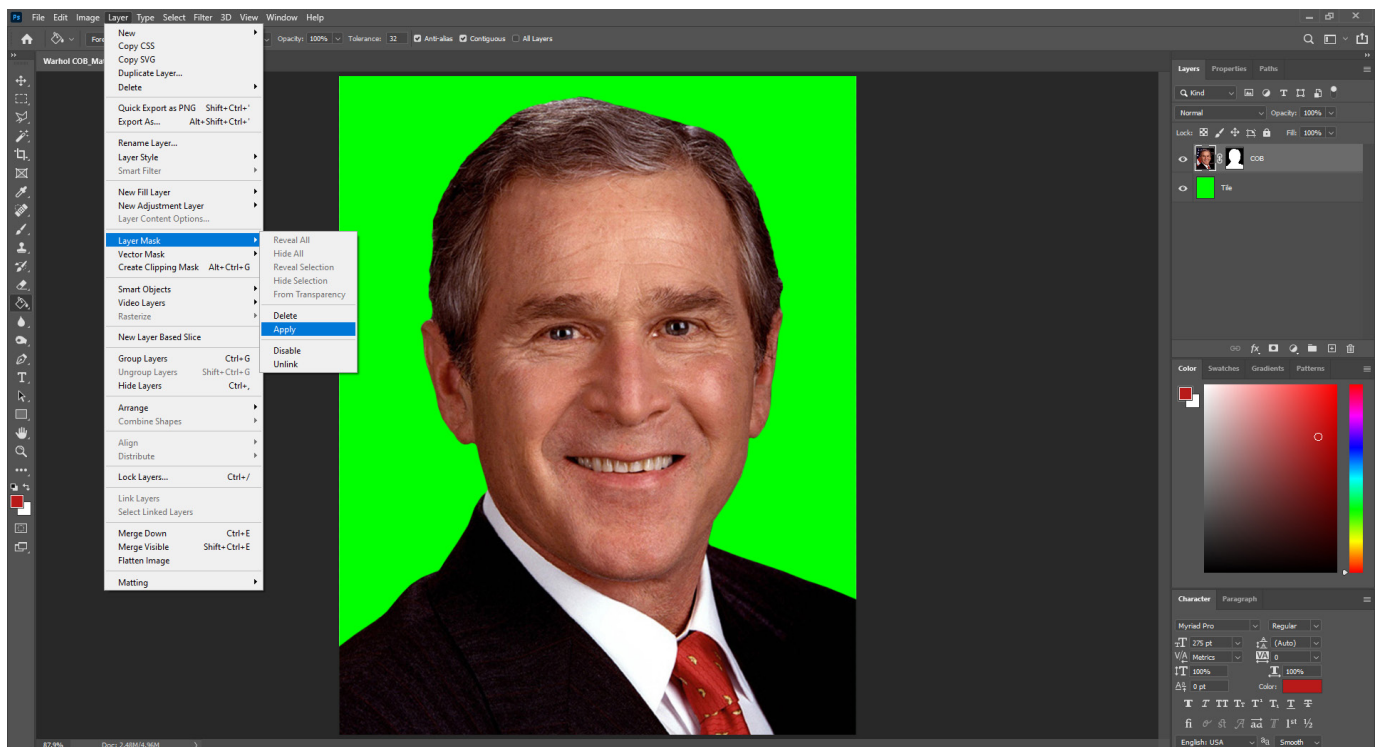
- open Warhol COB_LastnameF
- go to File: Save As and change the name to Warhol Tile_LastnameF
this will create a duplicate with the new name

> name layers

- name your headshot layer "COB"
- name your background layer "Tile"

> apply layer mask

- go to Layer window and select COB layer
- go to Layer menu (top) then select Layer Mask: Apply
or go to the Layers window and right click on Layer Mask box and select Apply Mask



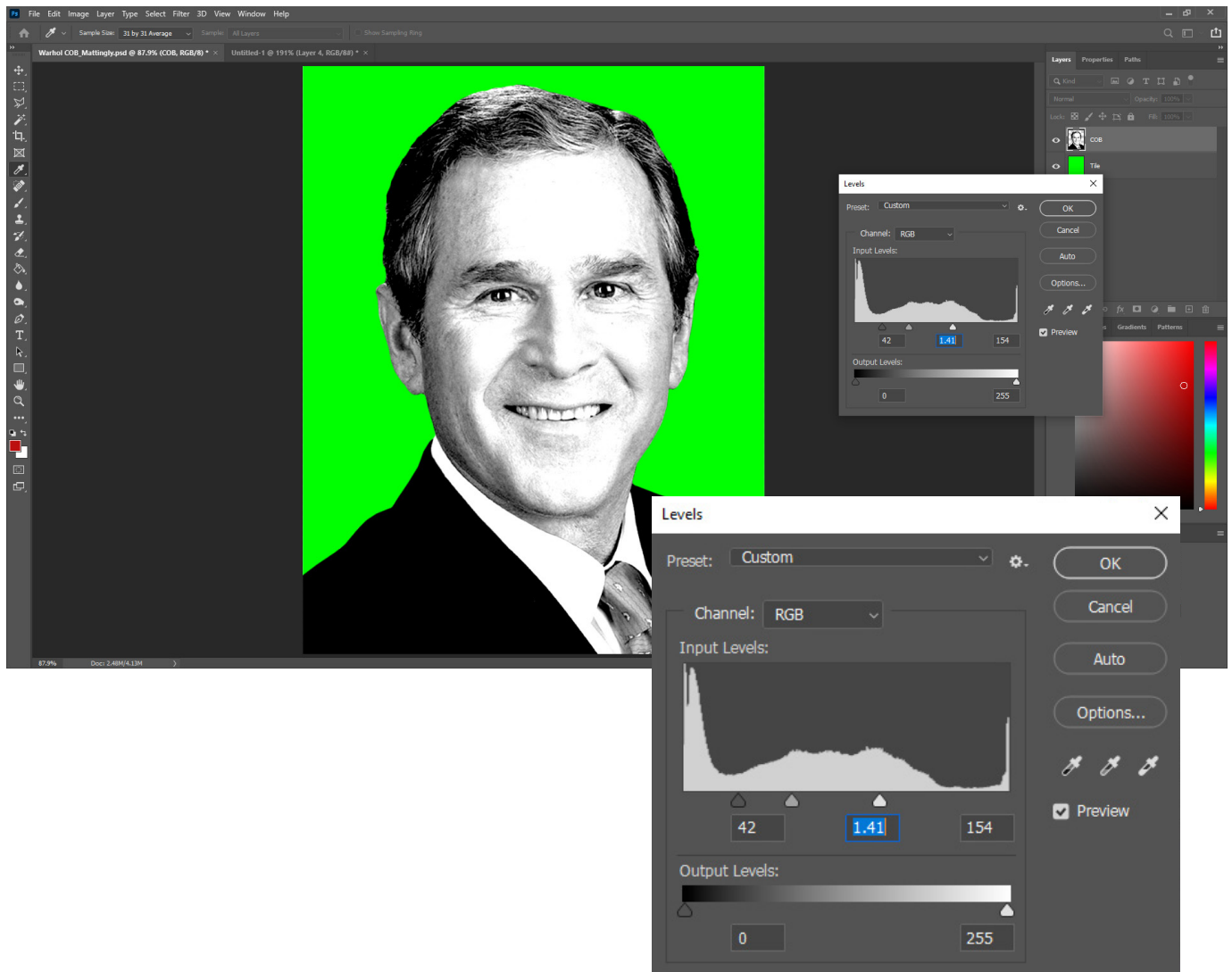
> step 2: create values

> desaturate image

- make sure COB layer is selected
- go to Image menu (top) then go to Adjustments and select Desaturate

> adjust values

- go to Image menu (top) and select Levels
- move the dark and light pyramids (under graph) inwards then adjust midtone pyramid to achieve desired look
 - you want mostly black and white areas with a small amount of gray
 - although your image looks very different from the example, try to achieve the same look
 - do not go by example numbers (47-1.41-154)
 - every image is different and will need individualized adjustments
- approve with instructor



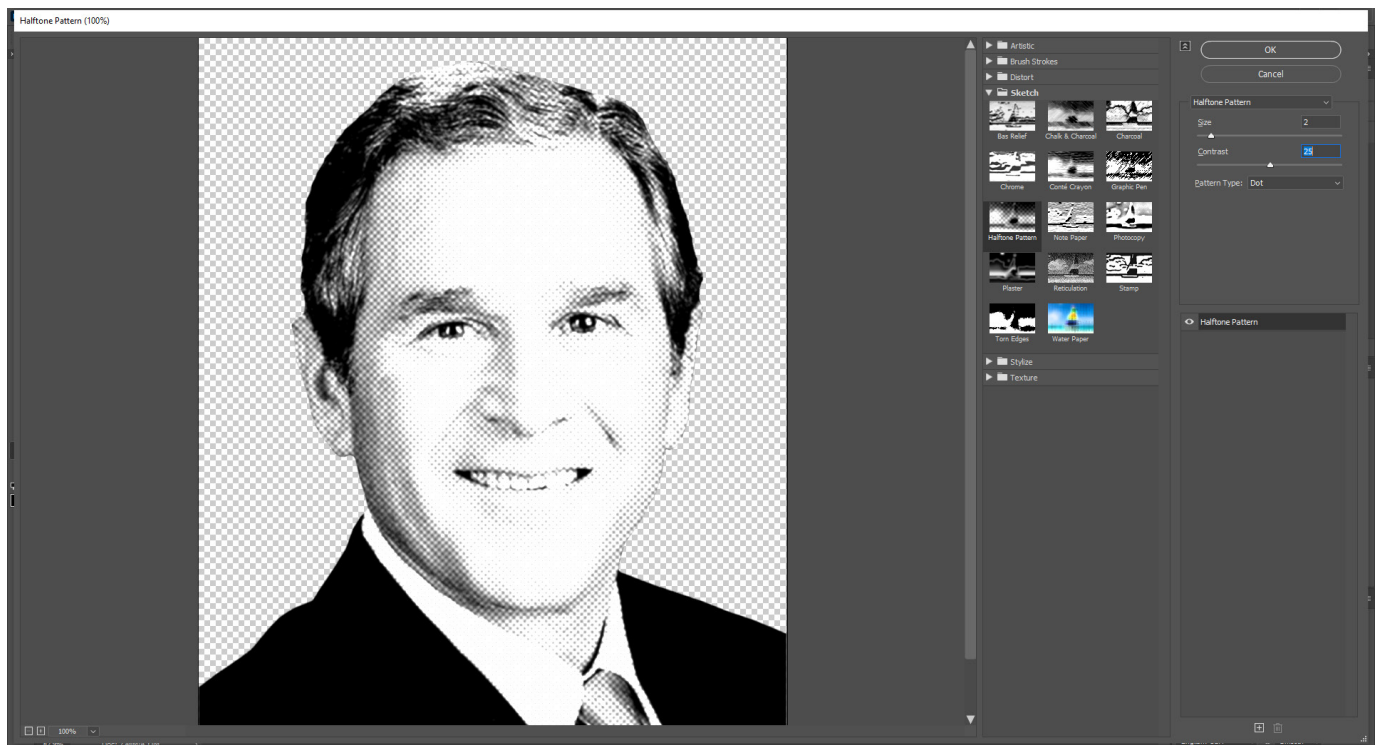
> step 3: create dots

> note

- this step is optional
 - try it but if you do not like the results simply undo and move on to step five

> add halftone pattern

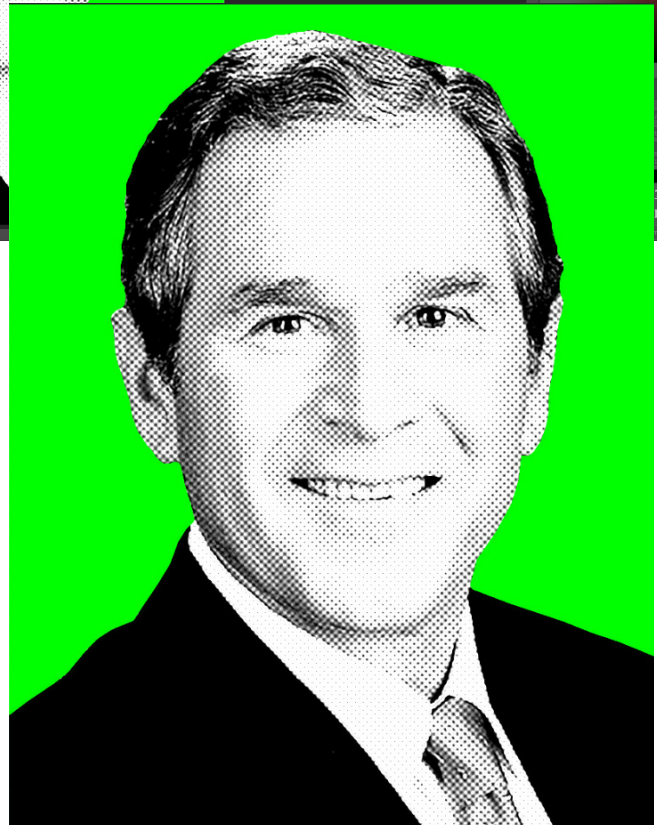
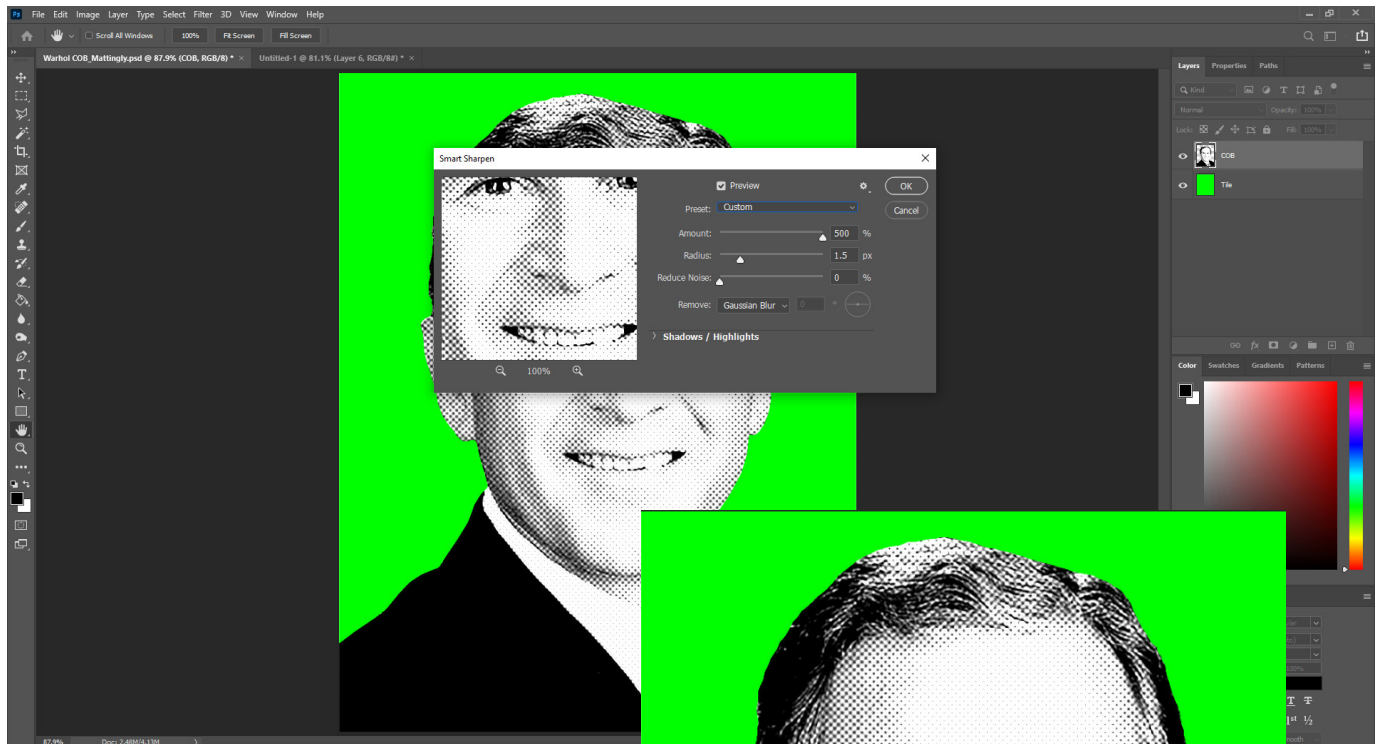
- set your foreground colors to Default black and white
 - click on the small black and white icon above the Color Picker in the toolbar or simply press D on your keyboard
- go to Filter menu (top) and select Filter Gallery
- go to Sketch and select Halftone Pattern
 - set Size to 2
 - adjust Contrast to taste
 - do not go by example number (50)
 - every image is different and will need individualized adjustments
 - set Pattern Type to Dot



> step 4: sharpen dots

> sharpen halftone pattern

- go to Filter menu (top) and select Sharpen: Smart Sharpen
 - use the exact values shown in the image below
 - set Amount to 500%
 - set Radius to 1.5 px
 - set Reduce Noise to 0%
 - set Remove to Gaussian Blur



> step 5: paint colors

> create paint layer

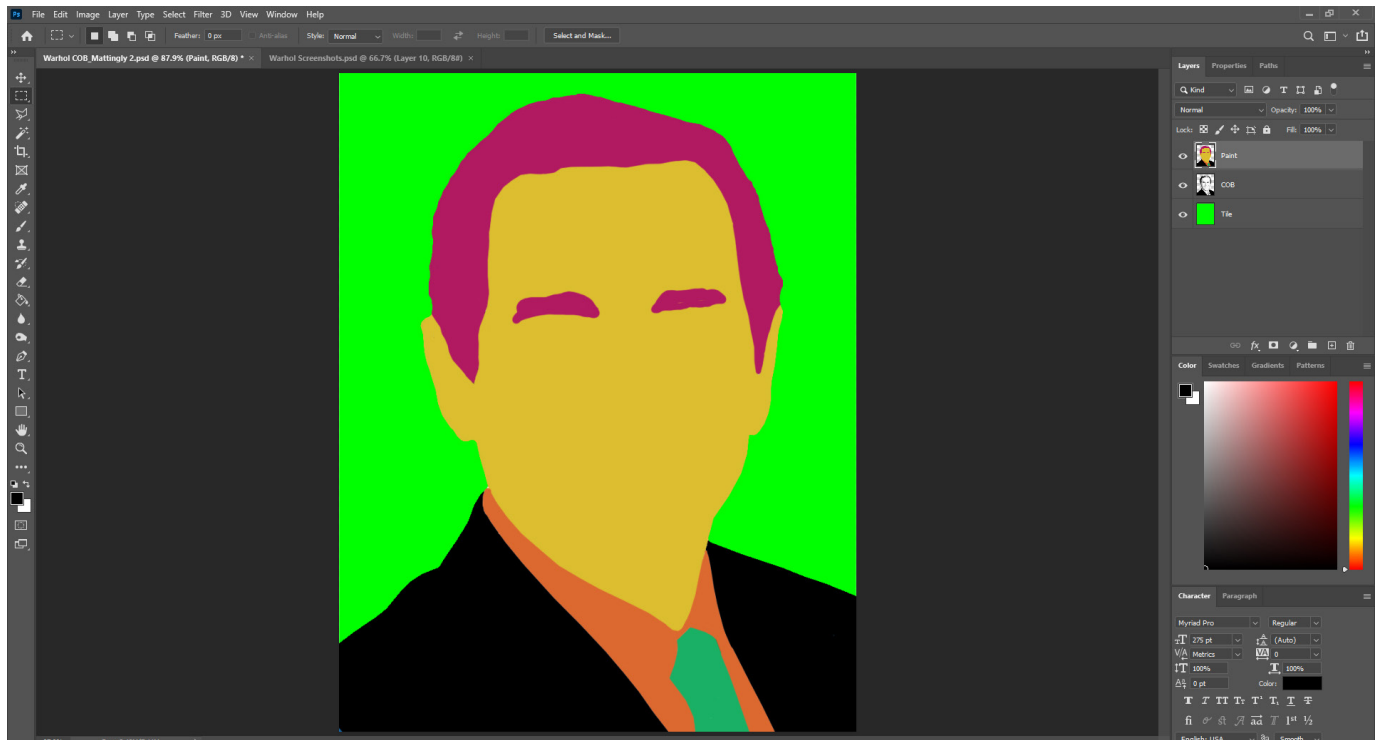
- go to Layer menu (top) and New: Layer
 - or use the keyboard shortcut Shift + Ctrl + N
 - or go to the Layer window and select the menu (three lines in top right corner of window) and select New Layer
 - or go to the Layer window and select the Create a New Layer icon (plus symbol) to the left of the Trash Can
- name new layer as Paint and move to the top of the layer order

> set up paint brush

- select the Brush tool from the Toolbar
- go to the Brush Preset Picker menu located in the Options Bar (top)
 - set brush size according to the area you are painting
 - set Hardness to 100%
- set Mode to Normal and make sure Opacity and Flow are each set to 100%

> paint colors

- create a Marquee around the edge of your COB by pressing Ctrl while clicking on your COB layer thumbnail
 - this will prevent you from painting outside the contour of your person
- reselect your Paint layer
- use the Shift + Click Technique to paint in each area you want to designate in your COB
 - area areas of color should have crisp edges and no empty gaps in between
 - minimum three areas of color
 - typical areas include: skin, hair, eyebrows, eyeshadow, lips(tick), shirt
 - each area should be a completely different color



> step 6: separate colors

> set magic wand tool

- select Magic Wand tool from the Toolbar
 - fourth tool down (just after Lasso tool) and maybe hiding underneath the Quick or Object Selection tools
- go to the Options bar (top)
 - set Sample Size to Point Sample
 - set Tolerance to 32
 - make sure Anti Alias and Contiguous are both checked

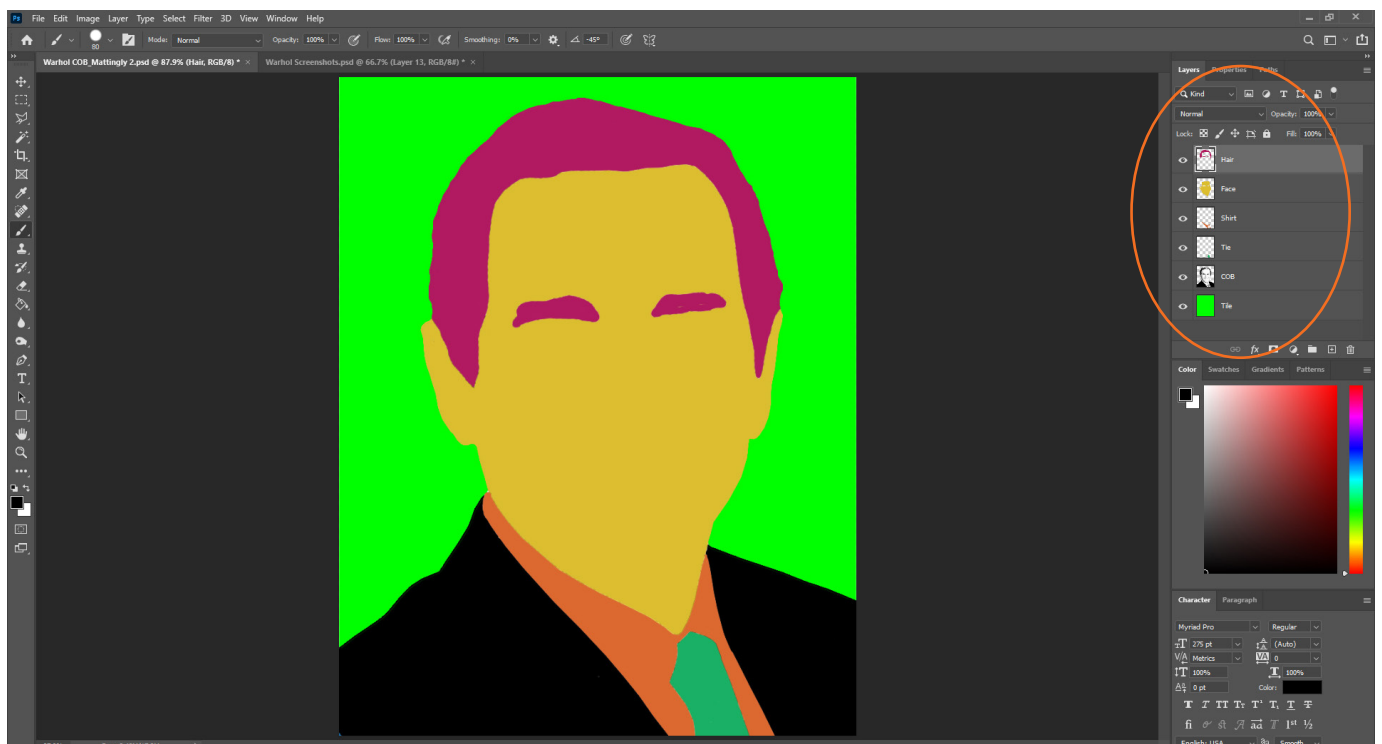
> select first color

- use the Magic Wand tool to select a color
 - this will create a marquee around the color
 - if one color is in multiple areas hold Shift and select additional areas (see right)



> separate color into own layer

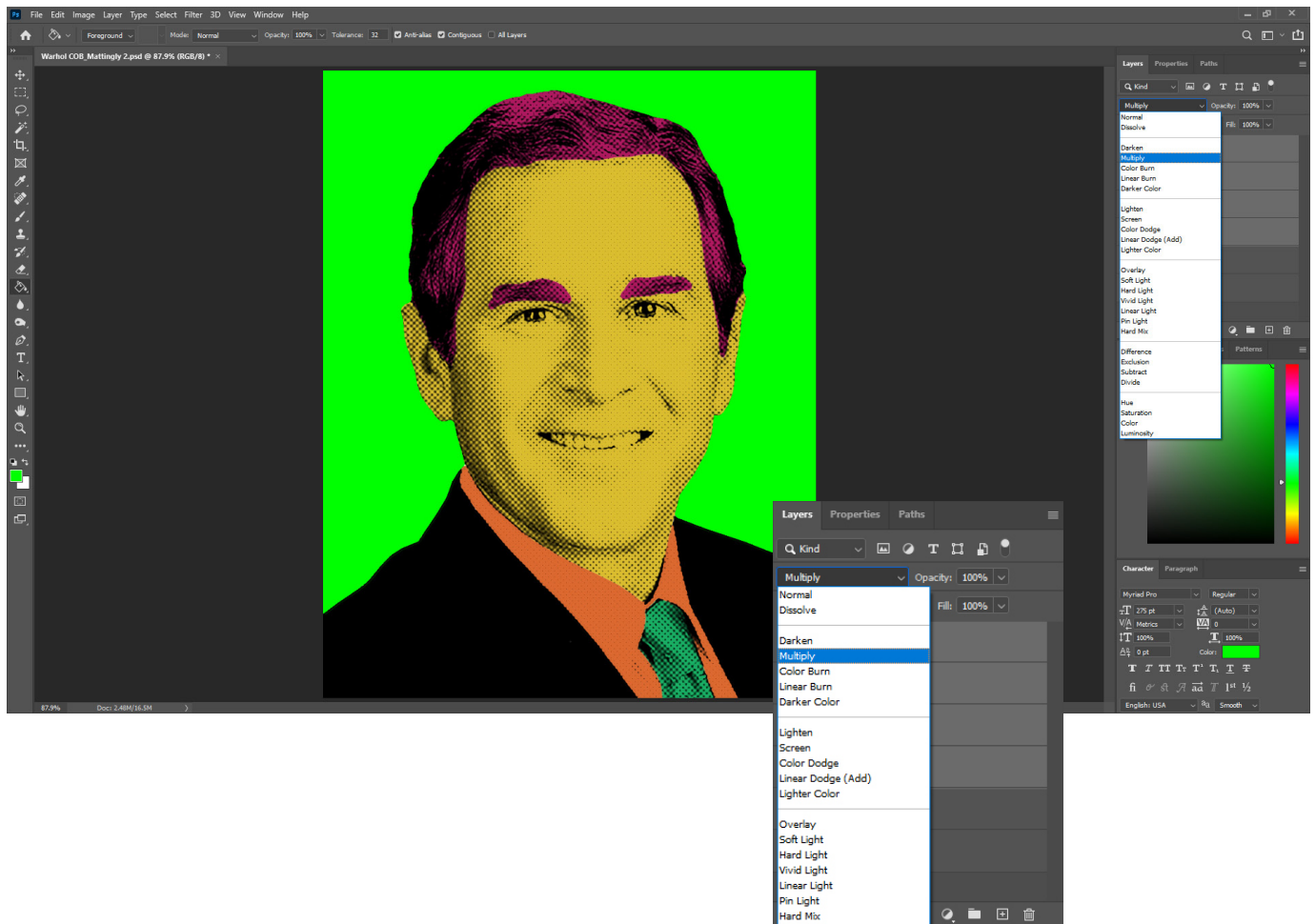
- create a new layer and name it appropriately (for example "Hair" for hair)
- select Cut by pressing Ctrl + X or go to Edit menu (top) and select Cut
- go to Edit menu (top) and Paste Special and select Paste in Place (or press Shift+ Ctrl + V)
 - this will place the color shape(s) in the exact same place
 - be aware that Paste (Ctrl + V) simply places in the center of the monitor
- repeat this for all colors
 - see image below for an example



> step 7: set blend modes

> show COB layer through colors

- select each of your color layers
 - select the top color layer, hold Shift, then click on bottom most color layer or press Ctrl and click on each layer
 - do not select your COB or Tile layers
- change layer blending mode from Normal to Multiply
 - this will allow the COB layer to show through your various color layers



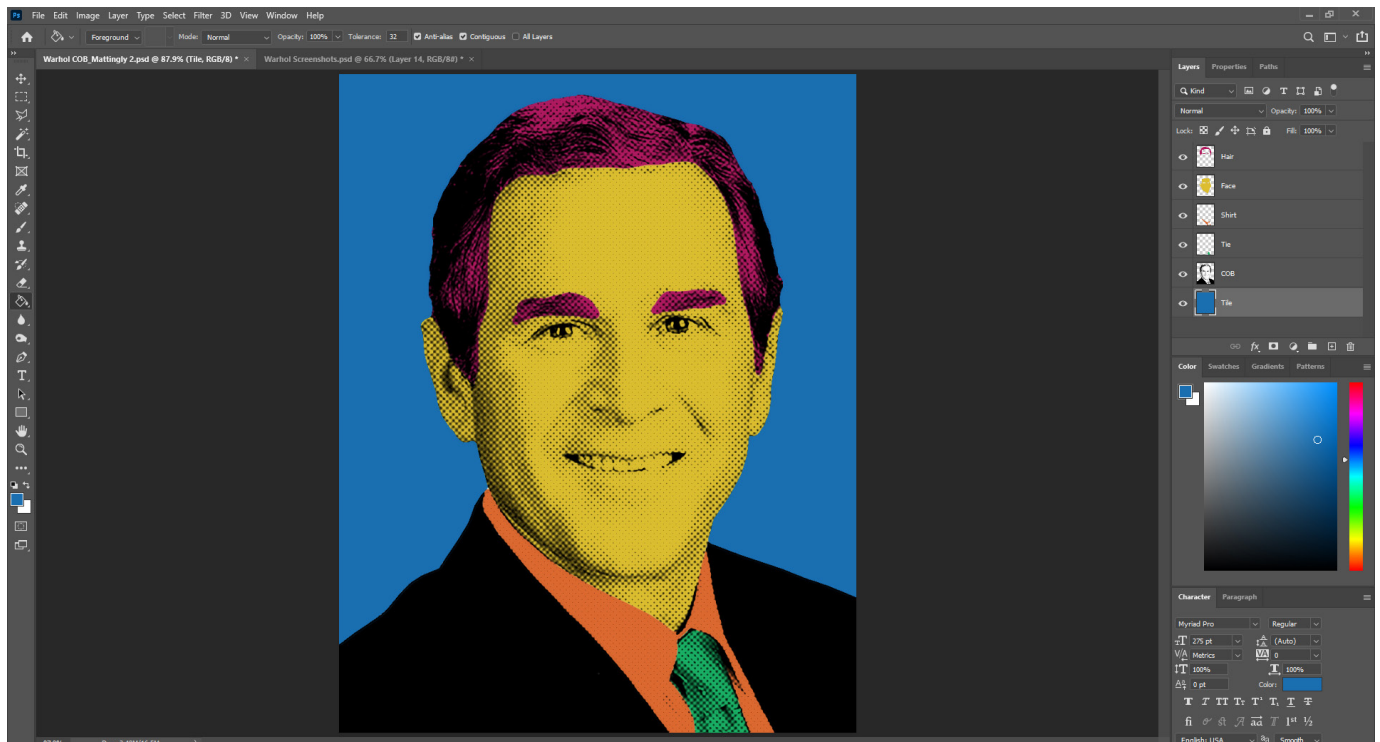
> step 8: color tile

> change tile color

- select your Tile layer
- open Color Picker
- select color that is different from your various COB colors
- select Paint Bucket from Toolbar
 - maybe hiding underneath Gradient tool
- click anywhere inside Tile layer to change color

> review completed tile

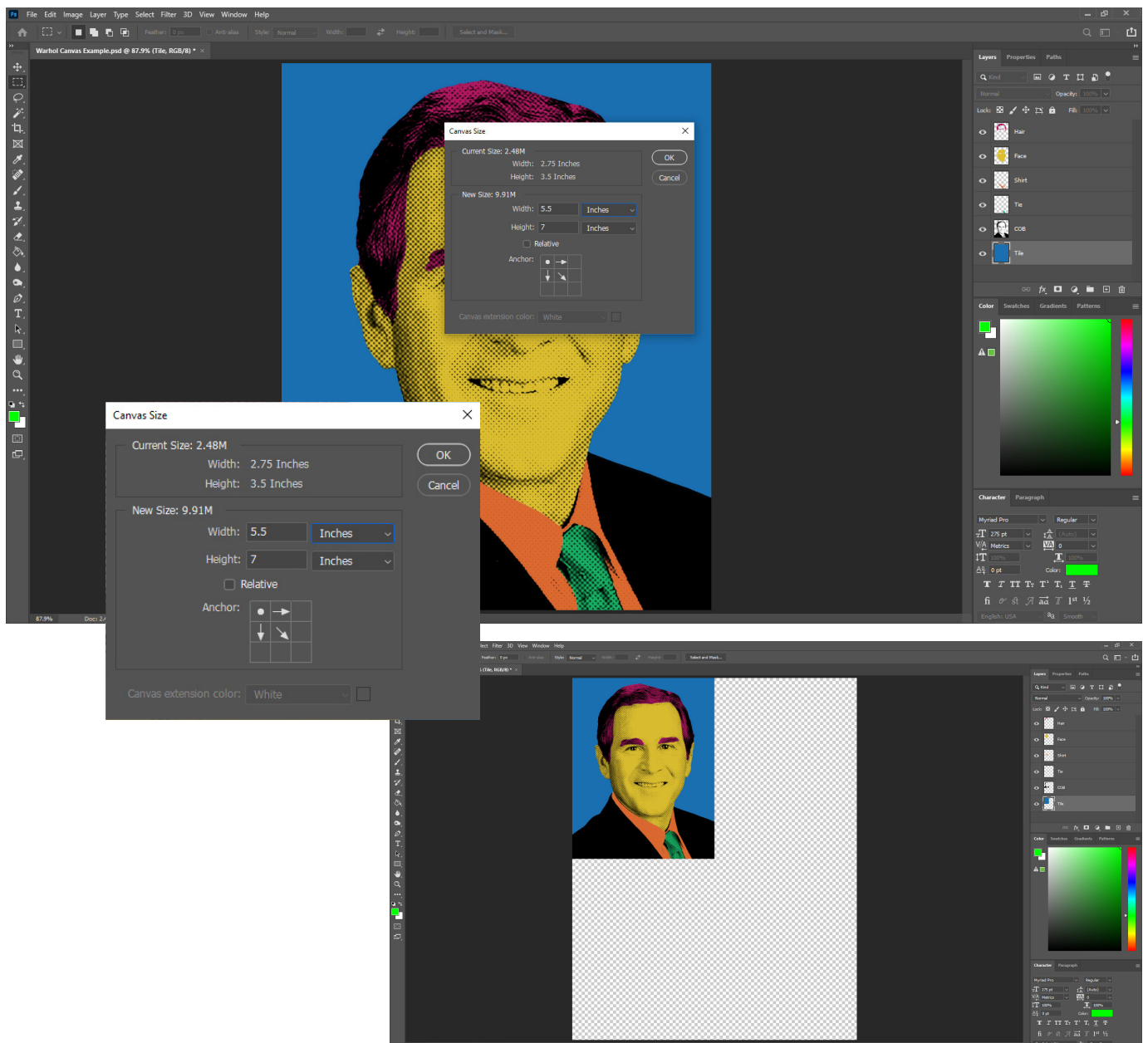
- double check layers
 - are all layers named properly?
 - Tile- solid color underneath all layers
 - COB- cut-out person reduced to black and white halftone patter
 - colors- each color on person is in separate layers named for what is overlaps
- double check color edges
 - make sure there are no empty gaps between where colors touch
- approve completed tile with instructor



> step 9: expand canvas

> expand canvas

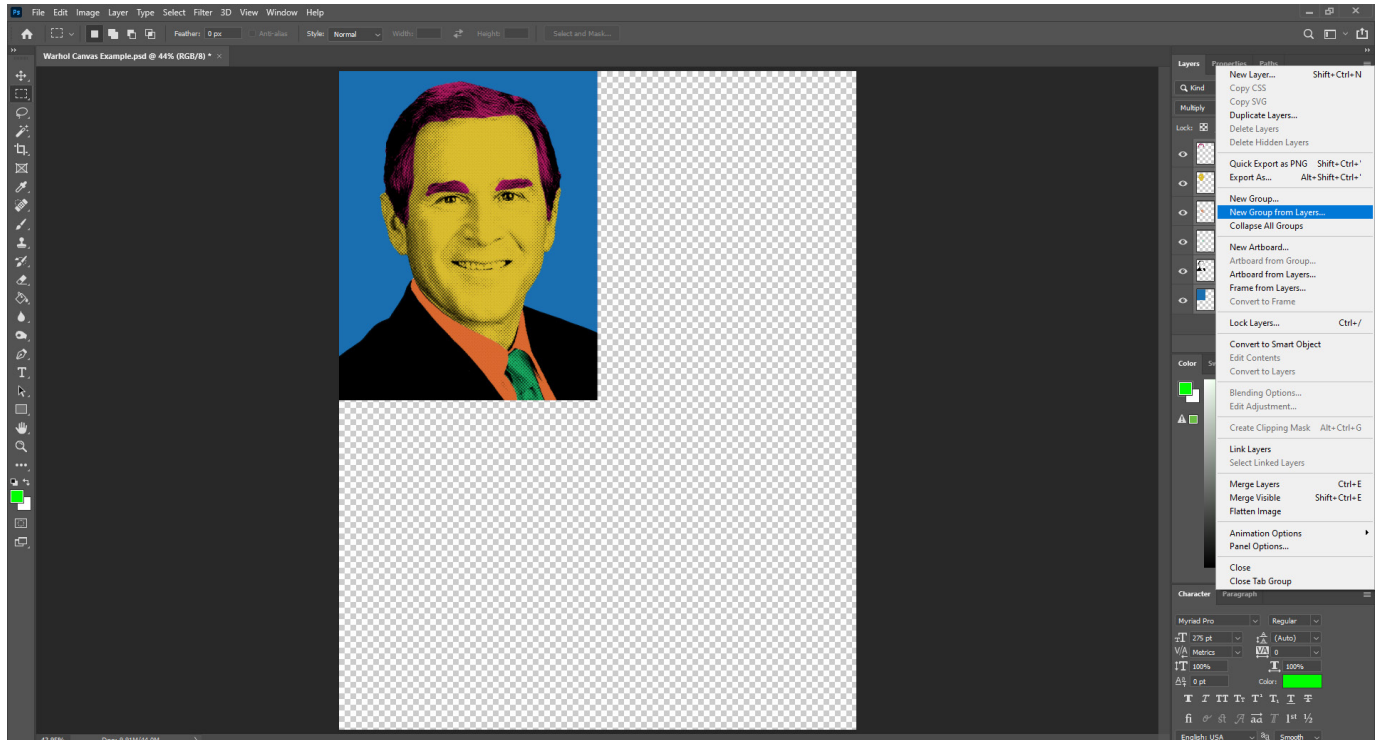
- go to File: Save As and change the name to Warhol_LastnameF
this will create a duplicate with the new name and serve as the final artwork file
- go to Image menu (top) and select Canvas Size
- set units to Inches
- set Width to 5.5 and set Height to 7
- set Anchor to top left corner
 - the top left corner will change to a dot with three arrows pointing away from it
- click OK
 - this will double the size of the document allowing room for four more tiles
 - background should be transparent (checkerboard)



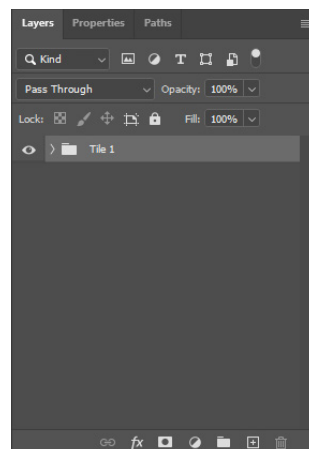
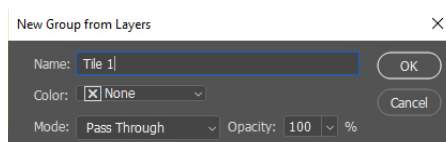
> step 10: group layers

> create group for layers

- select all layers (including COB and Tile)
- go to Layer window sub menu (three lines in top right corner) and select New Group From Layers
 - or you may go to the Layer menu (top) and select New: Group From Layers



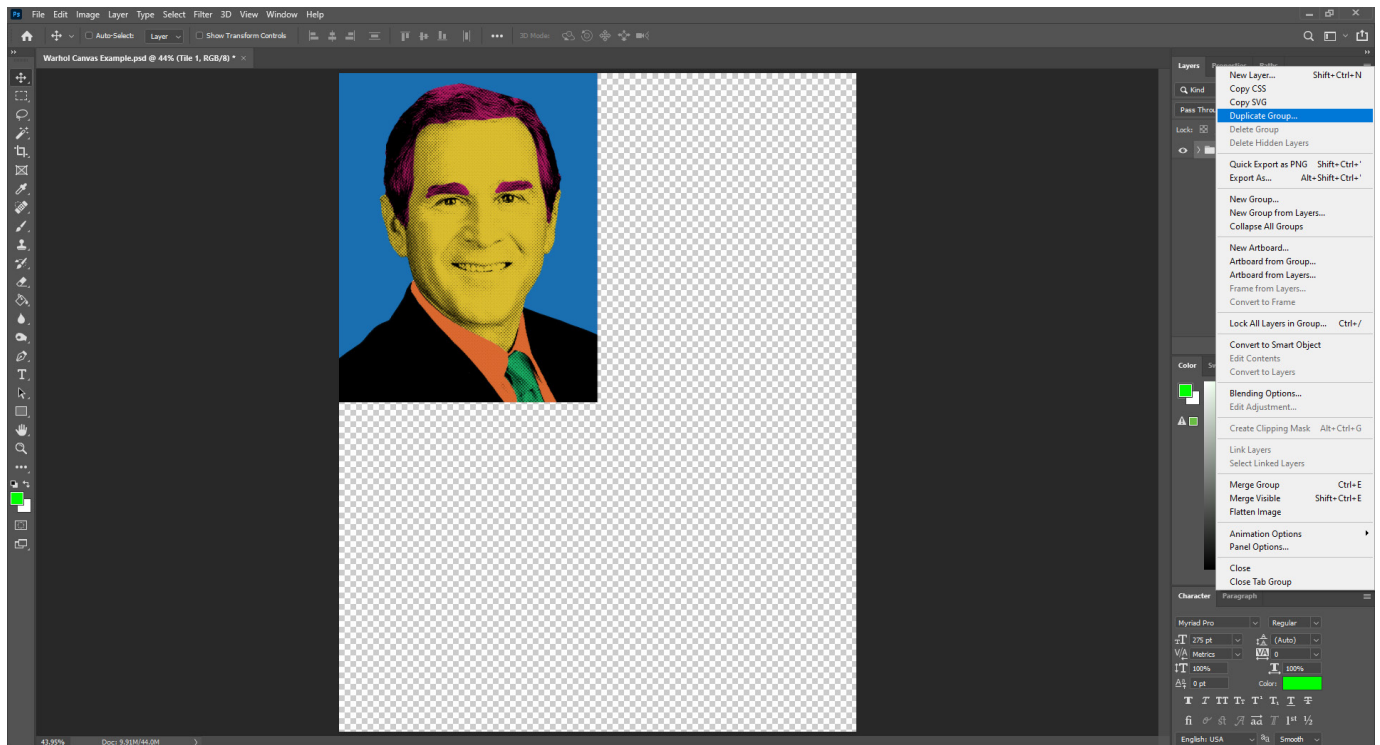
- change name to Tile 1 in dialog box and press OK
 - this will put all of your layers in a folder named Tile 1



> step 11: copy group

> duplicate Tile 1 group folder

- select Tile 1 group
 - go to Layer window sub menu (three lines in top right corner) and select Duplicate Group
 - name as Tile 2
 - move underneath Tile 1
 - be careful not to place inside Tile 1
- if you do simply Undo (Ctrl + Z) and try again



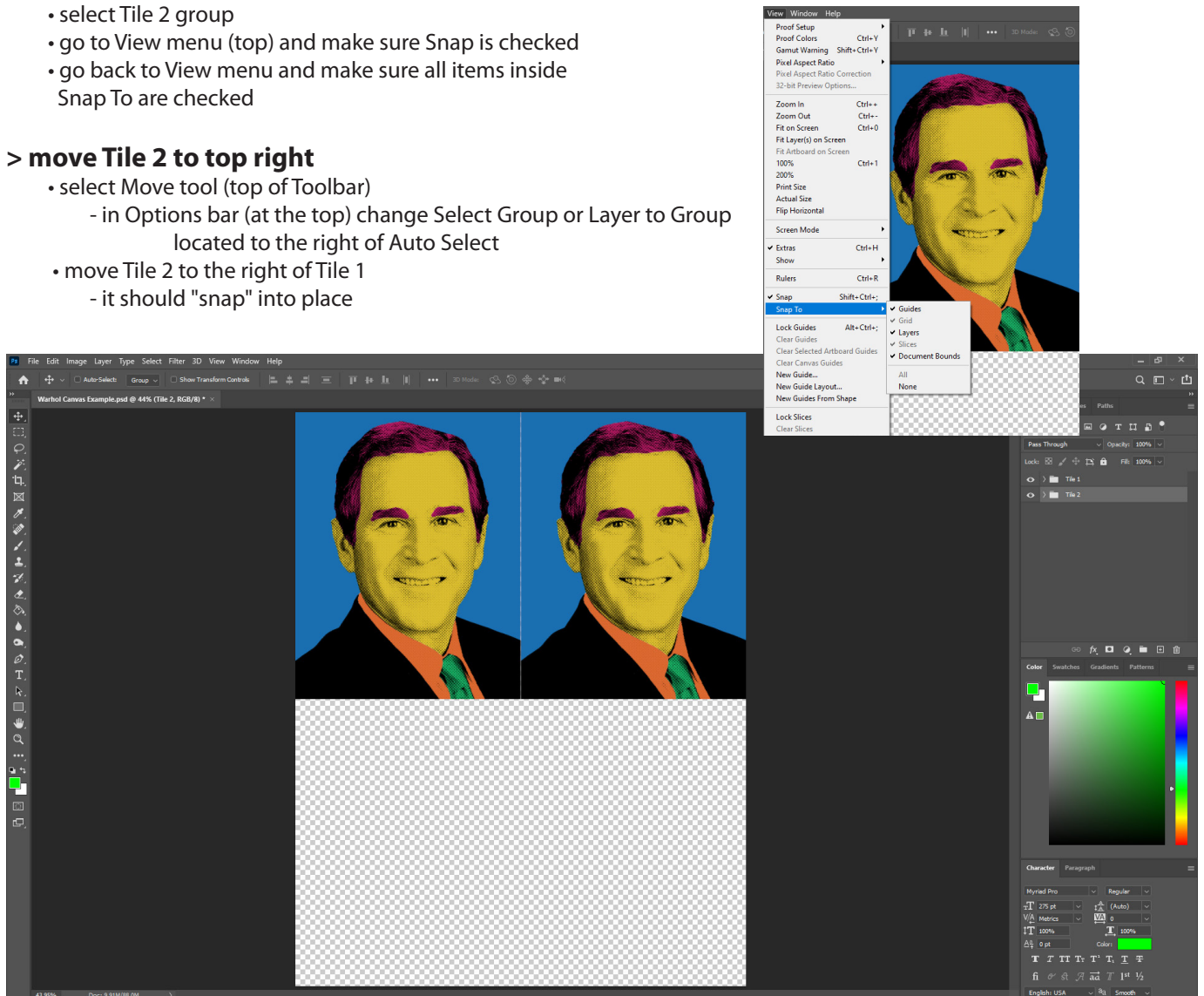
> step 11 cont.: copy group

> set Snap and Snap To

- select Tile 2 group
- go to View menu (top) and make sure Snap is checked
- go back to View menu and make sure all items inside Snap To are checked

> move Tile 2 to top right

- select Move tool (top of Toolbar)
 - in Options bar (at the top) change Select Group or Layer to Group located to the right of Auto Select
- move Tile 2 to the right of Tile 1
 - it should "snap" into place



> complete canvas

- repeat steps for Tile and Tile 4
 - your layer groups should be in numerical order in the Layers window
 - Tile 1 should be top left, Tile 4 bottom right
- check this by hiding and showing each layer by clicking on the eye next to each layer

> important!

- see next page for error check

> step 12: check edges

> something look wrong?

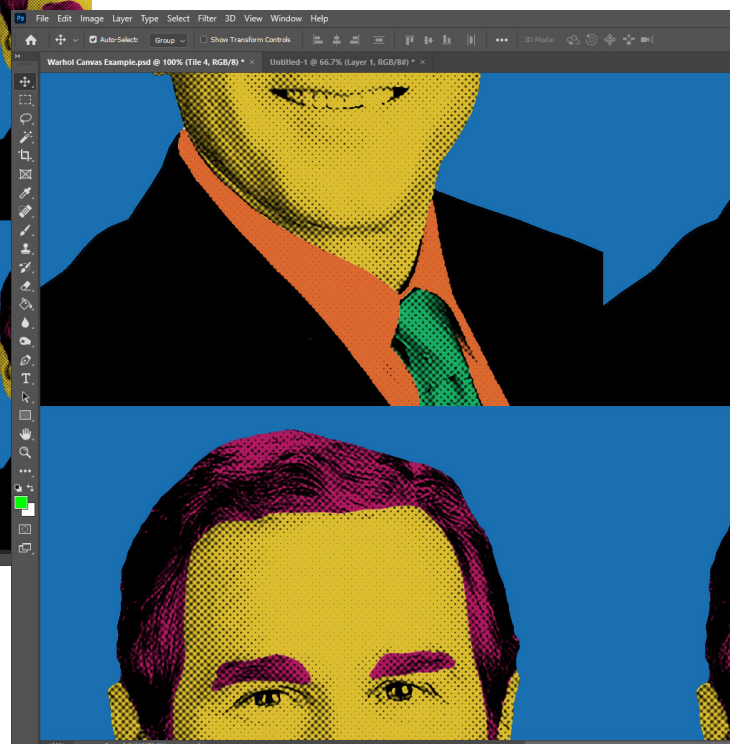
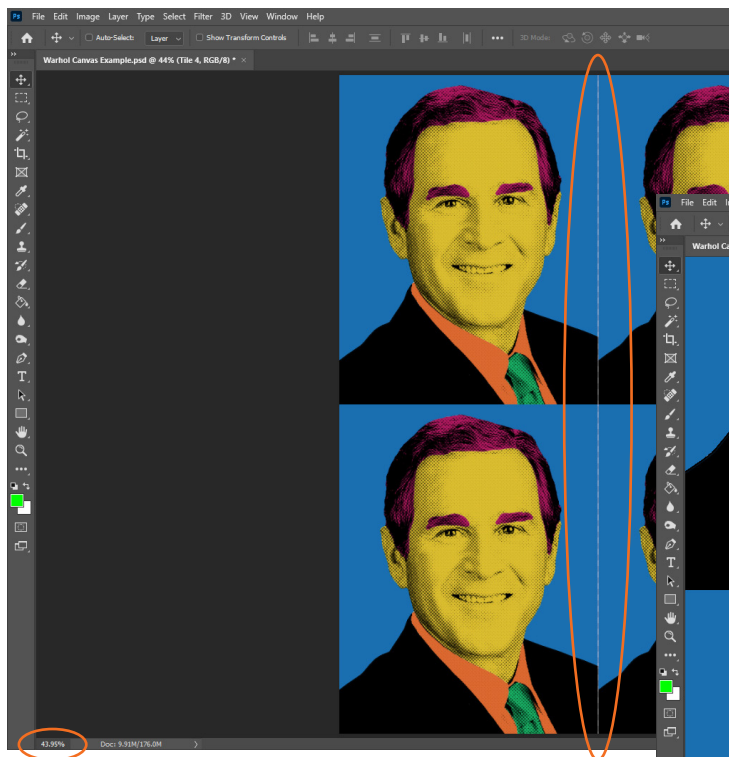
- once you place Tiles 2-4 you may notice what appears to be a gap between them
 - but when you zoom in to check the gap disappears, only to reappear when you zoom out (Ctrl + 0) again

> potential screen 'error'

- the pixels of your document may not always line up with the pixels of your screen
 - when that happens the monitor may show your document incorrectly
 - remember- pixels can only be one color; if more than one document pixel occupies one monitor pixel, the monitor has to choose which color to show
- this is due to your zoom percentage
 - generally, document pixels only line up with your monitor at 50%, 100%, 200%, 300%, etc.
 - 100% is always accurate
 - check the Zoom Percentage window at the bottom left of the program screen

> how to check for potential errors

- change your zoom to 100%
 - you can do this by going to the View menu (top) and selecting 100% (Ctrl + 1)
 - or you may type 100% in the Zoom Percentage window at the bottom left
- if the 'error' disappears and everything looks right, there is no error
- if the error is still there at 100% you have a mistake that needs to be corrected
 - this is an important this to remember for all Photoshop documents



notice how at 43.95% there appears to be a gap between tiles but at 100% everything is correct; remember- if it's correct at 100% then it's correct!

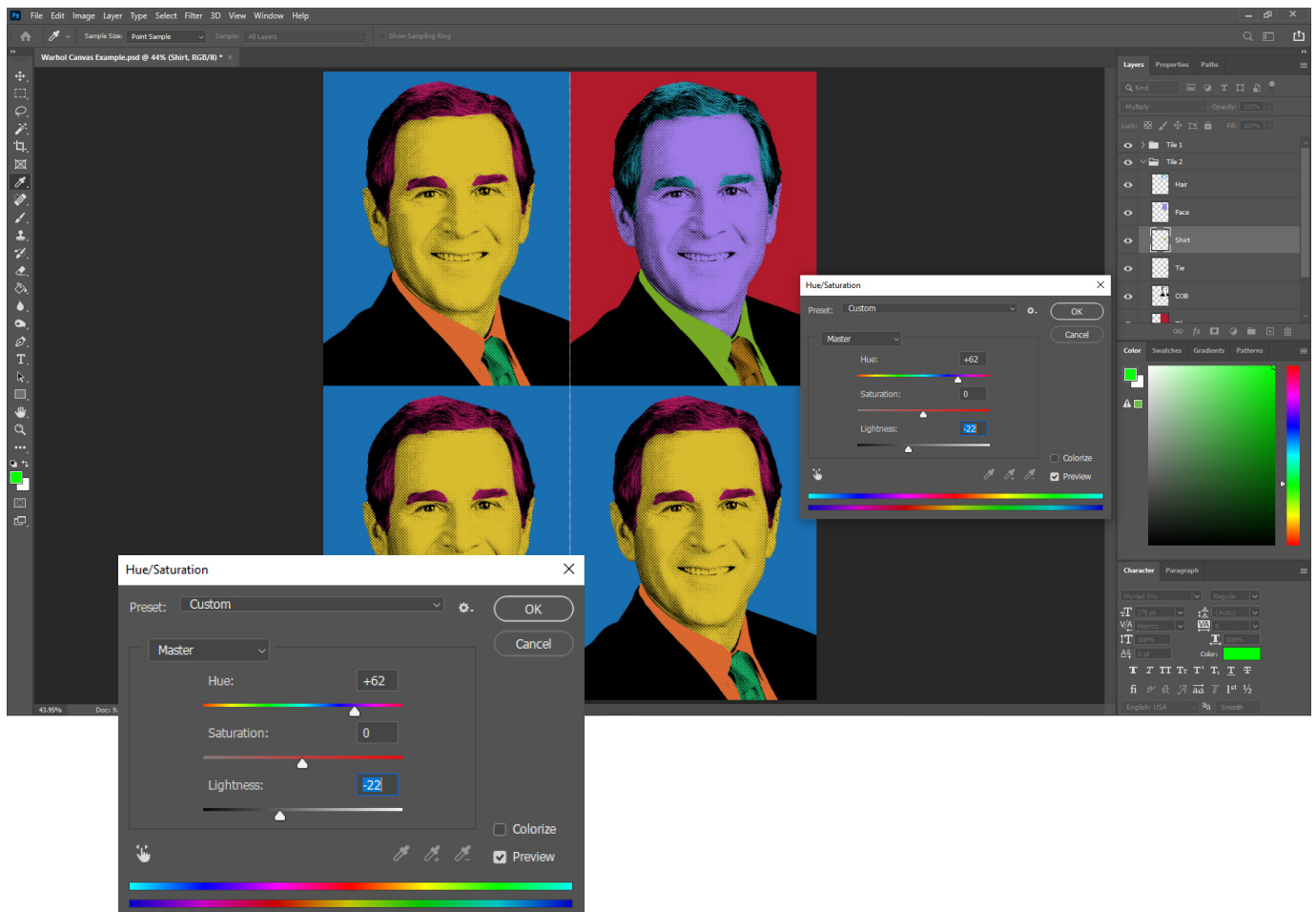
> step 13: change colors

> review tile color requirements

- each tile must have a minimum of four *completely different* colors
 - three on the face plus background tile
- colors are similar in intensity
 - seeming as though they were chosen from the same "palette"
 - refer to *Color Options* chart on page 18
- utilizes strong color variety
 - no color feels "overused" (instructor's discretion)
 - white and black (which is already being used in the COB layer) cannot be used
 - refer to *Color Options* chart on page 18
- no individual tile creates visual dominance
 - one tile should not distract and pull your attention away from the other three

> change colors

- select desired layer
- go to Image: Adjustments: Hue and Saturation (Ctrl + U)
 - adjust Hue, Saturation and Lightness sliders to taste
- repeat for each color layer in each tile
 - do not add color to the COB layers

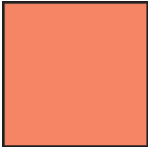


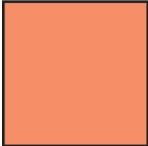


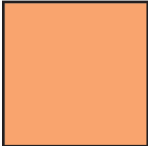


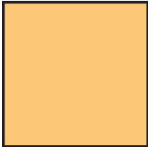

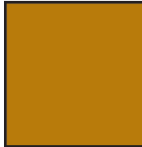
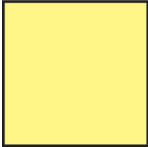
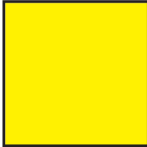

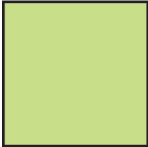


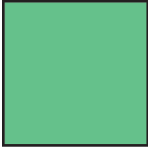
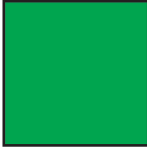

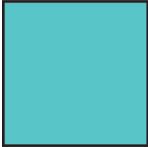
















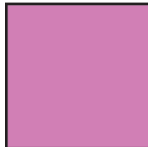

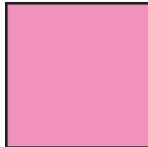











> color options

Choose either the Tints, Pure Hues or Shades column and remain consistent throughout entire composition as much as possible. Use as many different colors as possible. Do not use white or black (which is already being used in the COB layer).

CORE COLORS:
Use each of these once
for strong color variety!

1. Red
2. Red-Orange
3. Orange
4. Yellow-Orange
5. Yellow
6. Yellow-Green
7. Green
8. Blue-Green
9. Blue
10. Blue-Violet
11. Violet
12. Red-Violet
13. Cyan
14. Magenta/Pink
15. Gray
16. Brown

Tint	Pure Hue	Shade
		
		
		
		
		
		
		
		
		

Tint	Pure Hue	Shade
		
		
		
		
		
		
		
		

do not use
black or
white

> andy warhol example



This example is successful because...

- each headshot uses a minimum of three distinctly different colors (and are apart from each other on the color wheel)
- each background tile color is distinctly different from the colors in the headshot
- color saturation levels are consistent (all the colors have the same amount of vibrance/saturation)
- no individual tile dominates the others by standing out too much; all six tiles work together as one total piece