

# > vector portrait

## > objective(s):

Students will create a stylized graphic from a selected photograph matching contours, colors and values

## > curricular focus:

This lesson emphasizes use of the Pen tool, reducing gradients into patches of flat color, current trend of transforming photographs into vector graphics

## > specifications:

application: Adobe Illustrator CS3

save as: Vector Portrait\_LastnameF.ai

dimensions: document- 10" x 7"

source image crop- 5" x 7" (crop in Photoshop)

color mode: CMYK

## > instruction:

- review Pen tool and Pathfinder palette
- review previous student works as exemplars for this project
  - discuss how to determine edges of color to replace gradients
  - Photoshop Cutout filter

## > procedure:

- select image
  - image must be large format and already cropped relatively close to the head
  - save as: Vector Portrait Original\_LastnameF.jpg
- crop image
  - open image in Photoshop
  - set crop specifications
    - width: 5 | height: 7 | resolution: 300
  - crop as a traditional portrait
    - ideally leave a little room above head (but it may be cropped slightly into)
  - need neck and small amount of shoulders to rest on
  - approve with instructor
- create Cutout filter result
  - open image in Photoshop
  - go to Filter: Artistic: Cutout
    - select parameters that give you the color separation look you find is aesthetically pleasing
      - levels: 7-8 | simplicity: 4-6 | fidelity: 2-3
  - approve with instructor
  - save as: Vector Portrait Cutout Filter\_LastnameF.jpg
- print Vector Portrait Cutout Filter image
  - open image in Photoshop
  - desaturate image (go to Image: Adjustments: Desaturate)
  - unlock image layer (double click on Background layer and rename Layer 0)
  - create a new layer, fill it white and move it under Layer 0
  - decrease opacity of image
    - drop opacity until can just make out the lines of the value contours
    - ignore hair, clothes and background
  - go to File: Print
    - all defaults are correct (just press "Print")

*continued on page 2*

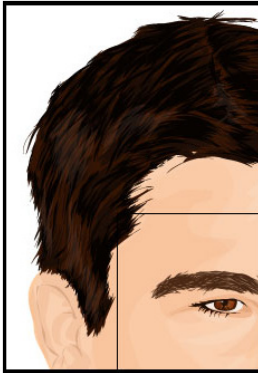
# > vector portrait

- draw value band contours
  - analyze original image as well as cutout filter result (full opacity)
  - determine where value change bands should go and pencil them in
    - do not simply re-trace the cutout filter result
    - if it were entirely accurate you wouldn't be doing this step
    - lines should be smooth and curved
    - all value lines are closed shapes that lie entirely within other value shapes
    - like a topographical map
  - you may need to do this multiple times until you get a good result
- set up document
  - see *Specifications* on page one
  - place source image (Vector Portrait Original\_LastnameF.jpg) to trace into document
    - go to File: Place and select image
    - embed the file by going to Window: Links: Embed Image
    - locate image precisely on right half of document using coordinates (Window: Transform) or Smart Guides
    - rename the layer "Original" and lock the layer
  - create reference image
    - duplicate "Original" layer then locate your duplicated image precisely on the left half of the document
    - rename the layer "Reference" and lock the layer
  - place Vector Portrait Cutout Filter image
    - go to File: Place and select image
    - embed the file by going to Window: Links: Embed Image
    - place outside document to the right for reference
- determine color palette
  - will you be using accurate colors from original image? or creative colors of your choosing?
    - accurate colors- use Eyedropper tool to select correct color and value for each area
    - this may take several attempts to get the right color/value
    - create colors- choose whatever colors you like for skin, hair, features, clothes
    - you only have to match values
  - approve choice with instructor
- create artwork
  - remember! continually refer to the cutout filter result and your preliminary sketch to guide you
  - you *cannot* trace the Vector Portrait Cutout Filter.jpg image
  - create skin
    - trace a exterior shape of the viewable skin area as one complete shape
    - add interior value contours (shadows and highlights)
  - create facial features
    - trace exterior shapes of eyes, lips, etc.
    - add interior value contours (shadows and highlights)
  - create clothes
    - trace exterior shapes of clothing
    - add interior value contours (shadows and highlights)

*continued on page 3*

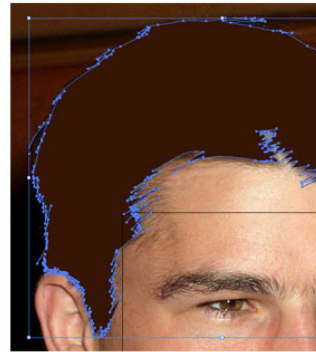
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- create hair using the technique shown in the tutorial below



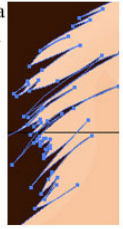
## Voxel Hair Tutorial

This is a tutorial about how to do the hair in this voxel of Josh Hartnett. The same thing can be done for long hair or different color hair, because it's pretty much the same technique. I use Adobe Illustrator, but I'm sure you can adapt this to PSP or PS. Just some general tips. If you're just starting out with hair it's easiest to do a guy with brown hair, just because they have shorter hair and dark brown hides a lot of mistakes.



## Step 1

Trace around the hair. But make the edges jagged. Because if you look at someone's hair it's not made up of perfectly straight lines. Also make the spikes kinda small, the picture on the right is at about 400%.



Color: #351504



## Step 2

Now you want to put in some detail. To do this you want to make little patches of a darker color, that follow the direction the hair is growing. Just like with the base, you want to make the outlines jagged. Then in areas where the hair is lighter, don't make them as thick as you would in the darker areas.



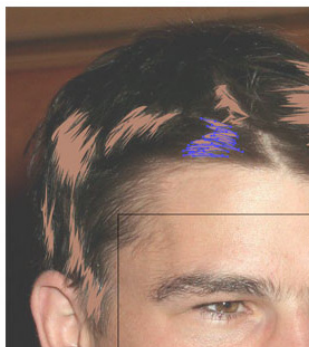
Color: #1E0E06



## Step 3

This is pretty much the same concept as step number 2. Except with this it's a little bit more detailed. You'll want to be adding in the shadows and all the darker areas. Make sure you're following the direction that hair is growing. Also make sure this layer is a little bit more sparse than the layer under it.

Color: #070301



## Step 4

This is the easiest step of the whole thing. What you want to do, is using the same technique you used in the past 2 steps, use a really light color (not white) make patches only where there are highlights in the hair. Like in the picture on the right. Then change the layer opacity to about 13 or 14 %. Then that's it, you're done.



Color: #B78772

## > requirements:

- file specifications are adhered to
- original image (left) and replicated graphic (right) must be presented side by side for comparison
  - original image is to the left
- layers are properly managed
  - all layers are appropriately named
  - all hidden layers are deleted (including traced photo on right)
- contours effectively match original image
  - paths are cut perfectly to the edge of the document
- graphic values accurately reflect tonality in original image
- use of color is effective
  - actual or creative



## > vector portrait examples

