

LOW POLY ANIMALS

FIMA

STEP 1: FIND AN ANIMAL

- Open Adobe Photoshop
 - Create a New Document
 - Print paper
 - 8.5 X 11 OR 11 X 8.5 (depending on the orientation of your image)
 - Copy and Paste the photo onto your Photoshop document
 - Transform the size to make it interesting (part of the animal is shown, not centered, etc.)

**** HOLD DOWN SHIFT WHILE CLICKING AND DRAGGING FROM A CORNER! ****

STEP 2: ADDING A GRID

- Once you have your image the way you want it, go to the top of your Photoshop Menu
 - VIEW > SHOW > GRID

Your photo will now show a bunch of boxes on top of your image. This grid will prevent any gaps from forming between our polygons

- Go back to the top of your Photoshop Menu
 - VIEW > SNAP (be sure there is a ✓ next to it)
 - VIEW > SNAP TO (be sure there is a ✓ next to GRIDS)

STEP 2: ADDING A GRID...CONTINUED

- Now we are going to adjust the grids to our needs
 - EDIT > PREFERENCES > GUIDES, GRIDS, SLICES
 - A new window will appear
 - We are only making changes to the middle section GRID
 - **GRIDLINE EVERY: 10 / PIXELS**
 - **SUBDIVISION: 2**

STEP 3: CREATING POINTS

- Once you create your grid, you are going to duplicate your layer (in case anything gets destroyed or messed up)
 - CTRL J
- On the NEW layer, you are going to use the POLYGONAL LASSO TOOL
 - Click and hold down the lasso tool and select polygonal
- Click and drag around the contours, or outside shape, of your animal
 - Click randomly but NOT a lot in order to create points
 - It will be jagged and that is okay

STEP 3: CREATING POINTS... CONTINUED

- Once you have gone ALL the way around the contour of your animal, click CTRL SHIFT I
 - This will invert your selection
- Hit Backspace
 - It may appear to have done nothing but if you click the eyeball off of the original photo you will see there is now no background on the animal of your duplicate layer
- Deselect the marching ants
 - CTRL D

STEP 4: TRIANGLES, TRIANGLES, & MORE TRIANGLES

- Choose a starting point on your image where you can easily make a triangle using your POLYGONAL LASSO
 - Create a triangle
 - FILTER > BLUR > AVERAGE
 - This will average out the colors within that selection and fill it in for you
 - CTRL D to deselect the triangle
 - Create another triangle right next to the one you made (try to get as close to the other triangle as possible so there are no gaps)

*** Instead of going to FILTER > BLUR > AVERAGE every time you create a triangle, click ALT CTRL F and it will repeat the process for you

STEP 4: TRIANGLES, TRIANGLES, & MORE TRIANGLES...

- Continue this process for the entire animal
- FACIAL FEATURES:
 - Follow the true shape of the facial features
 - Nostrils = circles/ovals
 - EYES = circles with triangles or without (depends on your animal)

*** It may be easier to do everything first BEFORE the facial features ***

STEP 5: CREATING A BACKGROUND COLOR

- Create a new layer
 - Move it underneath the layer with all your work
- Choose a gradient or solid color to use and fill in the background

***Be sure your colors are NOT blending in with your animal colors!! We want your animal to POP! ***

STEP 6: COMPOSITION

- Depending on your image size and design, there may be too much dead space
 - This is space that is not being used
 - If this is something you have or you want to make your animal poly a bit more interesting to look at, use the crop tool (5th tool on your Photoshop toolbar) and create a tighter, more creative composition
 - Frame your animal with little dead space - not necessarily in the middle of the page!

STEP 7: COMPLETION

- Save your work to YOUR HARD DRIVE as a PSD
 - FILE > SAVE AS
 - Give it a name
 - Make sure your last name drive is selected
 - Save it as a Photoshop Document

- Save your work to YOUR HARD DRIVE as a JPEG
 - FILE > SAVE AS
 - Give it a name
 - Make sure your last name drive is selected
 - Save it as a JPEG (no numbers)

- Upload it to your Google Slides!