Project # 3

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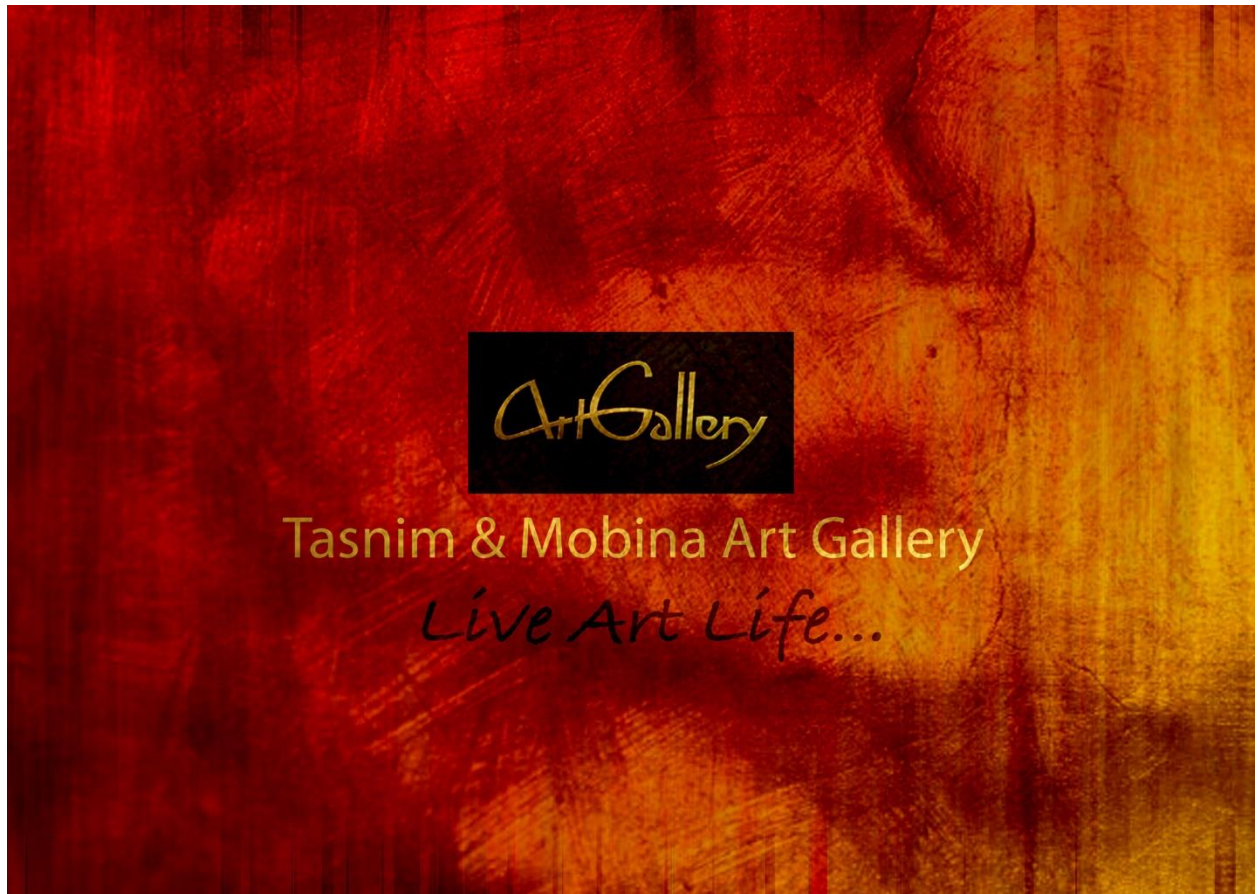
7725062 - 7725070

Graphic Techniques for Illustration: GRDN2200

Professor: Randall Kozak

October 30, 2018

#1. Change Background

The gradient and the brush on it are used to make the background and used warm color to make it more attractive.

#2. Abstract Wallpaper

The gradient is used for background and for making an abstract image we used the polygon shapes and used place link to bring the image to the page. Then used clipping mask to stick and fix the image on the polygons.

#3. Brush Effect Wallpaper

By using brush with size 600 on the image with vector mask on it, we made the

sandglass image looks old.

#4. How to fit a photo to the background AND how to create abstract wallpaper
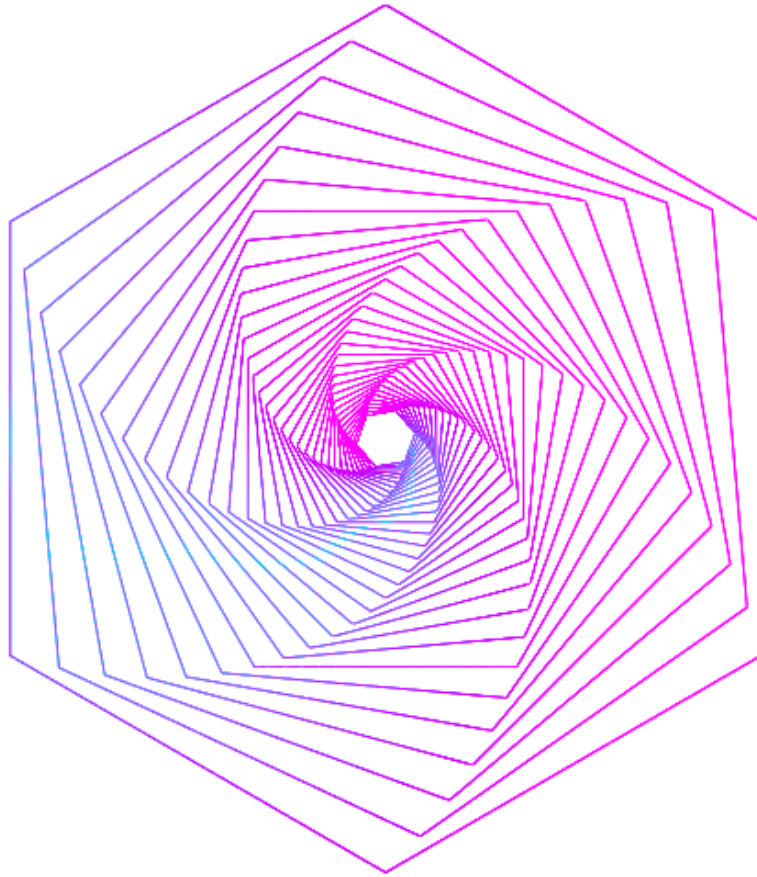

We used three squares that two of them are over by and soft light with linked and clipping masked image on them for making the abstract wallpaper. This wallpaper can be used for the windows factories, or home builder companies that wants to save energy by using double glazed windows.

#5. Filling a background with color AND Using a Gradient AND Creating a Polygonal Texture

We used brush size 500 on the gradient to make some point darker and some area brighter. Also, we used blur/average filter on each triangle to make it highlighted. Mixing gradient and polygon shapes make an attractive wallpaper for advertisers in order to add text on it.
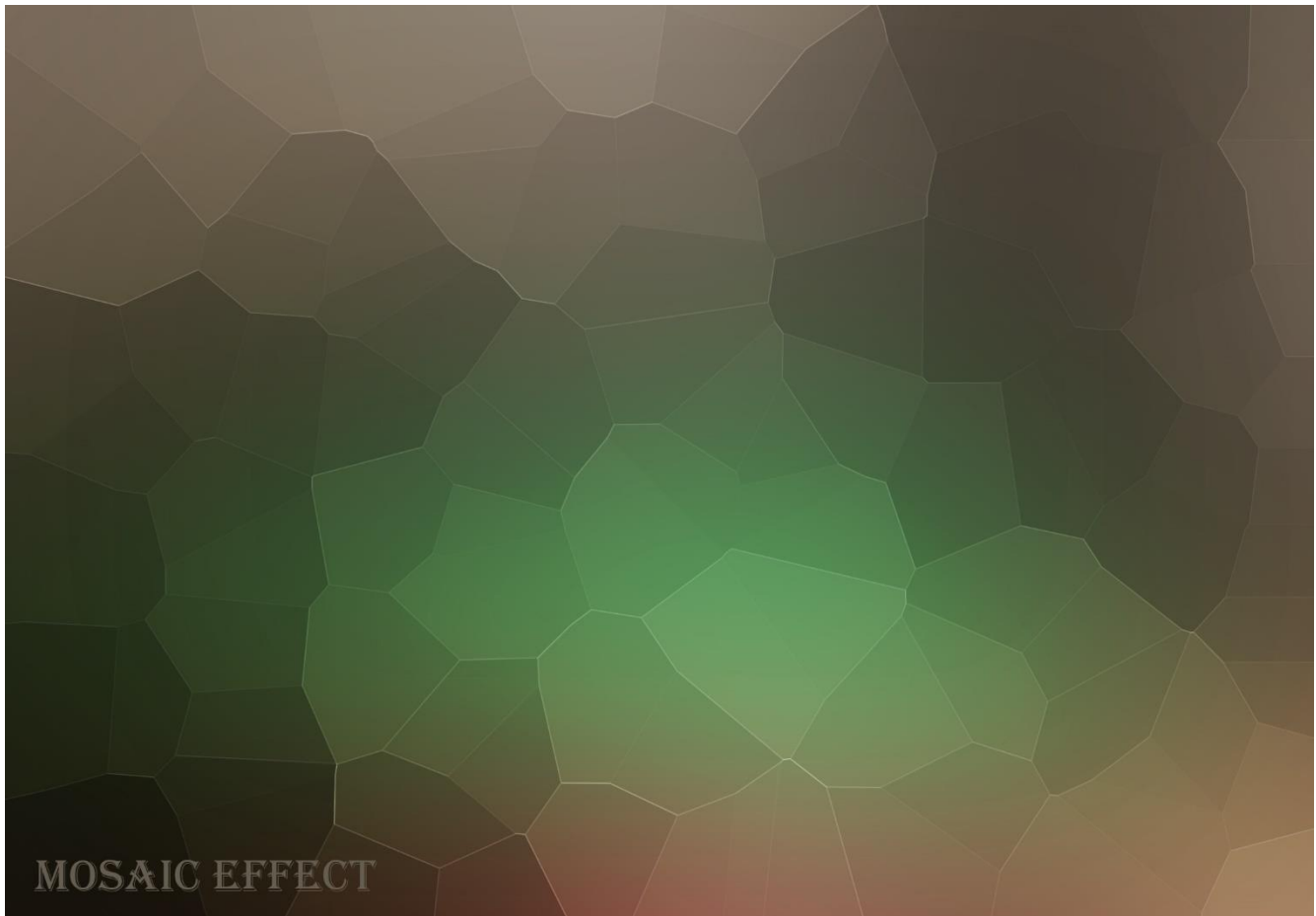
#6. Geometric Line Art

It is created by Illustrator and it is made by using the transform effect and gradient on the shape.

#7. Mosaic effect – first way

It is created by Photoshop and it is made by using a real picture, using mosaic filter in pixelate filter then applied the sketch filter and reticulation has chosen. Also, used sharpen filter and made it a little sharper. Then, applied perspective to pattern and by using a lens flare in render filter, we made it as a real mosaic wall in bathroom.

#7. Mosaic effect – second way

It is created by Photoshop and it is made by using a real picture, using Gaussian Blur filter in 3 layers and Crystallize effect then applied the Find Edges filter. Also, used 'Invert' Adjustment layer and created a clipping mask and the same with a Hue/Saturation adjustment layer.