Practical Digital Portfolio 2019

Name- Oliver Avis **Class-** 10TDT3

You will provide evidence of your learning out outcomes for the following projects…

Project 1 (Terms 1,2):

- **Digital Image Manipulation with Photoshop (Adobe CC)**
- **Photography 101 (aperture, shutter speed, ISO) of a Digital SLR camera**
- **Basic Animation with After Effects (Adobe CC)**

Project 2(Terms 2, 3, 4):

- **Basic Web Design with HTML and CSS**
- **Basic Programming**

Project 1:

Digital Image Manipulation with Photoshop (Adobe CC)

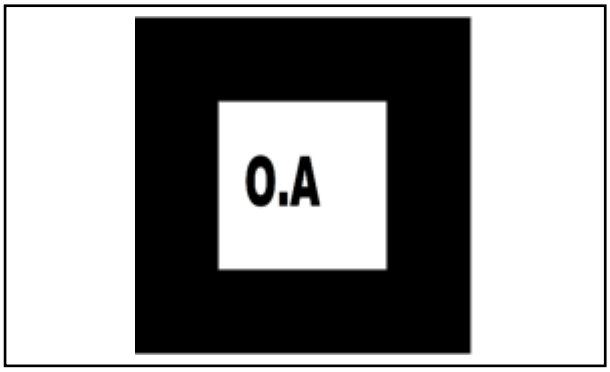
In this document please add spaces, containers as needed, and adjust your images so that this document looks good. Use the space on the right to explain your process and learning.

Task 1 – personalised 'business' card with AR marker (customised)

Place your first card design with the 'Hiro' maker below:

Add a **screencast** showing how it works (You can use a Screen Recorder Chrome extension, or Screen-cast-o-matic, or your choice of tool):

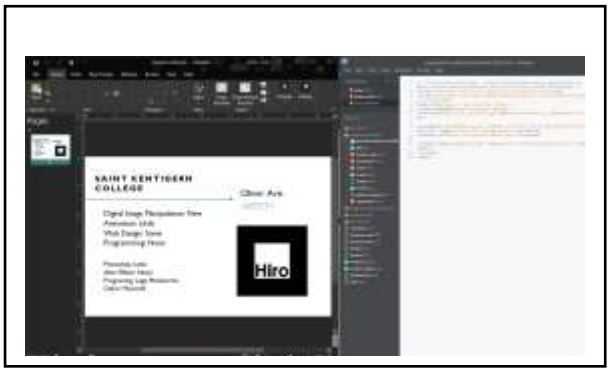
Place your customized AR maker here:



What tool/software did you use? Eg. Publisher, Pixlr.com, AR.js marker generator, Brackets, etc.

AR.js marker generator, brackets, publisher

Place snapshots (use Print Screen-PRTSC or the Snipping Tool) of the **tools** you have used here:

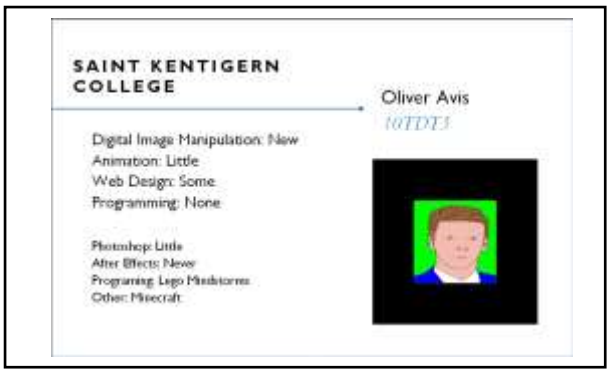


Any issues/troubles with a customized AR maker? Explain (3 sentences at least: how did it happen, why did it happen, and what did you do about it, what solution have you found)

When I attempted to make a 3d marker, the code still picked up my old marker, not the 3d one. I also found that my original marker didn't work as it was too complicated for the camera to pick up.

Add a screencast showing how your customized AR marker works:

Place your second business card design with your own customized AR maker here:



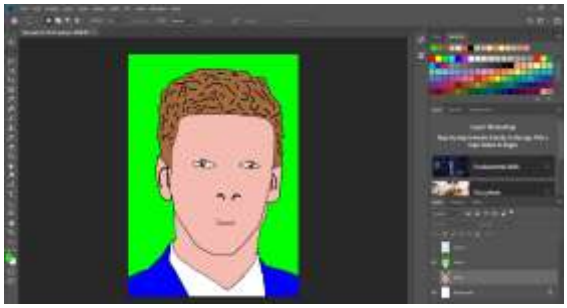
Task 1 - 3D text

Please add your first **3D text draft** here and a **snapshot of the tool** you have used (Photoshop, Paint 3D, Pixlr, other..)

Please add your final 3D text here and a **snapshot of the tool** you have used:

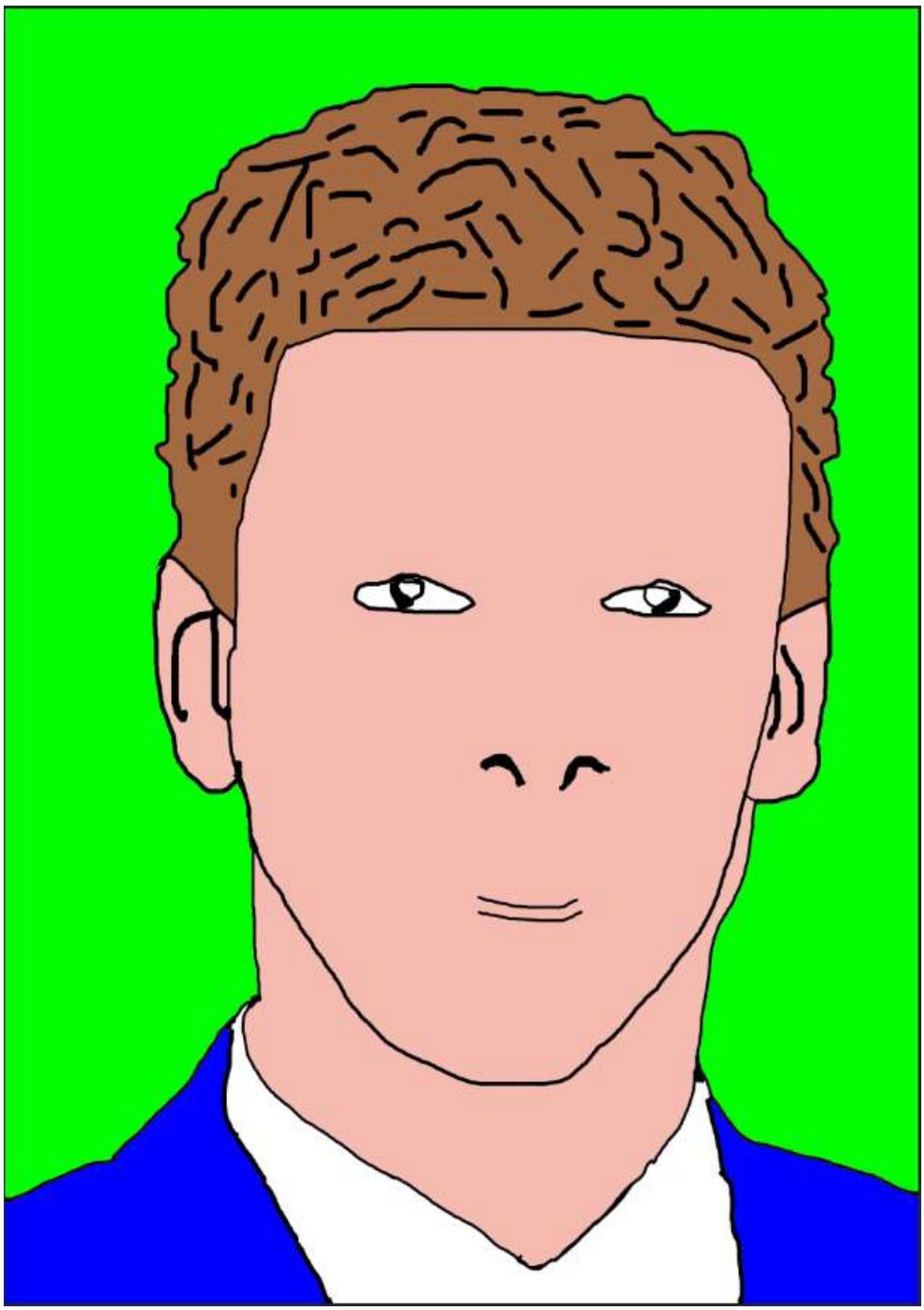
Task 2 - Julian Opie Selfie

Place 4 screen shots of your progress below.
Use the space on the right to explain your process and learning



Julian Opie Final

Place your final Julian Opie selfie here…



Task 3 - Beth Hoeckel Collage

Do:

1. Find 6 Beth Hoeckel images that inspire you – add them below.

2. Search for copyright free images, save them on your drive and add them below: (1 background, 1 person, 2 of your choice) – you are encouraged to use your own images.

3. Use Photoshop to create your collage. The following tools will be useful:
   - lasso tool, transform tool, move tool, eraser tool

   You will find that layers are very useful!

4. Show step-by-step how you have created/composed your collages. Place 4 screen shots of your progress below. Use the space on the right to explain your process and learning

Project 1:
DSLR Camera

Set camera to av
Set to lowest f stop
Take picture
Set to highest f stop
Take picture (make sure focused by pushing button half down)

Aperture

3.6 shallow

36 deep

Shutter Speed

4000

500

ISO

6400

100

Place your two most successful photographs below, according to the exposure triangle.

Research the following questions so that you have an understanding what animation is and the key vocabulary that relates to this creative field

What is animation - **define** what we actually mean by animation

There are five main types of animation, **explain** what each is? Ensure that you give an example of each in your explanation

Describe the impact that technology has had on the field of animation

Explain what each of the following terms are in relation to animation:

- Frame Rate - FPS
- Aspect Ratio
- Resolution
- File Types and Codec - H.264

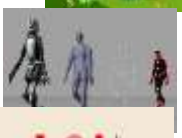
Present this information in anyway that shows your understanding - it will be best to use images, diagrams or actual animations to help show your understanding.

What is animation: The technique of photographing successive drawings or positions of puppets or models to create an illusion of movement when the film is shown as a sequence.

Five types: Traditional (hand drawn), Animation technique that every frame is drawn.

2D (vector-based), 2D animation focuses on creating characters, storyboards, and backgrounds in two-dimensional environments

3D (CGI) Computer animation is the process used for digitally generating animated images



Motion graphics (typography), Basic form of animation to show text

Stop motion (Claymation). Individual images combined to make movie using characters, often clay

Impact of technology:

Technology has helped develop animation as new types of animation have been create using computers. Also, it has made it easier to do harder activities using the new technology. Without some of these animation nowadays would be a lot more complicated and some animations wouldn't be possible. Technology could develop further, allowing more complicated and easier animations.

Animation terms

Framer per second/Fps- How quickly each frame lasts for, changing the flow of the animation and its duration.
Aspect ratio- the height and width of a picture
Resolution- the quality of the animation and its picture
File types and codec/H,264- actually a video compression codec that requires a video container to host the encoded video

https://www.bloopanimation.com/types-of-animation/
https://www.rotoscopers.com/2015/07/27/did-pixar-kill-hand-drawn-animation-in-the-us/
https://www.rocketstock.com/blog/7-inspiring-2d-animations/
https://en.wikipedia.org/wiki/Computer_animation
https://www.instructables.com/id/Make-A-Stop-Motion-Animation-For-Beginners/
https://iconsmind.com/24-amazing-examples-motion-graphic-design/

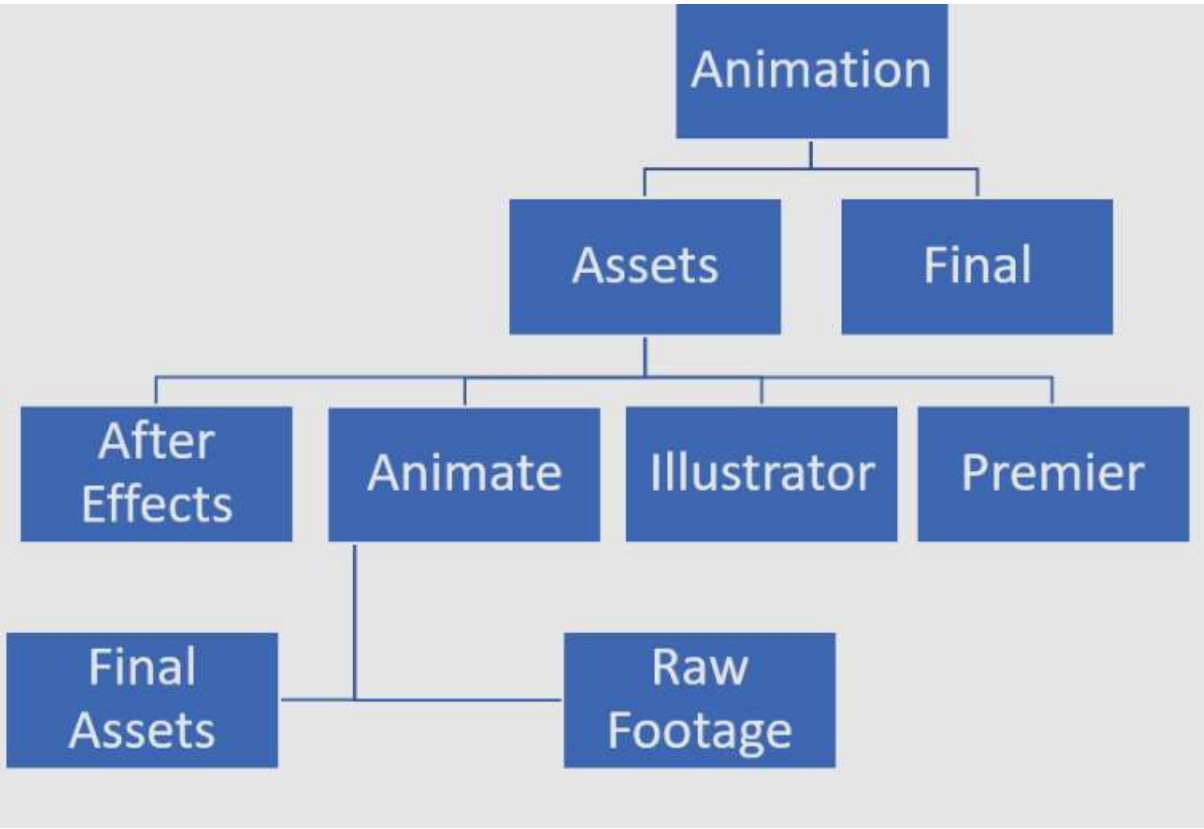
https://www.winxdvd.com/answers/mp4-vs-h264.htm

Folder structure
Folder structure is important as it helps to keep the files organized. I placed both of my videos in the premier pro folder so its easy to find them. Then I put animate documents into the raw footage section of the animate folder. Finally I put the finished product into the final assets folder

Specifications of the task
I took a video of a friend doing simple gymnastic moves. Then I converted them into images using premier pro and then animated them using adobe animate and turn it into a animated video

Techniques
Some techniques I used included the brush tool to draw the outline of my movements, and then the paint bucket tool to fill in the person so they aren't hidden behind the background images

Initial solution and final solution
One problem that occurred was that my person wasn't visible when I used the background images. That meant I had to use the paint bucket tool to fill in the person. The paint brush tool that I used didn't allow me to fill in the person, so I had to retrace all the frames and then fill them in.

File structure

I chose this final structure as it was the recommended one and it works efficiently. Using a good file system is helpful as you know were exactly your files should be and they are easier to access compared to having on file with everything. One issue is if you don't remember where your files are, it's harder to find it when you need it, especially if it isn't in quick access.