UNIVERSITY INSTITUTE OF COMPUTING

PROJECT REPORT
ON

"Earth's Dual Canvas: Havoc and Harmony"

Program Name: BCA

Subject Name/Code: Desktop Publishing(23CAP-204)

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ABSTRACT

Introduction:

"Earth's Dual Canvas: Harmony and Havoc" is a thought-provoking digital artwork that captures the intricate balance between the planet's serene beauty and the intense challenges it faces. Created as a Photoshop project, this piece juxtaposes the splendor of untouched nature with the turbulent effects of human activity. On one side, verdant forests, crystal-clear oceans, and majestic mountains showcase Earth's breathtaking natural landscape, embodying harmony and vitality. Opposite this scene, industrial pollution, wildfires, and urban sprawl represent the chaos and degradation caused by environmental neglect.

Technique:

The creation of this digital artwork involved three primary Photoshop techniques:

1. **Layer Masking**: Layer masks allow selective visibility of different parts of the image, helping to blend natural landscapes with elements of pollution or destruction. This technique is crucial for creating smooth transitions between harmony and havoc.
2. **Blending Modes**: Blending modes (such as Multiply, Screen, Overlay, and Soft Light) adjust how different layers interact, which is essential for combining elements like smoke, fire, and haze into the background without harsh edges.
3. **Adjustment Layers**: Using tools like Hue/Saturation, Colour Balance, and Curves on adjustment layers enables colour grading to create a consistent atmosphere. Cool, vibrant colours could represent harmony, while desaturated or intense red and brown hues might convey havoc.
4. **Brush and Eraser Tool**: These tools refine edges, add highlights, and create textures. Custom brushes can mimic the look of natural elements like leaves, smoke, or fire, giving the piece an organic feel.

System Configuration:

- Software: Adobe Photoshop (Version 2024 or later)
- Operating System: Windows 10 or macOS Mojave (or newer)
- Processor: Intel Core i5 (8th generation) or AMD equivalent
- RAM: 8 GB (16 GB recommended for optimal performance)
- Graphics Card: NVIDIA GTX 1050 or AMD Radeon RX 560 (or better)
- Storage: At least 5 GB free space

SUMMARY

Tools Used:

Move Tool:

- Essential for positioning and aligning layers accurately within the composition, allowing the artist to adjust the placement of various images and elements.

Selection Tools (Quick Selection, Magic Wand, Lasso):

- Used to isolate specific parts of an image. For example, selecting skies, forests, or buildings to separate them from their backgrounds, allowing for precise editing of each element.

Layer Masks:

- Layer masks control the visibility of different areas on each layer. They're crucial for blending images smoothly, especially in creating seamless transitions between harmony and havoc.

Eraser Tool:

- Useful for fine-tuning the edges of objects or removing unwanted parts of images, especially in combination with layer masks to create softer transitions.

Gradient Tool:

- Used to create gradients that help with the lighting or atmosphere, and for smooth transitions between the two contrasting sides. Gradients can also add depth, for example, when creating haze or fog effects.

Transform Tool (Free Transform, Warp, Perspective):

- Essential for resizing, rotating, and adjusting the perspective of images or elements, making them fit naturally within the composition.

Process:

1. **Image Selection:**

   - Choose base images that complement each other in terms of color palette, style, and mood.

   - Select images with elements that can be combined to create a surreal scene.

2. **Image Preparation:**

   - Open the selected images in Photoshop.

   - Crop and resize the images to fit the desired composition.

   - Use levels and curves to adjust the overall contrast and color balance of each image.

3. **Background Creation:**

   - Create a new document in Photoshop with the desired dimensions.

   - Place the galaxy image as the background layer.

4. **Adding the half Earth image as center image:**

   - Isolate the elephant from its background using the quick selectiontool.

   - Place the elephant layer over the earth layer.

5. **Adding the Building:**

   - Isolate the building from its background.

   - Place the building layer over the earth, using move tool to create the illusion of it being on the earth's surface.

6. **Adding the satellite and tree:**

   - Isolate the satellite and tree from their backgrounds.

   - Place them in the desired positions, adjusting their size and perspective.

   - Use layer masks and blending modes to blend the satellite and tree into the scene.

7. Adding the Mamoth:

- Isolate the Mamoth from its background

- Adjust the size of the mammoth to create a sense of realism.

8.Frog, Smoke, and Light Rays:

- Use custom brushes to paint fog, smoke, or light rays, giving each side a specific ambiance (e.g., gentle light rays on the harmony side, heavy smoke on the havoc side).
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9.Blending Modes and Opacity Adjustments:

- Set the fog or smoke layers to blending modes like Soft Light or Overlay, adjusting opacity to keep effects subtle and realistic.

10.Final Adjustments and Finishing Touches:

- Use adjustment layers (Curves, Levels, Color Balance, etc.) to fine-tune the overall color and contrast of the image.

- Add subtle lighting effects and atmospheric haze to enhance the mood of the scene.

- Use the clone stamp tool and healing brush to remove any imperfections or unwanted elements.

- Sharpen the image slightly to increase detail.