Graphic Design Project 4: Is it Real or Fake?

President Elizabeth Ann Schneider

OBJECTIVE: By now, you have become familiar with the magic wand tool in Adobe Fireworks. You have been introduced to photo manipulation. A good graphic artist or web designer can make the "unreal" look real. That is your objective…to try and fool the viewer into thinking that your image is real, when in all reality it is not! Remember…QUALITY not quantity.

For this assignment, you will need to find at least 2 images. One of the images is a background and the other could be:

- ➢ A Famous Person
- ➢ An Animal
- ➢ A Building
- ➢ A Picture of You
- ➢ Many More…

This project is meant to be positive. If you create an image that Mr. Schneider feels is inappropriate, you will be referred to the office. You can't use any images of teachers or any other staff member.

DIRECTIONS: Take an object(s) and take them from one image and place it in a background. When you think you are done, ask yourself the same question that Steve Jobs used to ask his team…*Is this very best work?*

How to submit: Be sure to group all of your objects together and submit them to our class hour. It should be saved as a Fireworks PNG and your file name should be done by using our standard class format, **EXAMPLE…rschneider_graphic4_4**

GRADING RUBRIC

17 POINTS 68% D+	19 POINTS 76% C	21 POINTS 84% B	23 POINTS 92% A-	25 POINTS 100% A
Project looks decent but needed more work.	Project looks FAIR, but blemishes are noticeable.	Project is saved to the class folder BUT named incorrectly. If the file is named correctly, the image may have blemishes.	Project is saved to the class folder and named properly. Project looks great with a few minor blemishes.	Project is saved to the class folder and named properly. Project looks as if all images belong together. Steve Jobs would be proud!