

# 13 assignment

photoshop\_collages

New York City College of Technology  
The City University of New York  
Department of Architectural Technology

## ARCH 3609 Integrated Software in the Architectural Office

**3 class hours, 3 credits**

Office Hour:

Fridays 12.00pm -1.00pm

or by appointment

### Agenda

#### What is a raster image

- o Analog vs. Digital information

#### Setting up your workspace

- o Rulers
- o Setting units
- o Guides
- o Menus
  - Layers
  - History
  - Toolbar

#### Resizing image

- o Resize image proportions
- o Resize by resolution
- o Cropping
- o Canvas Size

#### Image adjustments

- o Levels
- o Hue and saturation
- o Curves/Color Balance

#### File types

#### Layer Management

- o Groups
- o Layer options
- o Add Adjustment Layers
- o Transparency
- o Merging layers
- o Layer via cut / Layer via copy

#### Selection tools

- o Lasso
- o Marquee
- o Select by color
- o Magic wand
- o Deselect
- o Adding and subtracting to selection
- o Save selection/Load selection
- o Transformations

#### Filters

- o Blur
- o Halftone

#### Color

- o Selection
- o Matching
- o Gradients

#### Actions

#### Masks

**Assignment:** create a realistic photomontage and a conceptual collage for your Bustling Vacancy project.

#### Realistic Collage/Photomontage

Render a critical perspective view of your project using Vray Rhino, open your render in photoshop and create an image that has realistic touch as shown in the examples below. REMEMBER TO SAVE YOUR RENDER AS .PNG in order to have transparent background. You should incorporate:

- The surroundings of your composition, site
- Silhouettes for scale and their shadows

- Sky / Background

Make sure to adjust the perspective and scale of your project's render in relationship to the context so that the final product looks like a unified whole.

### Conceptual Collage\_Decontextualization

Create a conceptual collage that conveys the main argument/s of your project. For this collage **mix linedrawings and renderings to convey your concept** as shown in the examples below. Use Illustrator and Photoshop to overlay the different layers of visual information. Take a very good look on the References uploaded on Blackboard as well as movements discussed in class such as decontextualization, surrealists etc.

The collages' Resolution must be a minimum of 300dpi. Please submit in PSD and pdf file types.

### Portfolio Update

Add to your portfolio the photomontage and conceptual collage produced.

### Bustling Vacancy Update

Add to your project layout the photomontage and conceptual collage produced.

### Handouts & Base files:

Uploaded on Blackboard under Content/Other Files:

- Handout\_Actions in Photoshop
- Photoshop & Illustrator Handouts
- Conceptual Collage Examples

Under Other Files you will also find Figures and People for your collages

GOOGLE to download texture maps, sky, and other features you may need for your Collages.

### Tutorials

Uploaded on Blackboard under Content/Tutorials:

- Photoshop I Tutorial.pdf
- Photoshop II Tutorial.pdf
- Rhino,Illustrator & Photoshop\_Layered Drawings III

### References (You have to take a look at them)

Uploaded on Blackboard under Content/Integration Project\_Bustling Vacancy: Representation\_Collage References & Representation\_Drawings References

ALSO take a look at the material under:

<http://drawingarchitecture.tumblr.com/>

### Submission

Due Date: 2:00 pm Friday, May 13.

Please upload on Blackboard under **assignment 11**:

- Photoshop and pdf files of your **2 collages**. Upload as a team (one of you).
- A pdf file of your **updated project**. Upload as a team (one of you).
- A pdf file of your **updated portfolio** as spreads. Upload individually

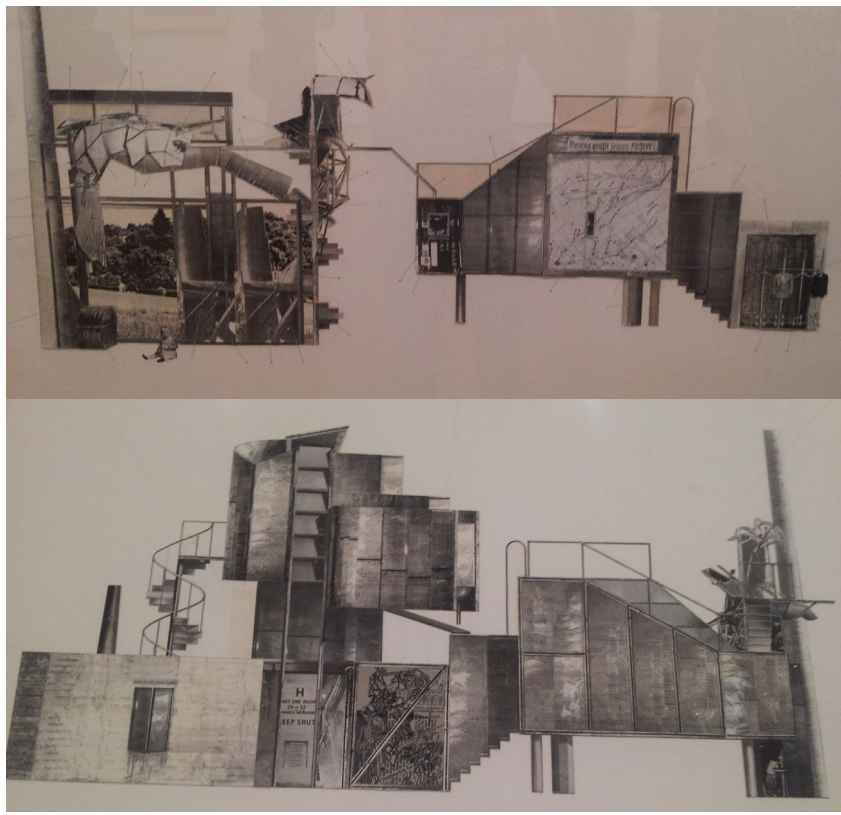
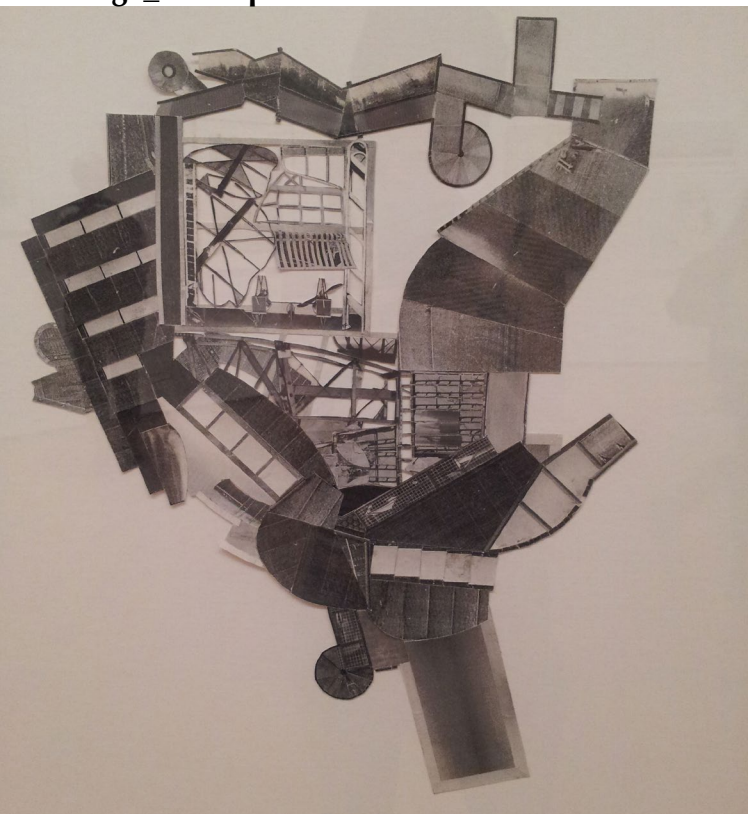
**Please submit a printed copy of your collages at the beginning of the class.**

THESE COLLAGES COMPLETE THE PRODUCTION FOR THE PROJECT!!!YOU ARE PRACTICALLY DONE!

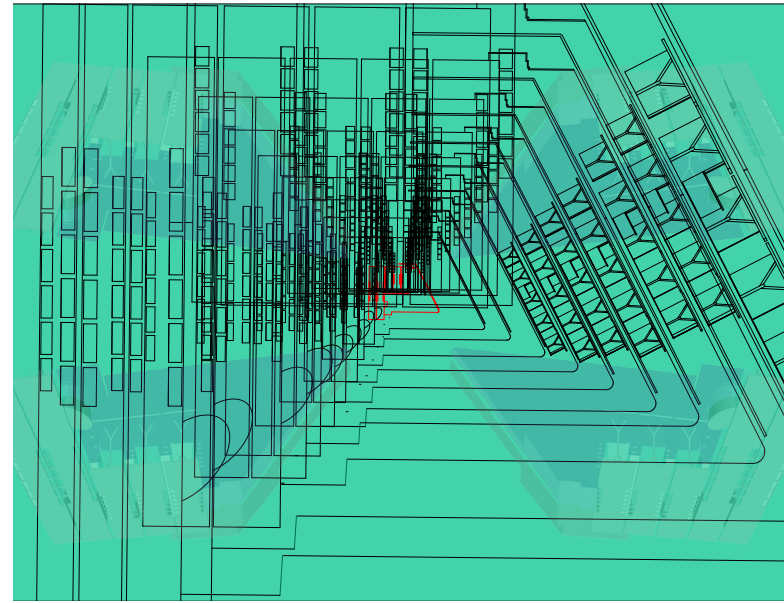
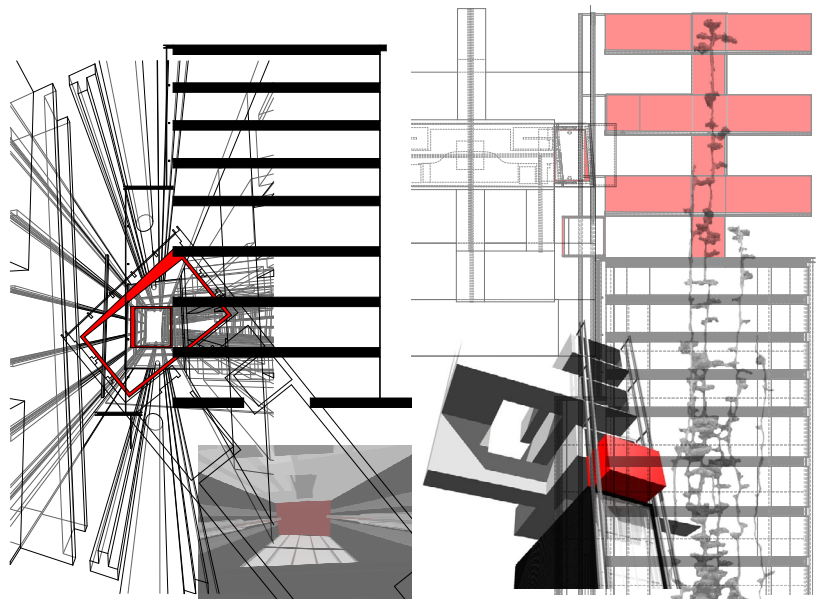
**1. Collage\_Realistic Touch**



**2. Collage\_Conceptual**

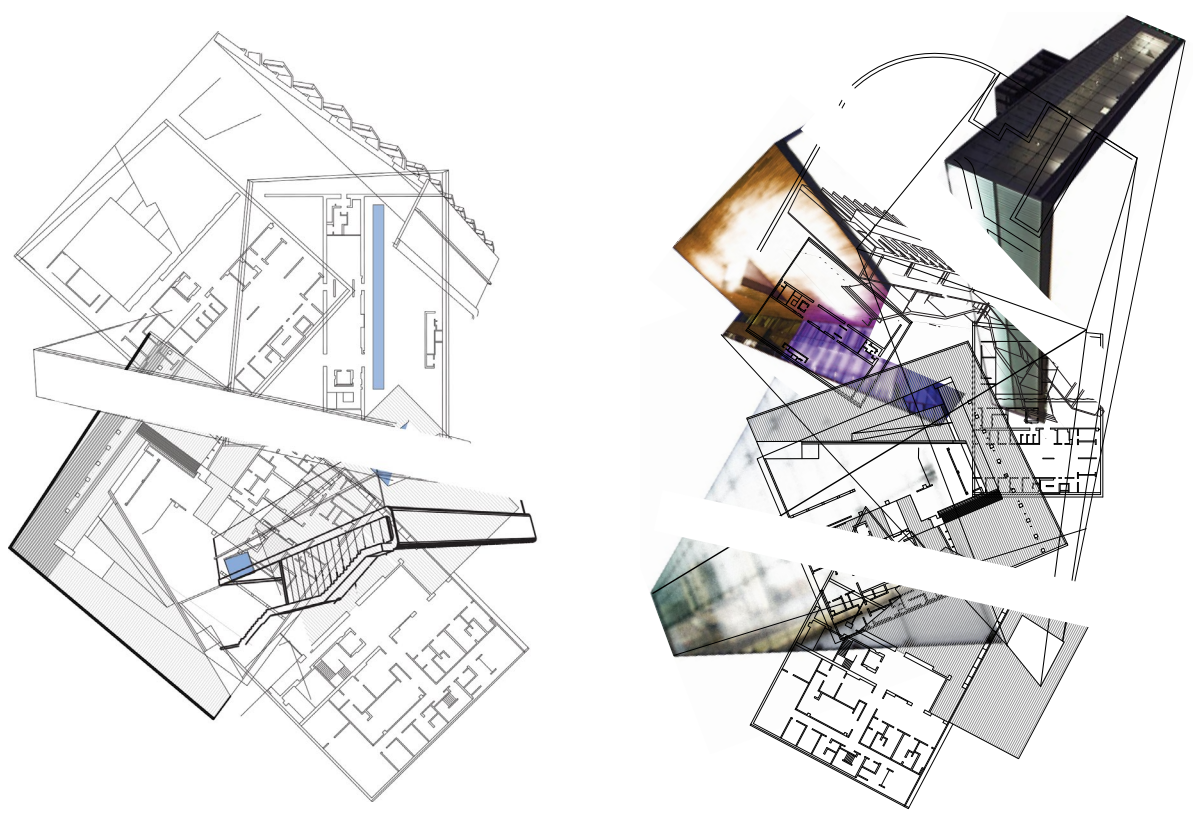


**3. Conceptual Collage mixing linedrawings and renderings to convey your concept\_ Decontextualization**

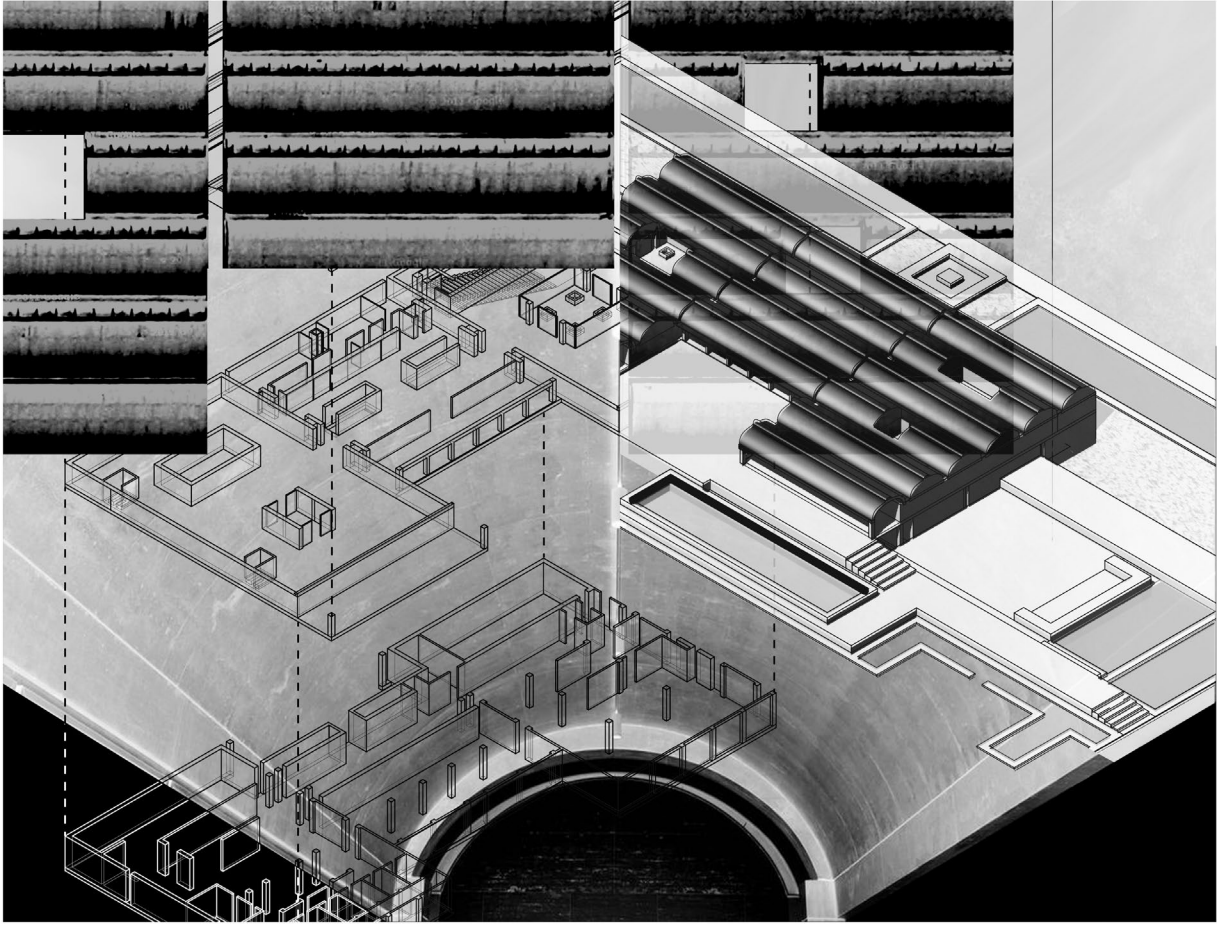




3. Conceptual Collage mixing linedrawings and renderings to convey your concept

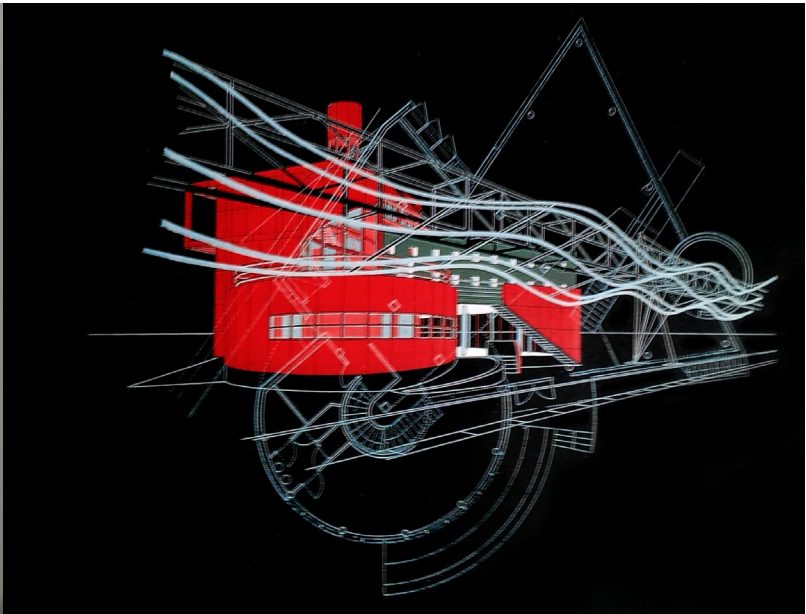
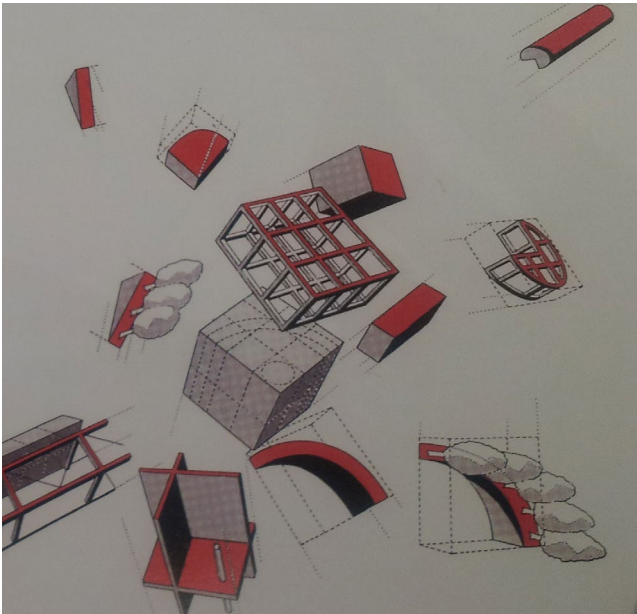
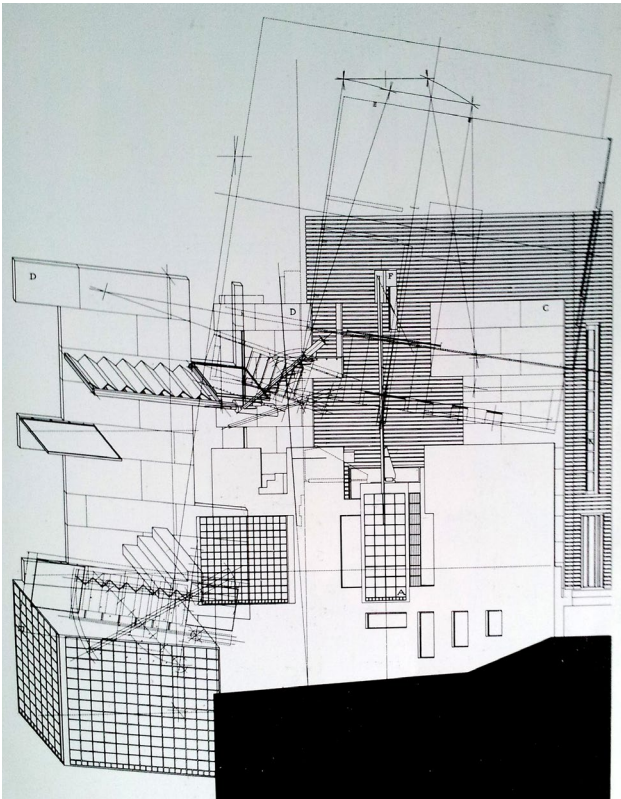
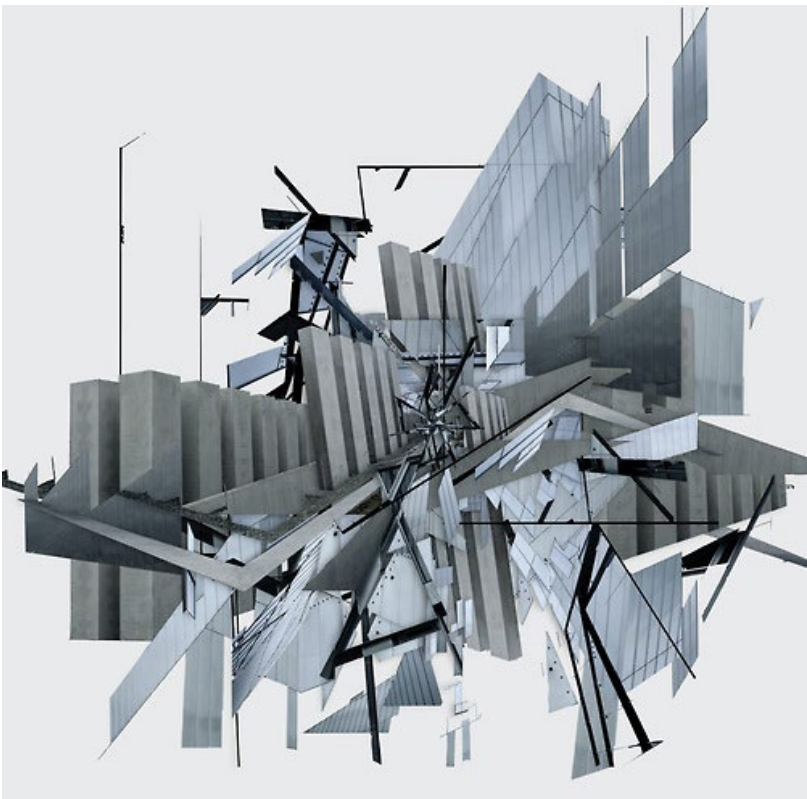


DIGITAL COLLAGE COMPOSITION - Broken Composition





3. Conceptual Collage mixing linedrawings and renderings to convey your concept\_ Decontextualization



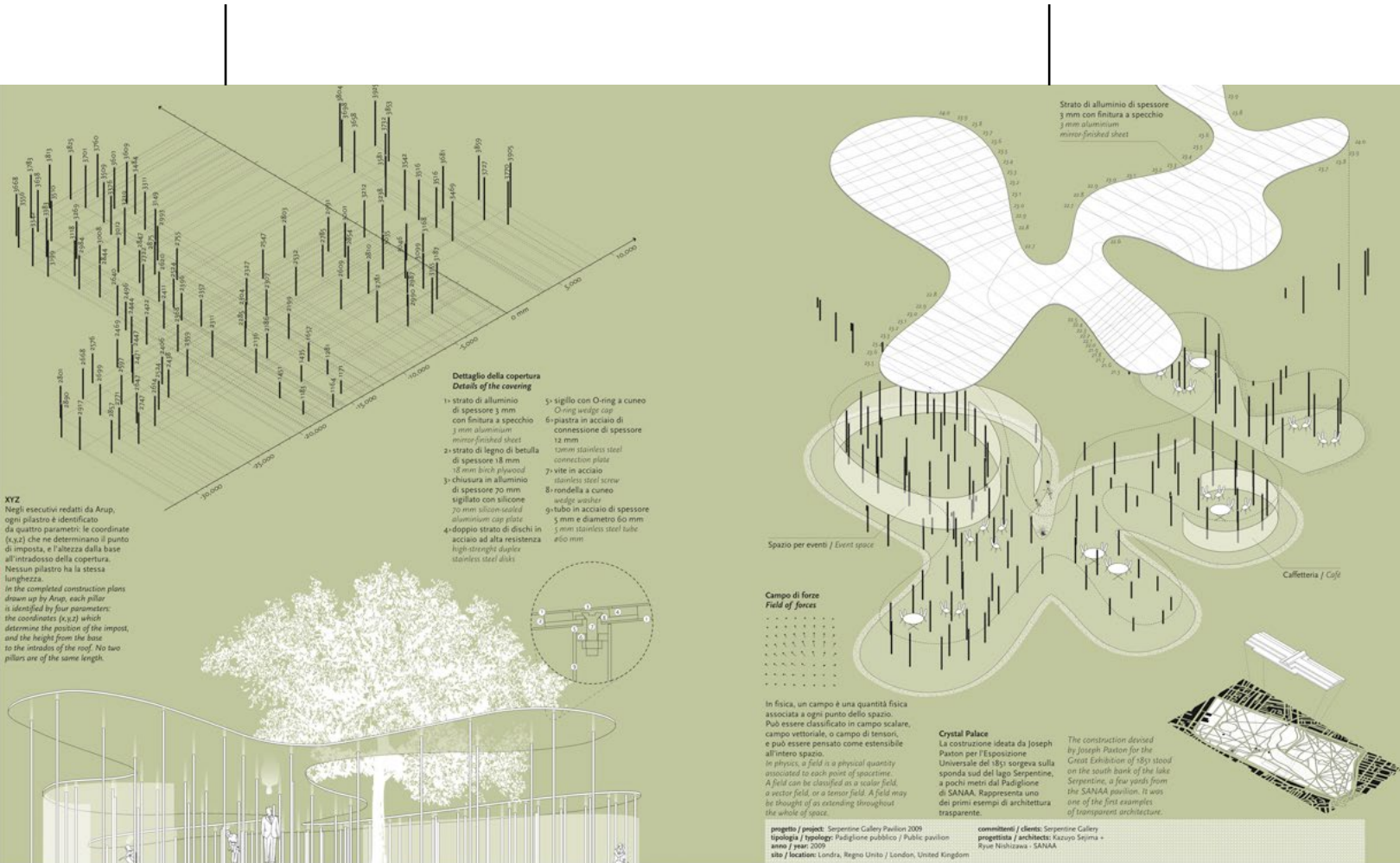
# RECAP

## LINE DRAWINGS VISUALIZATION REFERENCES:

The following board visualizes the Serpentine Gallery Pavillion 2009 by SANAA Architects. Pay attention at the visual means used:

- Perspective
- Axonometric
- Exploded analysis
- Axonometric DIAGRAM explaining the concept of the “columns cloud”

- Exploded axo analysis as Linedrawing. Simple “make2d” in Rhino



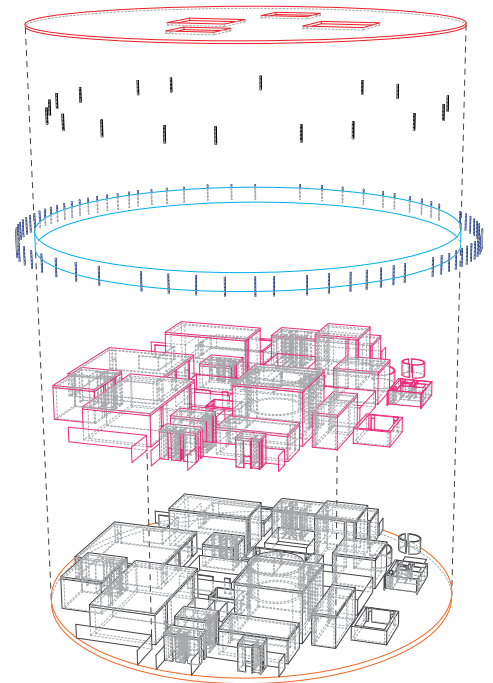
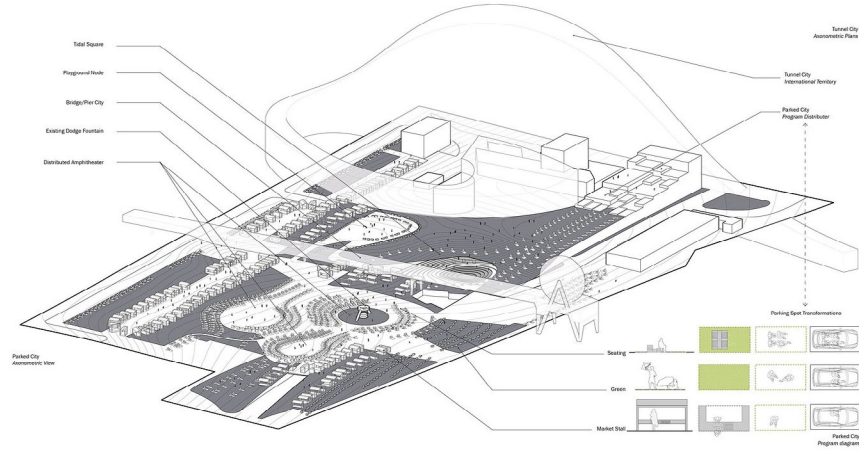
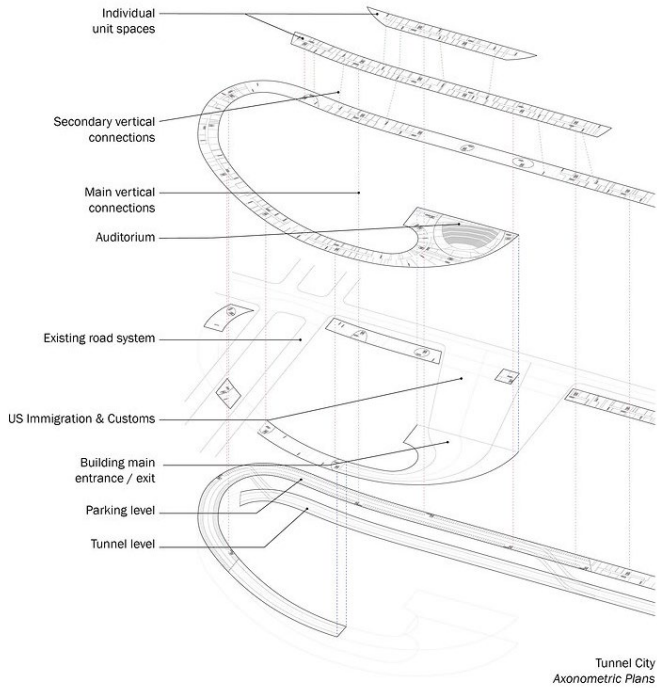
- Perspective View as Linedrawing. Simple “make2d” in Rhino

- Text



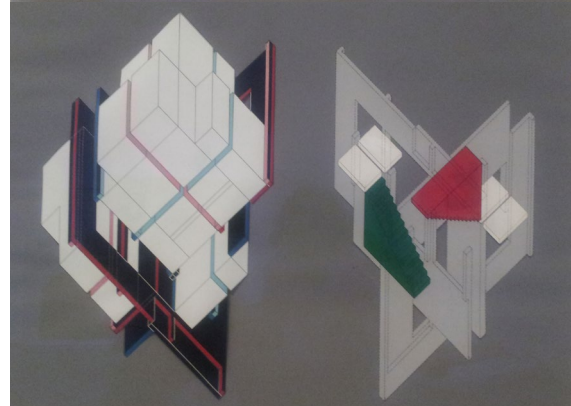
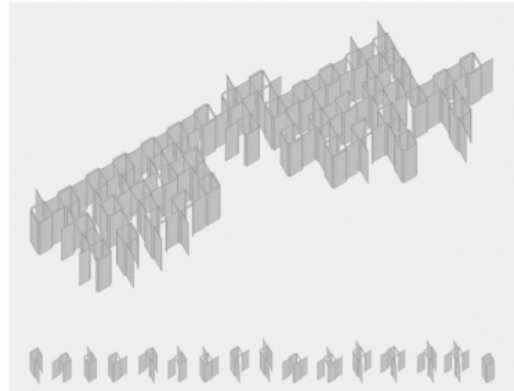
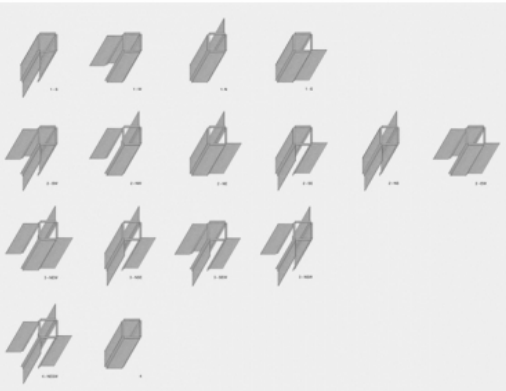
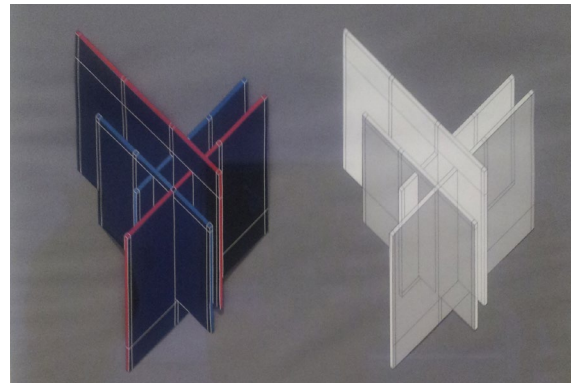
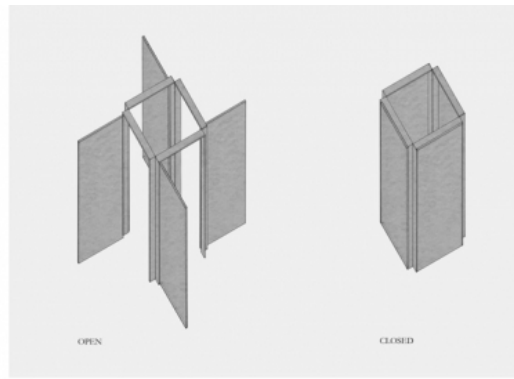
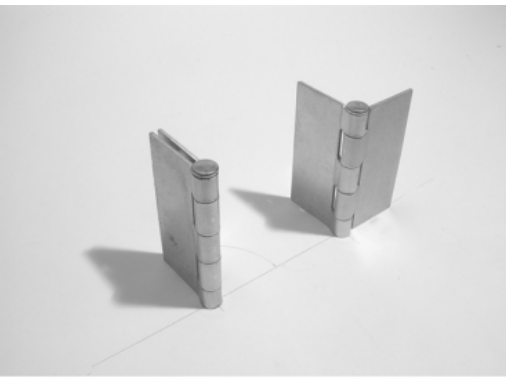
# LINE DRAWINGS VISUALIZATION REFERENCES:

- Perspective
- Axonometric
- Exploded analysis



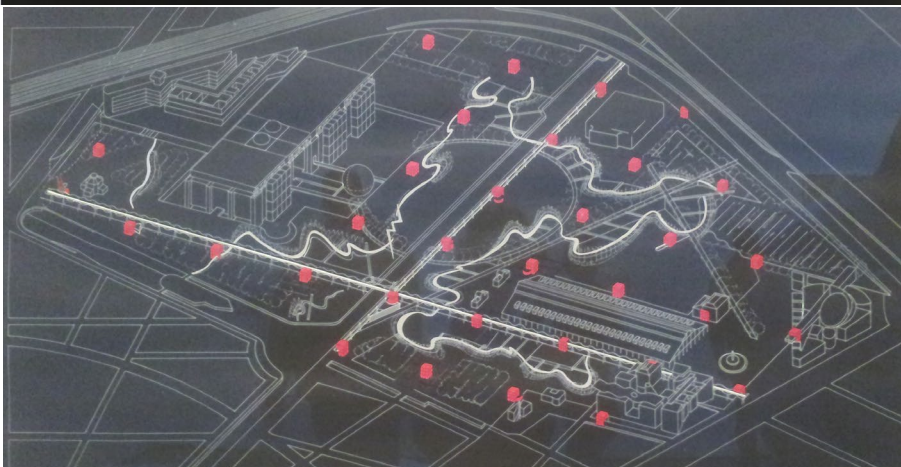
- floor slab
- program
- mullions
- glass facade
- columns
- roof slab

**CONCEPT REFERENCES:**



**Cartography by Allan Wexler**

**Cartography by Peter Eisenman**



**Cartography by Bernard Tschumi, parc villette**

Professor: Loukia Tsafoulia

**- Sorealism, Corpse Exquisite**



**Breton, Tangué**

LTsafoulia@citytech.cuny.edu

Spring 2014

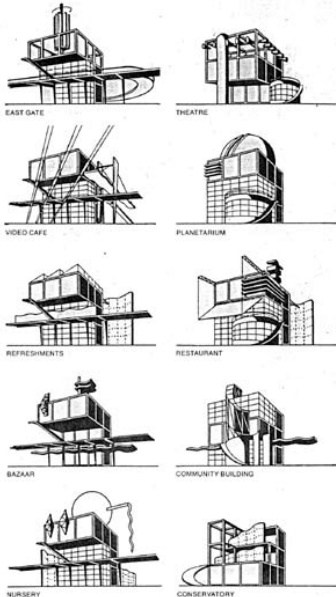
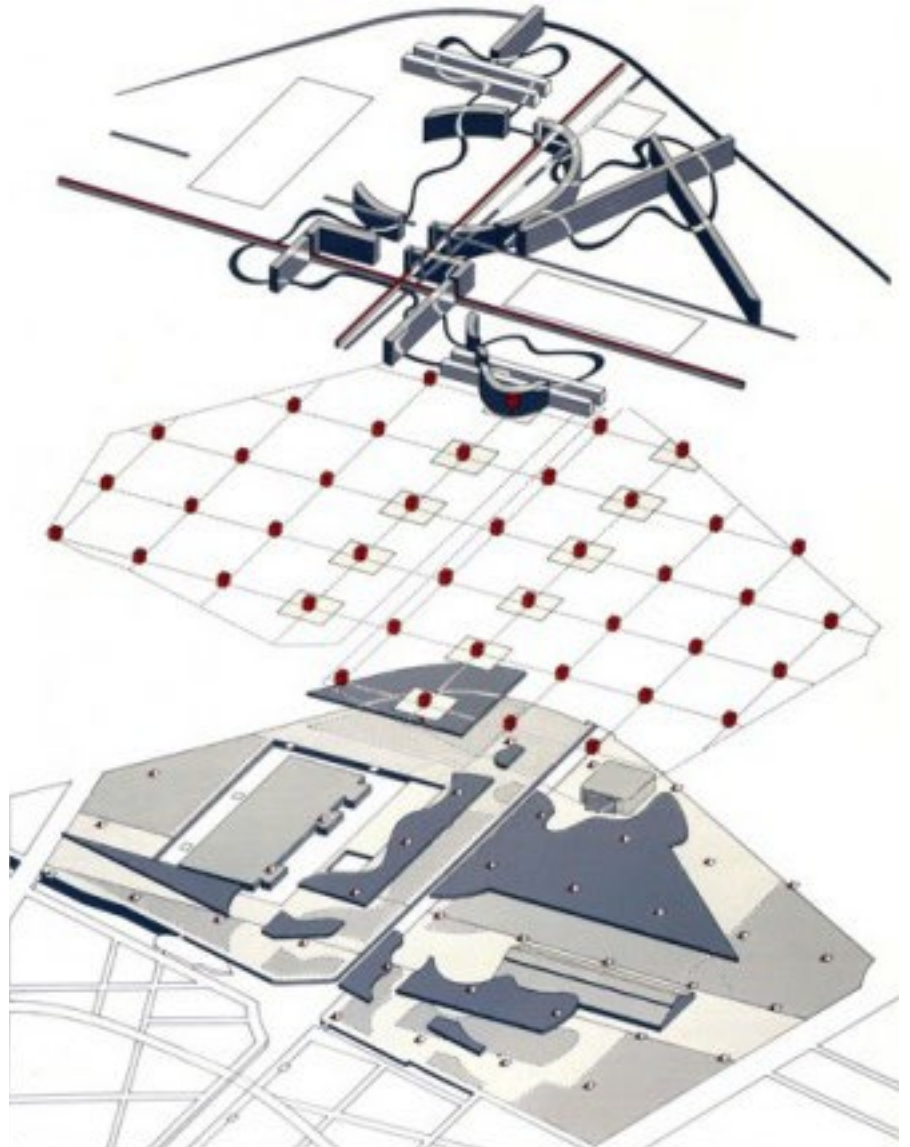
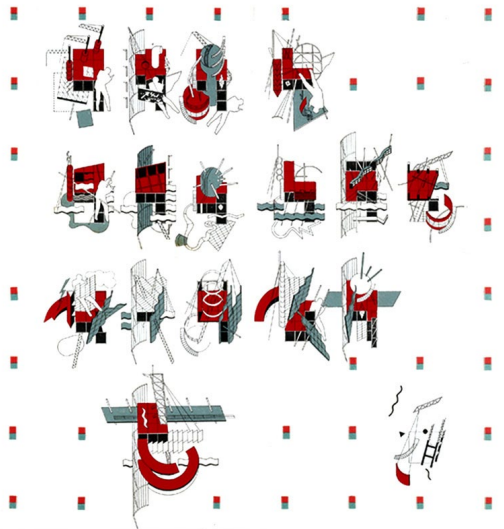
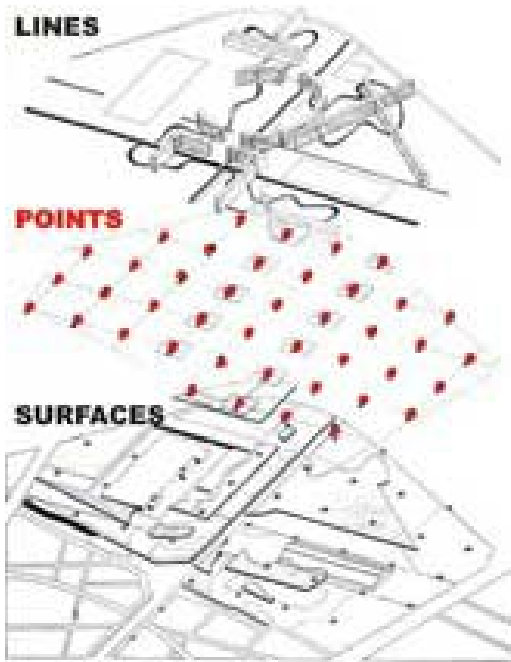


CONCEPT REFERENCES:  
Bernard Tschumi, parc villette

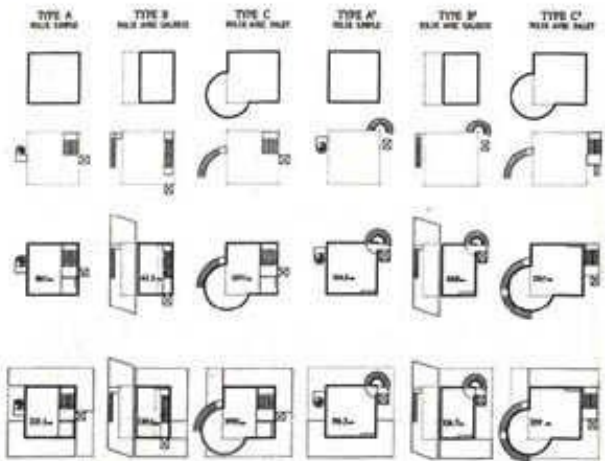
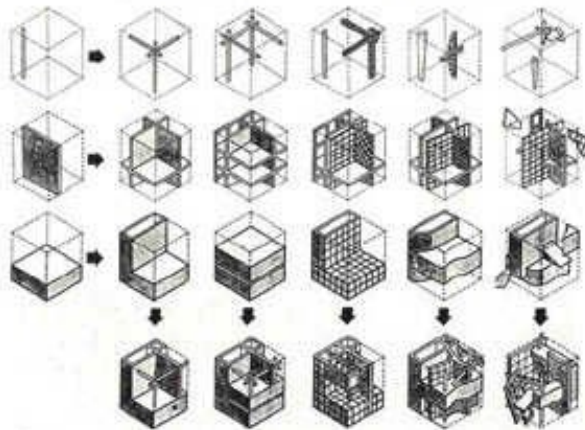
LINES

POINTS

SURFACES



(INTERSECTION REPETITION QUALIFICATION DISTORTION FRAGMENTATION)



1. WALLS AND INTERIOR PLANES (SOLID WALLS, CURTAIN WALLS, TRELLIS) CAN BE COMBINED ACCORDING TO SPECIFIC RULES (INTERSECTION, REPETITION, QUALIFICATION, DISTORTION, FRAGMENTATION)  
2. A TYPOLOGY OF POSSIBLE SURFACES AND CONFIGURATIONS AT THE USERS DISPOSAL

## Photoshop Tricks

### Depth of field

Give your renders an added level of depth and realism with depth of field effects that simulate the out of focus effects of a camera lens.

1. Open up an image in Photoshop  
[File>Open>browse for image]
2. Duplicate the image layer  
[Layer>Duplicate layer]
3. Add a blur filter to this duplicated image layer  
[Filter>Blur>Gaussian Blur]
4. Attach a layer mask to this duplicated layer  
[Layer>Layer Mask> Reveal All]
5. Apply a grayscale gradient on the mask layer  
(this will affect the transparency of the blur layer, allowing the image below to be visible)

**Online tutorial > <http://retouchpro.com/tutorials/?m=show&id=251>**

### Lens Flare

Give your renders an added level of detail and realism with lens flare effects that simulate the effects of a camera lens.

1. Open up an image in Photoshop  
[File>Open>..browse for image.]
2. Create a new layer and fill it entirely with black  
[Layer>New layer]
3. Apply the lens flare effect  
[Filter>Render>Lens Flare]
4. Change the layer blend mode to "screen"

**Online tutorial > <http://www.photoshopessentials.com/photo-effects/lens-flare/>**





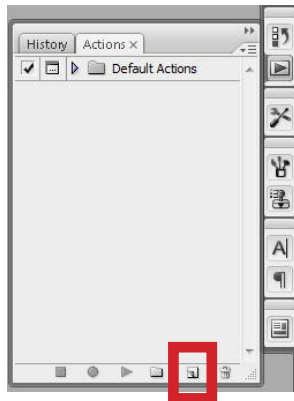
**3 class hours, 3 credits**

Office Hour:

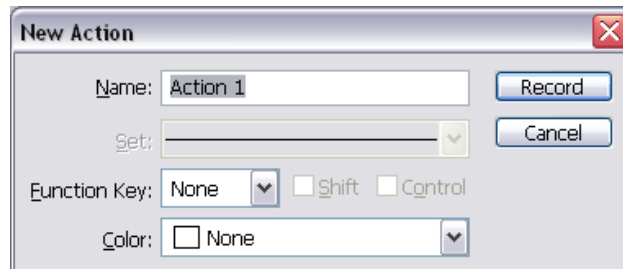
Fridays 12.00pm -1.00pm  
or by appointment

## CREATE CUSTOM PHOTOSHOP ACTIONS

1. Open an image
2. Open the actions panel [Alt+F9 or Windows >Actions]



3. Click the new action button [located at the bottom of the panel]
4. Give the new action a name, then click the record button



5. photoshop will now record all the following steps that you perform on the image. For example: if you resize, change the tone of the image, and adjust the brightness.. photoshop will remember each of the steps that you did.
6. Click the stop recording button when you are finished.
7. Done!
8. You can now apply this action to any new image that you open.
9. To apply this action to another image, open a new image, click the action name in the panel, click the "play" button at the bottom of the panel.

Additional tutorials :

<http://youtu.be/yQDJ5cVcFQo>

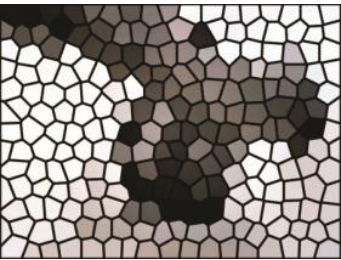
<http://www.switchonthecode.com/tutorials/photoshop-tutorial-actions>

## Illustrator Tricks

### Voronoi Mullions

#### Place an image and apply the stained glass filter.

1. Use the “place” command in illustrator to insert an image. [File>Place>..browse for image..]
2. With the image selected, apply the stained glass filter [Effect> Texture > Stained Glass]
3. Play around with the “cells/border thickness/light intensity” sliders to adjust the effect on the image.



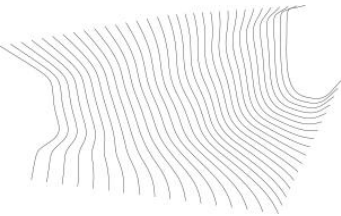
### Live trace

#### Extract the vector paths from the image

4. Set up the live trace options [Object>Live Trace>Tracing Options]
5. Apply the live trace command
6. Use the “expand” command to access the vectors [Object>Live Trace>Expand]
7. Use the direct selection tool (white arrow) to select the vector outlines.

### Blend Curves

1. Draw a series of curves with the pen tool.
2. Set the path blend options. [Object> Blend >Blend Options]
3. Apply the path blend command. [Object> Blend >Make]
4. To edit the paths just created, apply the “expand “ command [Object> Blend >Expand]



### Text

1. Setting up text boundaries
2. Writing text on a path
3. Fitting text in an object (area type tool)
4. Linking text boxes
5. Orientation
6. Text options
  - Font
  - Color
  - Size
  - Fill
7. Changing text to outlines