

ComD 3316 **Project 3 Assignment** Fall 2024

**Due by or before 2:45 PM 11/12/24**

**(100 points)**

Raster graphics must be your personal image and approved by Prof. Carr

Each student **must have an original jpeg or Camera Raw image file**

**with File Info metadata approved by the instructor before use.**

**— (20 points)**

**File Info metadata.** CMYK mode, 8 bit. **Embed "SNAP 2007" color profile in file.**

Your approved raster graphic fits: 266 ppi, 6.5" (wide) x 8" (height).

Document size = 266 ppi, 7.5" (wide) x 9" (height).

Photoshop .psd (native) file format.

.25" safety space all around with guides.

All page elements fit into safe area.

**All document type:** Page ID and copyright are Arial Regular, 12 pt size, 13 pt lead, Optical spaced, Zero tracking, 100% vertical & horizontal scale, no baseline shift, no rotation.

Syllabus format required File ID

Syllabus format required Page ID in 100% K

Copyright required format in 100% K

**Logically Named Layers (includes single color + object + purpose and function).**

**— (20 points)**

Create closed paths with Bezier curves or corner points.

**Paths saved with logical names into the Path Palette: includes one designated RCCP.**

All paths saved with logical names (color + object) into the Paths Palette.

**One (1) of the path sets (which uses an internal (at least one) and an external closed path) is designated using "Clipping Path." This is your raster compound clipping path (RCCP), which is a raster compound object.**

**Selections are saved with logical names in the Channels Palette as alpha channels.**

All selections are made from paths in the Paths Palette or using a "selection" tool and saved with logical names (color + object) into the Channels Palette. These are known as alpha channels or masks.

**— (60 points) Demonstrated use of GCR + UCR functions (30 points each).**

All appropriate Layer Selections (command+j) are created using single **colored object selections (from path or alpha channel) over original graphic** and made with **"command+j"** into **separate layers. (Adobe's fx function is not to be used.)** Then the layers are logically named, modified with separation pixels to add detail in K channel and GCR or UCR curves.

**"K" channel detail must be Emphasized**, where appropriate, in both the GCR and UCR layers. Please create texture (using the K channel Clone process on flat objects. Also use the "S" curve to create contrast.

**Indicate effect by including appropriate "GCR" or "UCR" or "S-curve" in Logical Layer names.**