

Task: Use one of your photographs as a setting for an illustration. Whatever objects/people/animals you add to the photograph with vector designs should feel unified with the picture.

- The vector additions should follow the same light source as the photograph through added highlights and shadows. Think gradient/gradient mesh, gradients overlapping with opacity adjustments, blend modes, etc.)
 - The vector additions fit into the depth of the scene through proportion (size equals the scale around it) and overlapping (some photoshopping will have to happen to make this work- layer masks, healing brush or clone stamp, copied and pasted onto top layer, etc.)
1. **Choose a picture from your own collection OR take a picture with this idea in mind.** It is probably a good idea to use photographs that aren't too deep, something shallow, so that the added vector artwork can fit to scale and still be big enough to see all of the details. If you choose a photograph that has a lot of depth, pick one that would allow you to add vector objects to the foreground.
 - Picture should be high quality/high resolution. See me if you are not sure.
 - *If you are absolutely stuck on finding a scene of your own AND have an excellent idea that can be used with a Google Image search, talk to me.* (We'll discuss licenses, depth of your intended image, plan for vector in this image, and the likelihood of you creating the same idea with an image taken by you.)
 2. **Design is balanced.** Your vector objects/people will stand out because of the contrast between the two styles. (vector vs pixel). Make sure your vector portion is balanced within the design. (You may have to add more than one thing to balance it out OR your main vector object is big and 'close to', but not in the center of your design.)
 3. **Your design is unified.** While the vector artwork stands out due to the different media style, steps were taken to make it 'fit' with the whole design. (highlights/shadows, color choices, theme, size/scale (proportion))
 4. **Push your technique here!** Use what you know to make this as 3D and realistic (in a cartoony way) as possible. Building your shapes and using gradients and blend modes will be HUGE here!

Links for inspiration:

Here are the top three links from the weebly site that may inspire you.

- <https://desket.co/blogs/news/awesome-subway-doodles>
- <http://theendearingdesigner.com/photographic-pencil/#here>
- <https://petapixel.com/2014/06/30/talented-artist-combines-photography-illustration-capture-sketch-life/>