

## Surrealistic Me Design Checklist and Rubric

### Task:

Your task is to create a composition that uses symbolism to describe something personal (something from the questionnaire or inspired by it) in a Surrealist style.

Surrealism is dreamlike, based on the unconscious/dreamlike state portrayed as realistically as possible, becoming SUPER REAL, or BETTER THAN REAL. (Change the normal scale of objects, reverse the accepted order of things, combine internal and external spaces, or juxtaposition to name a few.)

A symbol is a form, image, or subject representing a meaning other than the one with which it is usually associated. Symbolism in art, especially in Surrealism is using a symbol to express meaning in a mysterious, ambiguous way.

### Links for inspiration:

Erik Johansson- <http://www.erikjohanssonphoto.com/#/cut-fold/>

Chris Bennett- <https://theartjunkie.wordpress.com/2012/07/23/chris-bennetts-witty-surrealism/>

Cyril Rolando- <http://sdtuts.com/interview-of-digital-artist-cyril-rolando-aquasixio/>

Maggie Taylor- <http://www.maggietaylor.com/>

Various Artists link 1

<http://www.designyourway.net/blog/inspiration/41-high-quality-photo-manipulations-for-inspiration/>

Various Artists link 2

<http://www.hongkiat.com/blog/surreal-photo-manipulation-40-amazing-artworks/>

Speed editing- surreal composites-many to choose from by this artist

<https://youtu.be/PSryH-VzKtg>

Surrealistic Me Book of Student Artwork

<http://www.blurb.com/books/3331831-surrealistic-me>

### Tips for beginning:

- Focus on what **personal quality or story** you are going to illustrate in a surreal way.
- Focus on the **Operational Techniques**. Which one/s appeal to you the most? Which are you most likely to use?
- Sketching is always a good way to visually plan before you begin.
- Begin **collecting images** that could be used to **symbolically** express your personal qualities and/or story. Remember **Erik's tips** for success....try to look for images that are photographed from the same perspective and lighting. We can play with the lighting, of course, but help yourself as much as you can in the beginning.(**Look for 1000+ pixels and licensing!** These could very well be displayed publically or entered into Scholastic next year so all licensing must be 'free to use or modify'.)
- Start a Google Doc with your images and the url address you found them. (**Go to the original image source. DO NOT copy/download from the search site page as you will not get as good a quality picture as you might from the original and your cited source will be incorrect.**)
- When you open your Photoshop file **MAKE SURE THE RESOLUTION IS SET TO 300 PPI.**

## Design Checklist (Components in Rubric)

- Design incorporates **at least one** of the **Operational Techniques**.
  - Design expresses a **personal quality or event in a symbolic, surrealistic manner**.
  - Design uses tricks to create **Space/Depth** (foreground/middle/background)
1. Objects closer are bigger and close to the bottom of the design. As they get farther away in the picture they get smaller and are placed higher in the design.
  2. Objects farther away are faded (less vibrant in color) and less detailed/slightly blurred.
  3. Objects closer to the audience overlap objects further back in the scene.
- Techniques have been used to make the design look **as photorealistic as possible** (precise selections with attention to the edges (refine, feather, or blur), lighting/shadows, color matching/blending, perspective/transforming, etc.)
  - **Texture/Color Overlays** with or w/o layer masks are used to increase the richness of the design.

## New Skills at your disposal as you create:

- *Using textures and color layers with blend modes and layer masks.*
- **Color matching** (think dog and boat assignment)
- **Adjustment layers** with or without **clipping masks** to adjust colors (Levels, Hue/Sat, Photo Filters, Contrast, Brightness, etc.)
- **Filters (Liquify/Artistic/etc.)**
- Converting to a **Smart Object** to preserve pixels in transforming, **puppet warping**, and filters.
- Ways to create **realistic shadows (puppet warp/warp with gradient and blur for one) and light sources (color layer with mask or overlay with mask) /reflections/glare**.
- **Modify a selection** using the Select > Modify to **Expand, Feather**, etc.
- **Fill > Content Aware**

## Old skills to remember:

- **Selection tools** (Rectangular/Elliptical Marquis, Magic Wand, Quick Selection Brush)
- **Refine Edge** to make difficult selections precise and Feather edges.
- **Transform** to resize or reshape a selection (Hold ALT to change from center, CTRL to change only one handle, SHIFT to constrain the shape.)
- **Layer Masks** to hide unwanted parts (not the eraser). Use black to take away, white to show, grays for different opacities.
- **Gradients** on a Layer Mask to make an even blend or **glare (Think Screen assignment.)**
- **Color Blend** mode on a new layer in order to change the color without losing details/values.
- **Multiply, Screen, or Overlay** blend modes to darken, lighten, or boost the contrast in layers.
- **Adjustment Layers- Levels** (Think Histogram-white/midtones/black) and **Hue/Saturation** (Changing colors within an image)
- **Shadow/Highlights**
- **Dodge/Burn**
- **Healing Brush/Clone Stamp**
- **Blur Tool**
- **Opacity of brushes and/or layers**

<b>CONCEPT</b>	<b>BEGINNING</b> Little to no evidence of concepts demonstrated 1-11 PTS	<b>DEVELOPING</b> Approaching the concept 12-14 PTS	<b>PROFICIENT</b> Meets the concept 15-17 PTS	<b>EXPERT</b> Exceeds the concept. 18-20 PTS
<b>COMPONENTS</b> Items from the Checklist	<b>Three or more items (#1, #2, #3, #4, #5)</b> from the checklist are <b>missing</b> from the design.	<b>Two items (#1, #2, #3, #4, #5)</b> from the checklist are <b>missing</b> from the design.	<b>One item (#1, #2, #3, #4, #5)</b> from the checklist is <b>missing</b> from the design.	<b>All items (#1, #2, #3, #4, #5)</b> from the checklist are included in the design.
<b>PRINCIPLES OF DESIGN</b> <b>BALANCE/UNITY</b> 1.The visual weight of the piece is distributed evenly. 2.Elements used to create the design all 'fit' together to create a strong message/theme.	<b>Few</b> areas of the design are visually balanced. <b>Few</b> elements of the design are unified. The viewer is distracted by how the image was made and not the fantasy of the picture.	<b>Some</b> areas of the design are visually balanced. <b>Some</b> elements of the design are unified. Several areas do not match and distracts the viewer from the fantasy of the design.	<b>Most</b> areas of the design are visually balanced. <b>Most</b> elements of the design are unified. One or two areas do not match.	<b>All</b> areas of the design are visually balanced. <b>All</b> elements of the design are unified. The audience is caught up in the fantasy of the design. There are no breaks in Unity to distract the eye of the audience to the 'how to' of the design.
<b>CREATIVITY</b> Originality- Unique/individual voice comes through in the design.	Student has taken the techniques being studied and has <b>done little to apply them</b> . The student has shown <b>no personality/voice</b> that comes through.	Student has taken the techniques being studied and <b>applied some of them adequately</b> . The student has <b>little personality/voice</b> that comes through.	Student has taken the techniques being studied and <b>applied them capably</b> . The student <b>starts to have a personality/voice that comes through</b> .	Student has taken the techniques being studied and <b>applied them in a way that is totally their own. The student's personality/voice comes through</b> .
<b>TECHNIQUE</b> Tools and/or techniques used to create/modify images in the design AND used to create the overall composition.	Demonstrate a <b>need for better understanding of New Skills coupled with Old skills &amp; tools</b> required for assignment.	Demonstrates a <b>basic understanding of New Skills coupled with Old skills &amp; tools</b> required for assignment.	Demonstrates <b>good understanding of New Skills coupled with Old skills &amp; tools</b> required for assignment.	Demonstrates an <b>advanced &amp; knowledgeable understanding of New Skills coupled with Old skills</b> . Can easily navigate the software.
<b>WRAP UP</b> See checklist below.	Google Doc includes <b>only the finished jpeg</b> .	Google Doc includes <b>finished jpeg and original/unedited images</b> .	Google Doc includes <b>most of the components</b> listed in the Wrapup description, however, the <b>paragraphs are incomplete/basic</b> .	Google Doc includes <b>ALL of the components</b> from the Wrapup description listed above. The paragraphs <b>fill the requirements and are detailed</b> .

Total: \_\_\_\_\_/100

**WRAP-UP REQUIREMENTS IN A GOOGLE DOC TITLED “SURREALISTIC ME WRAP-UP”**

- a. Your name
- b. All pre-edited images you used with url addresses
- c. Your final Surreal image (jpeg).
- d. I need to see your layers so save the .psd file as “Finished Surrealist Me” in your Digital Folder.
- e. One paragraph including:
  - What personal quality or event is being illustrated.
  - How symbolism is used to convey the personal quality or event.
  - What Operational Technique is being used.
- f. 2-3 Paragraphs explaining your artistic process.
  - The steps you took to create the final image. How did you make it look so professional?