

# Photoshop Project 5

## Generative Fill

Use **GENERATIVE FILL** to create a scene from scratch. It could be a portrait scene, the background for an animation, a computer game background or a cartoon scene. The following diagram can be used as an example.



### Investigating the Task

- 1 Decide on the background for your scene.
- 2 Work out where and what type of images will be added to the background.

### Designing the Solution

- 1 Draw a sketch on paper to show how you want your design to look and indicate what images you are going to include.
- 2 Show your planning sketches to your teacher before you start your scene and submit them when your project is complete.

### Producing the Solution

Produce the solution using Adobe Photoshop.

- 1 Use **GENERATIVE FILL** to add the background first.
- 2 Complete the rest of the scene by defining each area and using **GENERATIVE FILL** to insert the required images.

### Evaluation

- 1 List the Photoshop tools that you used and describe what they allowed you to do.
- 2 Show your scene to other students. What were their comments? What changes would you make to the scene after listening to their comments?