0801_NARRATIVE: Start by placing your model (use photo from your documentation) within one of the provided photographs (from within/without exercise). Each of the tasks below tasks explores scene-making techniques that can enhance an image and reinforce the narrative you're trying to describe. Bring together multiple processes from the list described below to create a comprehensive scene that tells a story. Pick **one or more from each category** (one frame landscape, one from figures, etc.).

LANDSCAPE

- add grass to a paved area or artificial surface
    - to match perspective: transform tools
    - to match color: adjustment layers
    - for refined editing: clone stamp tool and special paintbrushes [go to dropdown for brush panel, load brush or add legacy grass brushes]
- add reflection to water
    - to mirror: transform tools (may also want to mask some portions of the image)
    - to adjust tones: adjustment layers or layer blending modes
    - to soften: filters (blur etc.), fine tuning with blur and smudge tools

FIGURES
(see week 3 lectures for resources to find figures)

- add shadows to ground figures
    - to get starting shadow: create layer FX with drop shadow, right click on FX icon and Create layer
    - to adjust position/orientation: transform tools
    - to make far portion of shadow lighter: layer mask with gradient tool and/or soft brush, blur tool as needed
    - play with opacity and layer blending modes (e.g. multiply) to set better against background
- illustrate movement of a figure through space
    - make sure you have 3+ images to start with for your figure (can also grab stills from a video clip)
    - each successive frame should be lighter (layer opacity) and blurrier (filter > motion blur), positioned so we can see all as they move through space

MATERIAL MAPPING

- find textures (some free images to grab here)
- to position with perspective and orientation: transform tools
- to fit over original image: layer masks (try using magic wand tool or select > color range)
- adjustment layers as necessary to match the tone of the scene

ATMOSPHERE
(note that I want to see change here - i.e. do not make the scene nighttime if it is already the night)

- make it rain
    - to make the ground look wet: treat paved surfaces like very soft water reflection and play with layer blending modes and opacity (see under LANDSCAPE)
    - to make raindrops: paint bucket a fully black layer, add noise, filter > blur, adjust levels to have a few less white spots, filter > motion blur (at an angle), adjust blending modes (may duplicate this layer and continue to adjust to add literal layers to the rain, depth, and use layer masks to paint out / soften certain areas of the image)
- make it snow
    - to make some snow on the ground: desaturate and lighten ground (adjustment layers with mask), then use smudge tool to create fluffy piles
    - to add snowy piles to top of buildings etc. : white paintbrush, maybe a grey paintbrush to add some shadows/depth
    - to make snowflakes: follow instructions for raindrops (try screen blending mode); for variable flake size, copy and scale that layer and filter > pixelate > crystalize, and add an additional motion blur
- make it nighttime
    - to change the sky: layer mask out the old and copy in a suitable replacement
    - to soften existing shadows: clone stamp and dodge tool (range=shadows)
    - to change to night color scheme and tones: paint a blue layer over most of the scene (may use layer masks where there is / will be artificial lights and the sky) and set layer blending mode (try multiply) (may also include adjustment layers and levels to unify the feel of the scene)
    - to add interior/artificial light: paint yellow over/from openings (can try layer mask with gradient as well)

WHAT: The final output for this assignment consists of one jpg file 7.5x10" at 150dpi. Sample file name for this assignment: wk5_perry_narrative.jpg.
WHEN: Digital submission due at 8pm, August 1.