

Name: _____ Period: _____

Advanced Photoshop Portfolio Resume

The goal of this project is to secure a position with a software or digital gaming company as an:

- **Environment Modeler**
- **2D Texture Artist**
- **Character Modeler**
- **Concept Artist** (draws but doesn't not necessarily use the computer)

You are to find a setting or object that could be photographed from a $\frac{3}{4}$ view (2 point perspective) and then detailed out to be used as individual textures applied to polygons in a video game.

The **first shot** is a full $\frac{3}{4}$ or 2 point perspective view of the entire scene or object.

The **additional shots** should be taken from eye level, directly in from of the object.

The example I was given was to photograph a truck from a 2 point perspective view, before shooting all sides (front, back, right, and left) from eye level to avoid distorting perspectives. The rest of the supporting image will be details taken from the subject; logos, trim, vents, license plates, etc...

All of this will be composed on one 11" x 17" sheet, with a resolution of 150 dpi

As with most resumes, your **contact information** should be included in the upper portion of the format:

- **First and last name**
- **Address**
- **City, state zip**
- **Phone**
- **Email address**

Advanced Photoshop Portfolio Resume

Student: _____ Period: _____ File Name: **2_In_portfolio_resume**

A copy of the flattened .pdf file has been submitted to the dropbox for printing.
 A .jpg file has been submitted for the web: quality 10, image size no larger than 600 pixels wide by 800 pixels high.

Principles of Design	Couldn't be better	Well done	Gets the basics	Confused about the basics	Incorrect or missing
Contrast – The viewer is able to quickly identify the subject of your resume. <input type="checkbox"/> Space <input type="checkbox"/> Color <input type="checkbox"/> Form <input type="checkbox"/> Line <input type="checkbox"/> Value <input type="checkbox"/> Texture <input type="checkbox"/> Shape					
Repetition: Limited color scheme, fonts, and shapes <input type="checkbox"/> Space <input type="checkbox"/> Color <input type="checkbox"/> Form <input type="checkbox"/> Line <input type="checkbox"/> Value <input type="checkbox"/> Texture <input type="checkbox"/> Shape					
Alignment: The viewer's eye travels in logical and smooth transitions from image to image, the work is laid out in an organized and visually inviting fashion. <input type="checkbox"/> Space <input type="checkbox"/> Color <input type="checkbox"/> Form <input type="checkbox"/> Line <input type="checkbox"/> Value <input type="checkbox"/> Texture <input type="checkbox"/> Shape					
Proximity – A minimum of three proximal groups; the primary image, your contact information, and the supporting imagery. <input type="checkbox"/> Space <input type="checkbox"/> Color <input type="checkbox"/> Form <input type="checkbox"/> Line <input type="checkbox"/> Value <input type="checkbox"/> Texture <input type="checkbox"/> Shape					
Photoshop Skills and Organization	Couldn't be better	Well done	Gets the basics	Confused about the basics	Incorrect or missing
Communication to viewer <ul style="list-style-type: none"> • That you are skilled and fluent in your use of Photoshop • Your work indicated your qualifications as for the position(s) listed above • Who you are and how to make contact with you 					
Size Requirements 16.5" x 10.5" Resolution: 150 dpi Color Mode: CMYK					
Client Specs <ul style="list-style-type: none"> • Complete and through visual communication of the subject or scene • Perfection in selecting, editing, value adjustments and image clarity • No pixilation • Fonts are easy to find and read 					
Overall Success of the composition					
Details: Error free spelling and grammar.					

_____/90 Assignment Criteria