

<b>DIGITAL SIMULATIONS</b>
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Digital photography has created a backlash among some photographers and artists and sent them back into previous technologies or even mediums for inspiration. There is a resurgence of interest in historic and alternative processes as well as in turning away from the technical world and back to older times and working with those limitations. In this assignment we will use Photoshop on a photograph to create a simulation of either a historic old technique or to simulate other styles and effects used in the darkroom or even in the fine arts.

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**Subject** Any image of your choosing. You can shoot something new or use one from your existing collection. However it **MUST** be a shot you have taken yourself.

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**Procedure** Download any of the datasheets from my web site (in the Photo 204 section) or research online or in magazines to find a simulation you like. It can be of an old or alternative process, a wet darkroom process (such as IR, Posterization or Sabattier Effect) or can even seek to emulate a fine art technique such as silk-screening or batique. You can choose any technique or even experiment to create your own simulation steps for some historic processes. But choose a technique well suited to the subject matter of the photograph you have chosen.

You will turn in a file of the original file and the final simulation.

Rename the files “yourname\_simulation\_final (or original).jpeg” and reformat them to 100 ppi, 1,000 pixels on the largest dimension.

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**To Turn-in** 1 or 2 files labeled as above (as an attachment to Blackboard in the Simulations Assignment Section).

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**Grading** Grading will be based on the grading form. Download a copy for your reference and/or read the online material on the grade form and what the criteria mean.

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