

TITLE: Marine Alphabet Chart

SUBJECT: Computer Graphics Marine Alphabet

OBJECTIVE:

Students are to create an Alphabet Chart using images of creatures and plants found in the sea. Students will Design and Print their own Alphabet Chart.

MATERIALS:

- Photogalleries
 - [Life Above the Waves](#)
 - [Life Below the Waves](#)
 - [Habitats](#)

- Web sites
 - www.mbl.edu
 - www.rockyshores.auz.info
 - www.mesa.edu.au/friends/seashores

- Student examples (optional)
- Computers

Time Required: 2 1/2hrs. to 2weeks

PROCEDURE:

Create Image

1. Open a new picture in your image editor.
2. Adjust the size of the picture to be 10cm wide and 10cm high.
3. Save your image.

Find A Sea Creature

At this stage you will need to find the sea creature you are going to feature in your logo. Use the photo galleries or websites listed above.

Copy and paste the photo of your image into your image editor.

Crop Creature Image

1. Crop the sea creature to remove any unwanted background.
2. Use one of the cut out methods, either by shape, drawing, colour or edge finder. You may want to experiment with the different methods to gain the best result for your image.
3. Delete the original sea creature.

Insert Text

The first letter of the creatures name becomes your text. For example, if you were to choose an Eleven Armed Sea Star, then your letter would be an E.

1. Insert the text
2. Enter your letter in the text box
3. Format your letter as desired; you may want to use a designer text.



Layer Your Image

To create the effect the your creature is interacting with the text in your logo, you will need to create layers. The full image of your creature will generally be the bottom layer, with the text in the middle and any parts of the creature you want to appear in front of the text on top. You will need to crop the parts you want on top from the creature image.

1. Select the image you want to change the layering of.
2. Select to either bring the image forward, to the front, backward or to the back.
Arrange / Order



Add A Shadow

Once you have your creature and text arranged in your image, you can add effects the image.

1. Select all the elements of your image
Edit / Select All
2. Group the elements to form one image
Arrange / Group
3. Apply a shadow to the grouped the image
Effects / Shadow

Apply a background

The last step is to replace the plain white background. To do this you need to add a shape to your image and then fill it.

1. Select a rectangle from the AutoShapes list
Tools / Shapes
2. Stretch the rectangle to cover the entire image.
3. Remove the edge from the rectangle
4. Fill the rectangle with the colour, texture or picture of your choice.
5. Send the rectangle to the bottom layer to reveal your completed image.

