# **Zombify Me**



## **OVERVIEW:**

Using Adobe Photoshop, edit a photo of yourself that is appropriate and suitable to be zombified and place it on a suitable background. The more "zombie" the better!

## STEPS:

1	Find and save a high quality background image that you would like to place your "zombified self" onto.
2	Either use a picture that you already have of yourself or take an appropriate picture that is suitable to be zombified and save it in your H: $\rightarrow$ computers 8 $\rightarrow$ pictures folder. The picture should be medium to high quality/resolution
3	Using Photoshop, open the picture of yourself and follow the <u>"zombify" instructions</u> ( <u>link here</u> ) to make the picture of you as realistically "zombie" as possible.
4	Using photoshop, edit the picture using any additional tools you have learned about (or not learned about) to add some realism.
5	Using Photoshop, select all of the layers you created to make yourself into a zombie and merge them. WARNING! AFTER MERGING, YOU CANNOT EDIT INDIVIDUAL LAYERS, SO MAKE SURE YOU HAVE FINISHED EDITING!

Copy and paste the zombified version of yourself onto an appropriate background.

Edit the final picture (if necessary) to add realism.

Hand it in as a .jpg file, which has been saved as "lastname, firstname - zombify.jpg"

#### **MARKING CRITERIA:**

- Image selected is appropriate.
- Realism of: skin, burn, eyes, crackle, and blood.
- The image has been placed onto an appropriate background.
- Attention to detail.
- It has been handed in as a .jpg file with the title "lastname, firstname zombify.jpg"

#### **EXTRA STUFF**

 Add any extra things to enhance and add to the realism. This could include scars, wounds, editing the eyes to enhance realism even more, or any other zombie features that you can think of.

### CHECK OUT MORE EXAMPLES HERE

#### **Photoshop Keyboard and Mouse Shortcuts**

ctrl-c = copy ctrl-v = paste ctrl-d = deselect ctrl-alt-z = undo (up to 25 steps) [ or ] = make brush/eraser bigger or smaller alt-scroll mouse wheel = zoom in/out hold shift while resizing = keeps image to scale