**Denis Gonchar**

**(Gone-char)**



1. **New document** (US Paper, color mode RGB)
2. Open beetle image of your choice. **Import image to New Document**
3. Create a New Layer and begin assembling your shapes.
	1. **Rectangle Tool**
	2. **Rounded Rectangle Tool**
	3. **Ellipse Tool**
	4. **Polygon Tool**
	5. **Line Tool**
	6. **Custom Shape Tool**
4. In your Option Bar select “**Fill Pixels**” symbol.
5. Select your Foreground color and use the **eyedropper** to obtain colors directly from your image.
6. **Duplicate shapes** with Move Tool and Option key.
7. Manipulate shapes with Edit > **Free Transform** or Edit > Transform
	1. **Scale**
	2. **Rotate**
	3. **Skew**
	4. **Distort**
	5. **Perspective**
	6. **Warp**
8. Outline your shapes with **Edit > Stroke**.
9. Add dimension to your final shapes altering **Layer Styles > Bevel & Emboss.**
10. Don’t forget to create new layers. It will make it easier to remove shapes you decide to change. Also, **merge layers** together once you have 3 or 4 shapes exactly how you want them. This will minimize the total number of layers to keep track of. Shift to select layers**, Layer > Merge Layers**.
11. Your final design should **not** include any portion of the original image.
12. The background should include shapes and lines inspired by the artist.