Seth Tidwell

REFLECTION (Orchard)

1. Input – The project was to design an orchard flyer for apple picking
2. Process – I used gradient and texture tools along with shapes to make the sun, hole in the tree, dirt, and leaves on the tree. I used the lasso to grasp the Mac Apple to use as apples on the tree.
3. Feedback – The only challenges I had was with making a texture for the tree. I needed a texture that would fit a tree but no colors matched up to tree bark. I received help and feedback from Mrs. Shmigle.
4. I did. I figured out how to change colors on textures.
5. Output – I am very pleased with my project, I think I perfected it. I made the font small to make it simple, but I supposed I could have made it larger so it is easier for people to read.