Aunt Lee Dot Com

POLITICAL CARICATURE

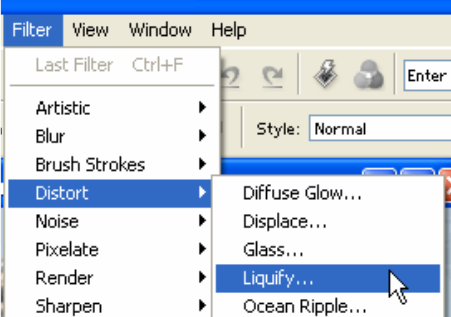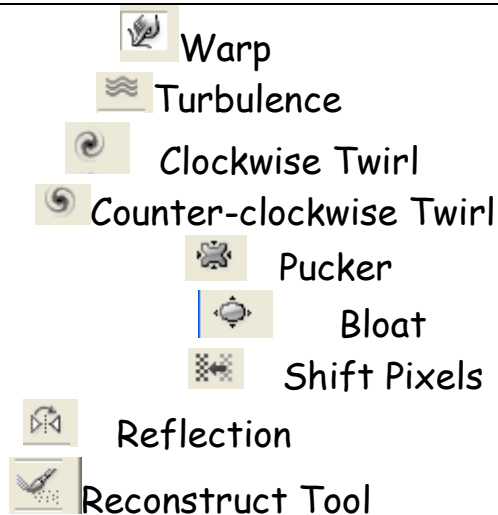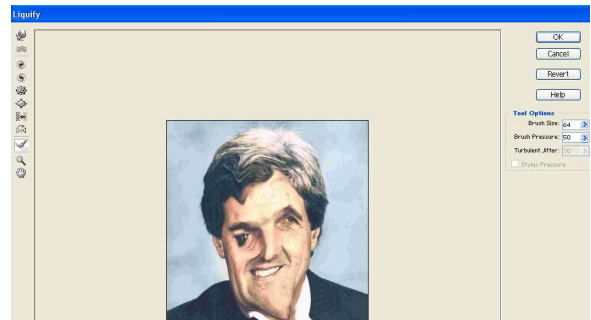|	
	Have you ever heard the expression "A picture is worth a thousand words"? A caricature exaggerates to tell a story or to make a political point.
Political cartoonists often exaggerate – usually George W. Bush is drawn with large ears and no chin, and Senator John Kerry is often drawn with a long chin and big hair.	We'll use Photoshop software to create political caricatures just by changing a photo – NO DRAWING REQUIRED – then we'll morph the caricatures frame-by-frame.
Adobe Photoshop	We'll Open Photoshop Elements
File Edit Image Enh / New... / New from Clipboard / Open... / Browse... / Open As...	Click File—Open and choose which picture you want to caricature.
Layer Select Filter View Windo / New / Duplicate Layer... / Delete Layer	Before we forget, let's make a copy of this first layer.
Filter View Window Help / Last Filter Ctrl+F / Artistic / Blur / Brush Strokes / Distort / Noise / Pixelate / Render / Sharpen / Style: Normal / Diffuse Glow... / Displace... / Glass... / Liquify... / Ocean Ripple...	Click on Filter—Distort—Liquify.

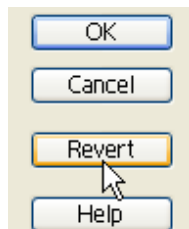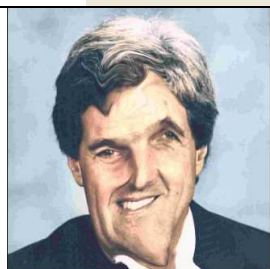|	

Warp
  Turbulence
  Clockwise Twirl
  Counter-clockwise Twirl
  Pucker
  Bloat
  Shift Pixels
  Reflection
  Reconstruct Tool
	You'll see a lot of tools at the left. We'll learn them all.

	For fun, let's use the Warp tool and liquefy, with a result sorta like this:
Now look at the menu on the right – you can choose to Revert	When you click the Revert button, the picture will go back to the beginning.
	Warp again, and this time use the Reconstruct Brush to revert just parts of the picture.

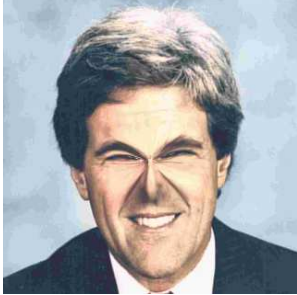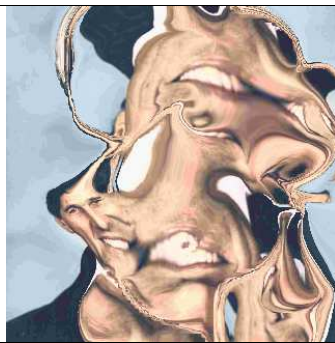|	
	The Turbulence Tool scrambles the pixels – use it to push back a hairline…
	Use the Twirl tools to make weird eyes and a crooked nose…
	Use the Pucker Tool to pucker up the mouth & chin… or around the eyes…
	Use the Bloat tool to make a really big brain… …or ears

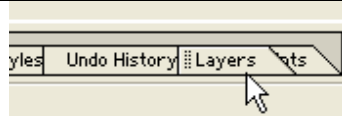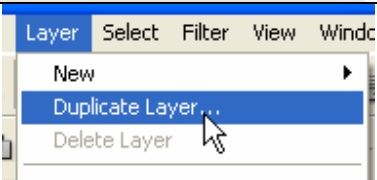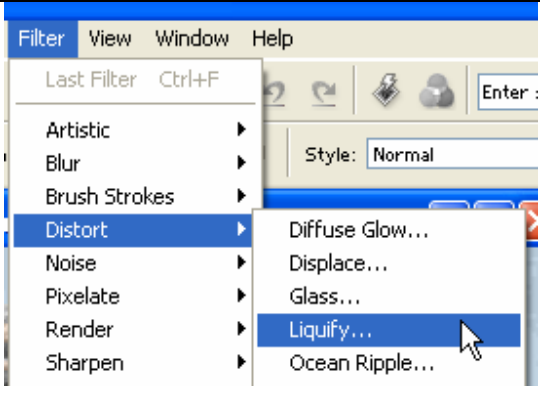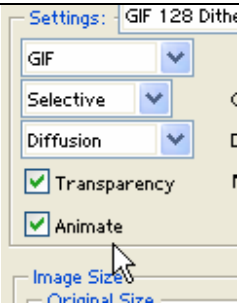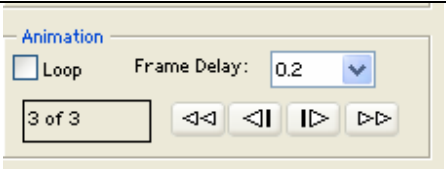|	
	Use the Shift Pixels tool ⚏ to put some weight on… …or just rearrange features…
	The Reflection tool makes copies of different areas of the picture, with interesting results. Keep stirring and see what you come up with!
# MORPHING THE ANIMATION!	Now that you know what the tools will do, it's time to decide how you want your caricature to morph!
	We'll make changes to one layer, add a new layer and make changes to that one, etc., and then we'll wind up with a morphing animated .gif!
	If you like your result, click OK OK
	Now at the top right, find the Layers menu and select it
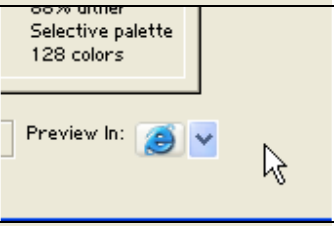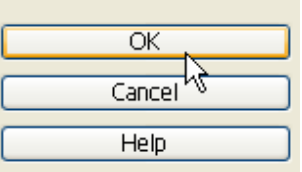
	You'll see you have two layers – the original and the morphed one. Click on the layer that you want a copy of to make more changes…
	Then click Layer – Duplicate Layer.
	Select the layer that you want to make more changes to by clicking on it…
	Then Click on Filter—Distort—Liquify Like we did before and make more morphing changes, then save the changes by clicking OK, then making a duplicate layer again, etc., until you're done.
TO SAVE YOUR ANIMATION:	
	Select File—Save for Web

Settings: GIF 128 Dithe GIF Selective Diffusion ☑ Transparency ☑ Animate Image Size Original Size	Make sure **GIF** is selected. Make sure the **Animate** box is checked.
Animation ☐ Loop Frame Delay: 0.2 3 of 3 ◁◁ ◁▮ ▮▷ ▷▷	Check the Loop box if you want your animation to keep going around. Choose a frame delay.
88% dither Selective palette 128 colors Preview In:	You can Preview your animation before finalizing it if you like.
OK Cancel Help	Click OK when it's done.