

Visualisieren mit digitalen und analogen Werkzeugen

# Wundertüte Collagieren

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**INPUT 2 | Bildaufbau & Collage**

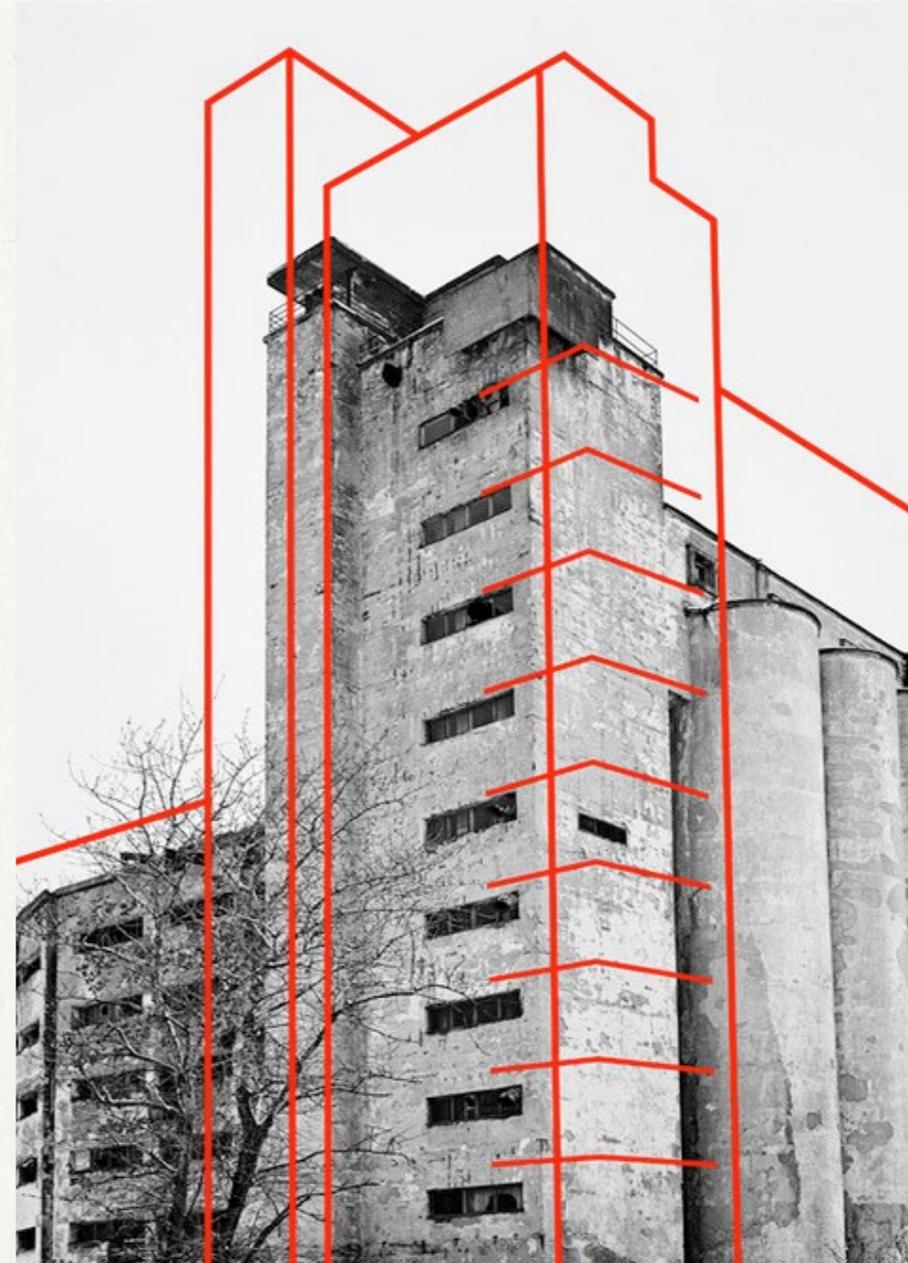
# Bildcharakter



Vom Foto zur digitalen Collage

Neue Bibliothek, St. Gallen  
Tanrisever und Zelli Architekten, Zürich

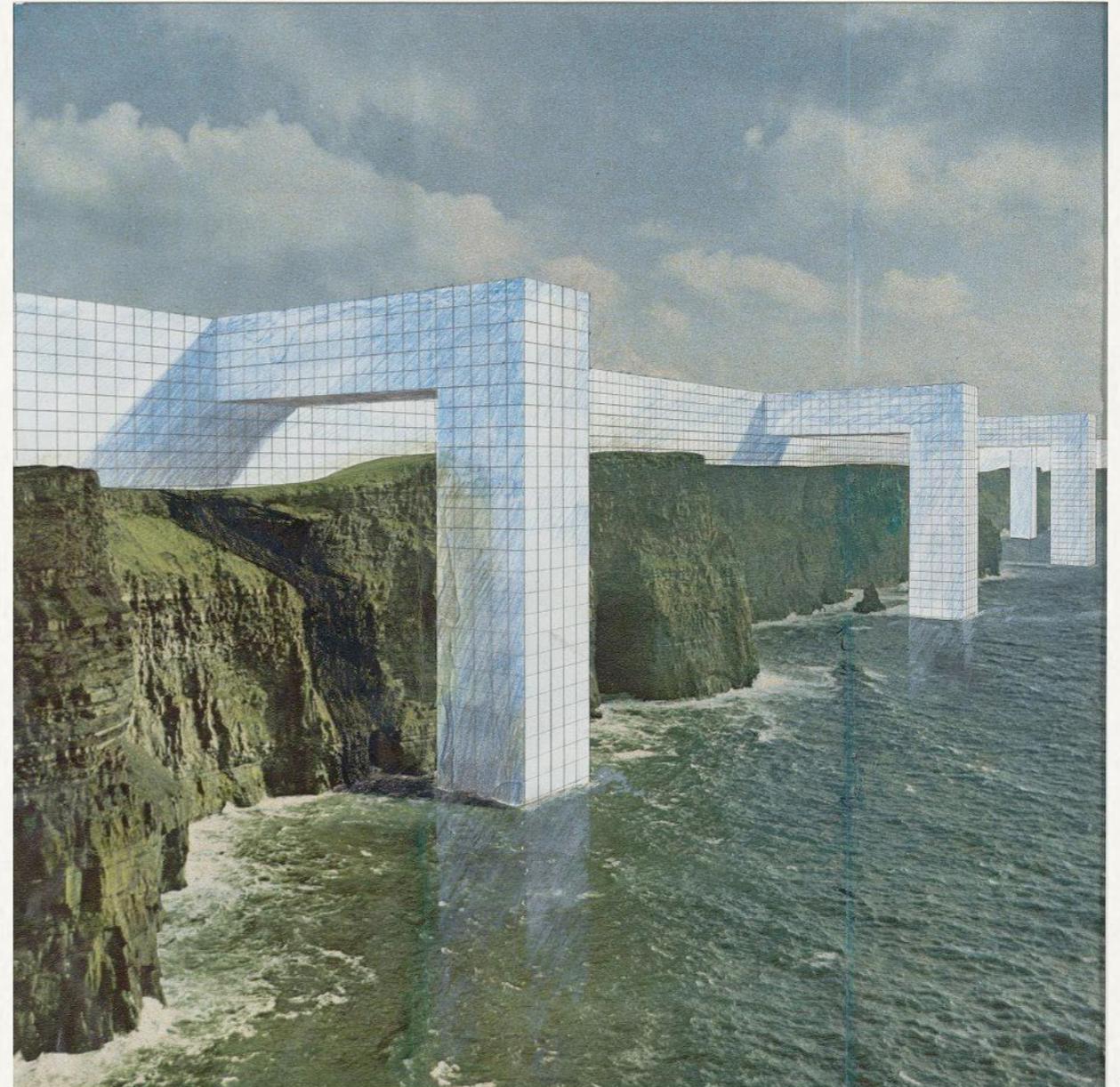
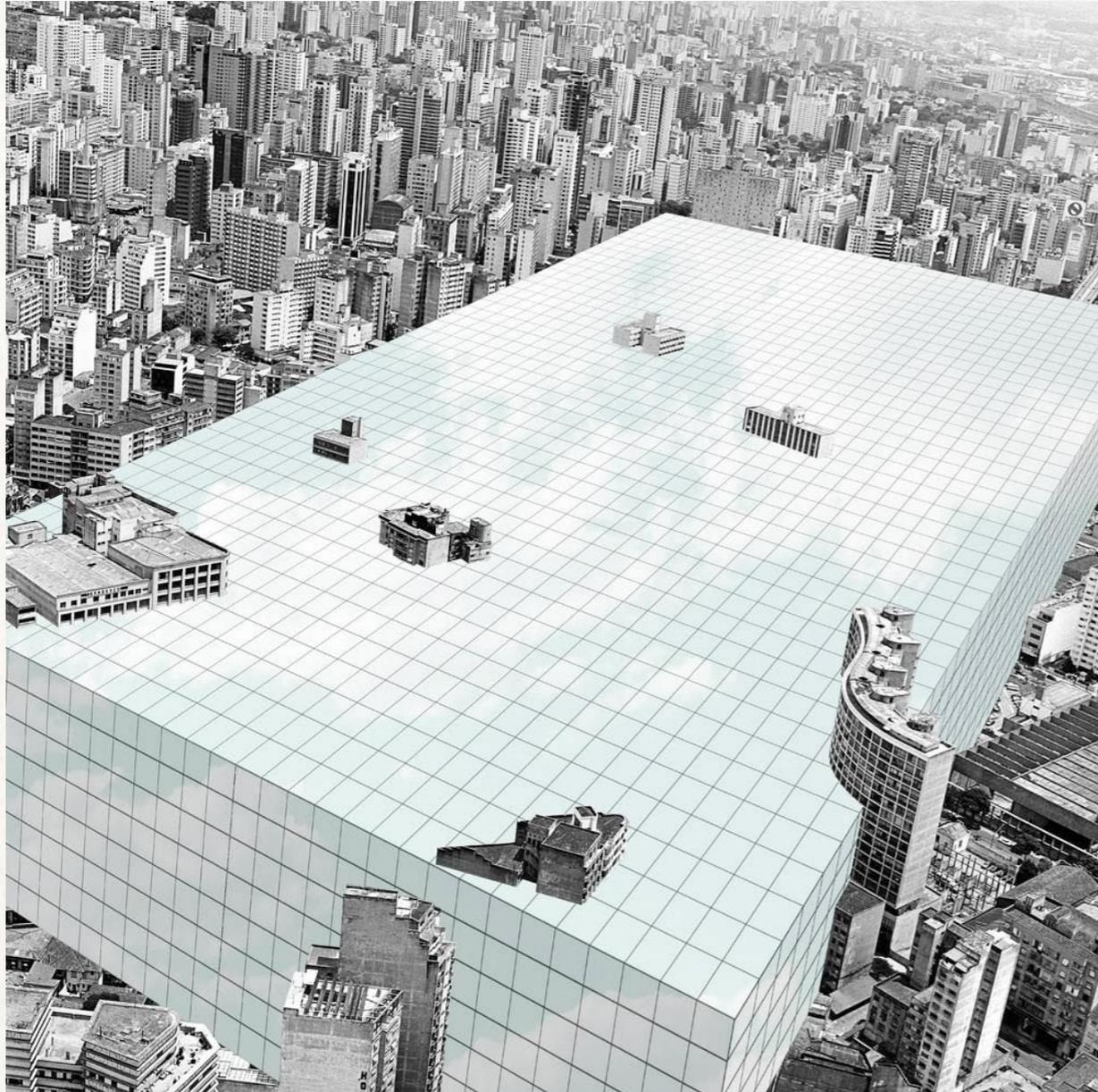
# Bildcharakter



[casura.tumblr.com](https://casura.tumblr.com)

## Grafische Elemente

# Bildcharakter

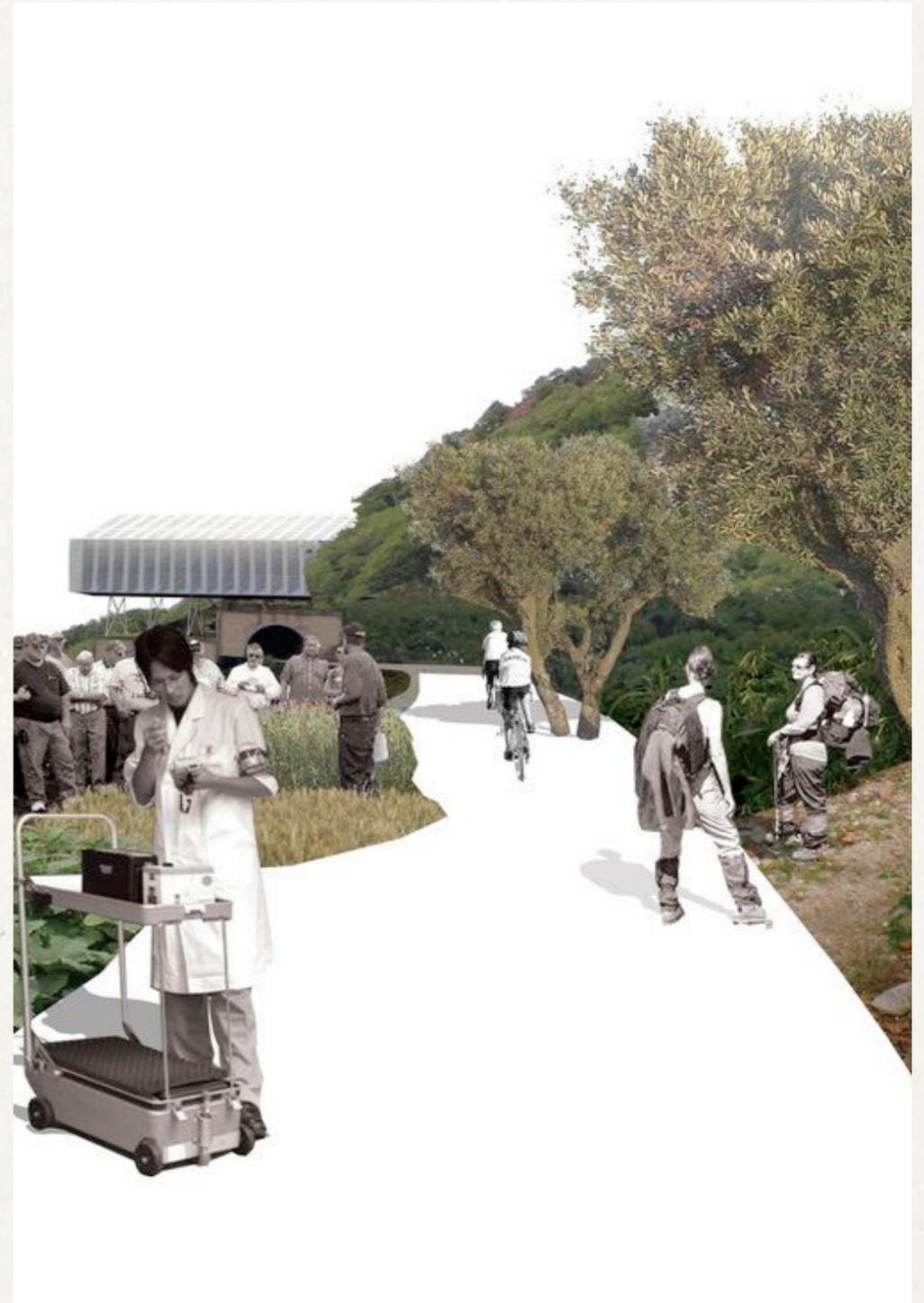


**Analoge Collage**  
**Bsp. SUPERSTUDIO**

# Bildcharakter



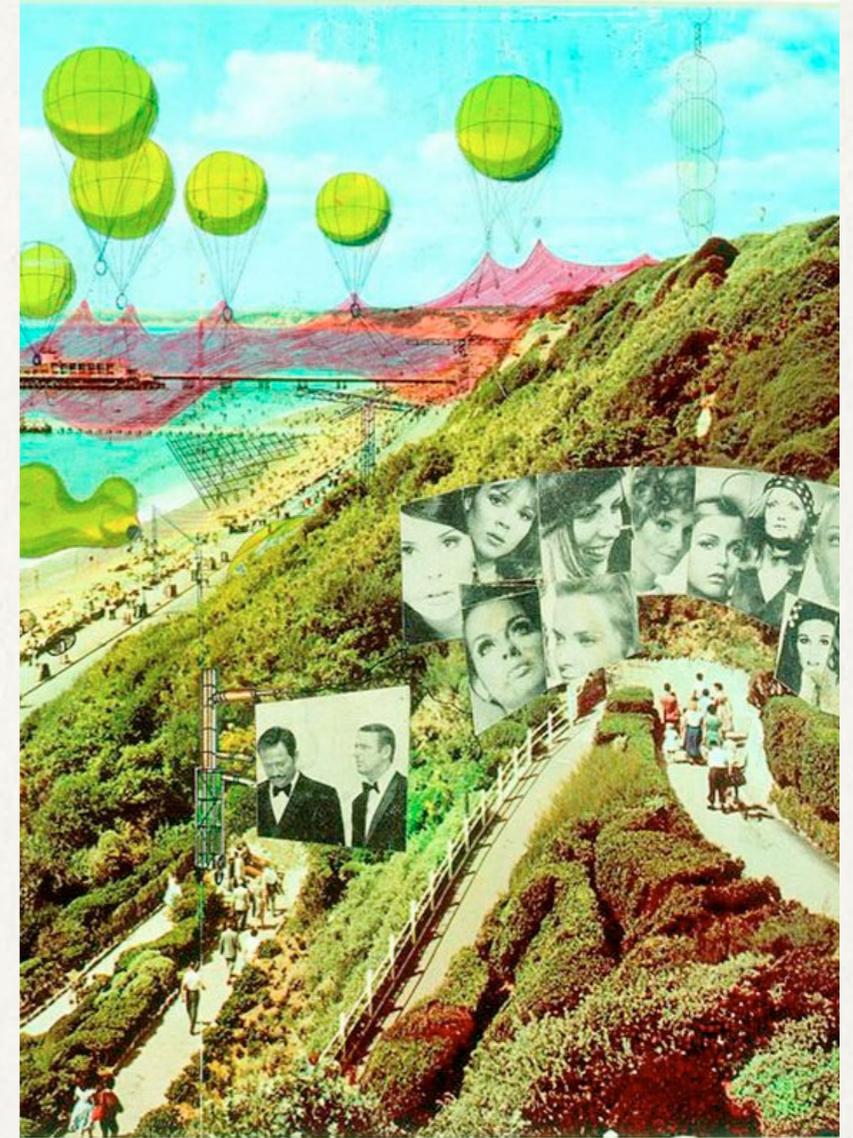
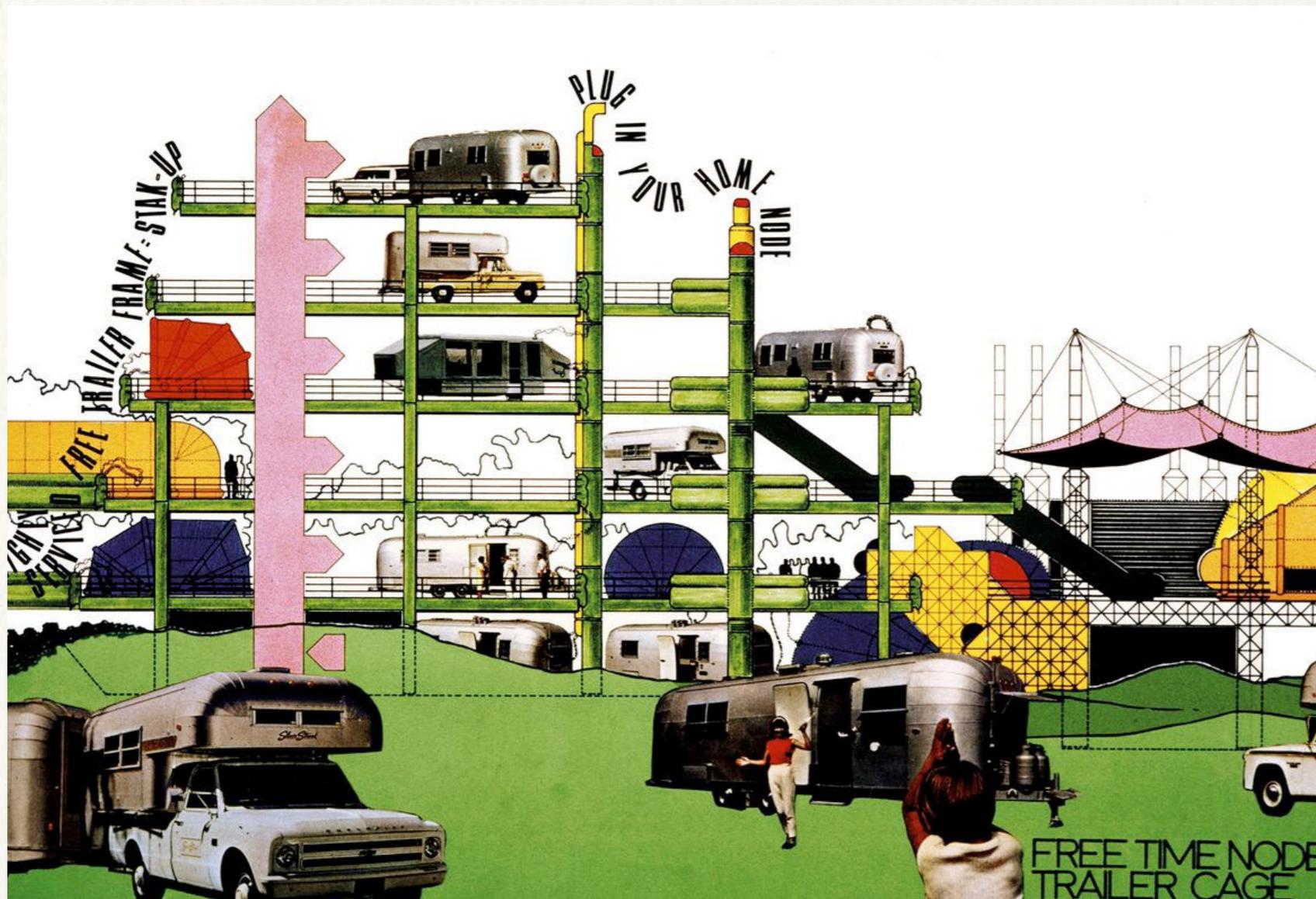
SUPERSTUDIO



POSAD

# Bildflächen

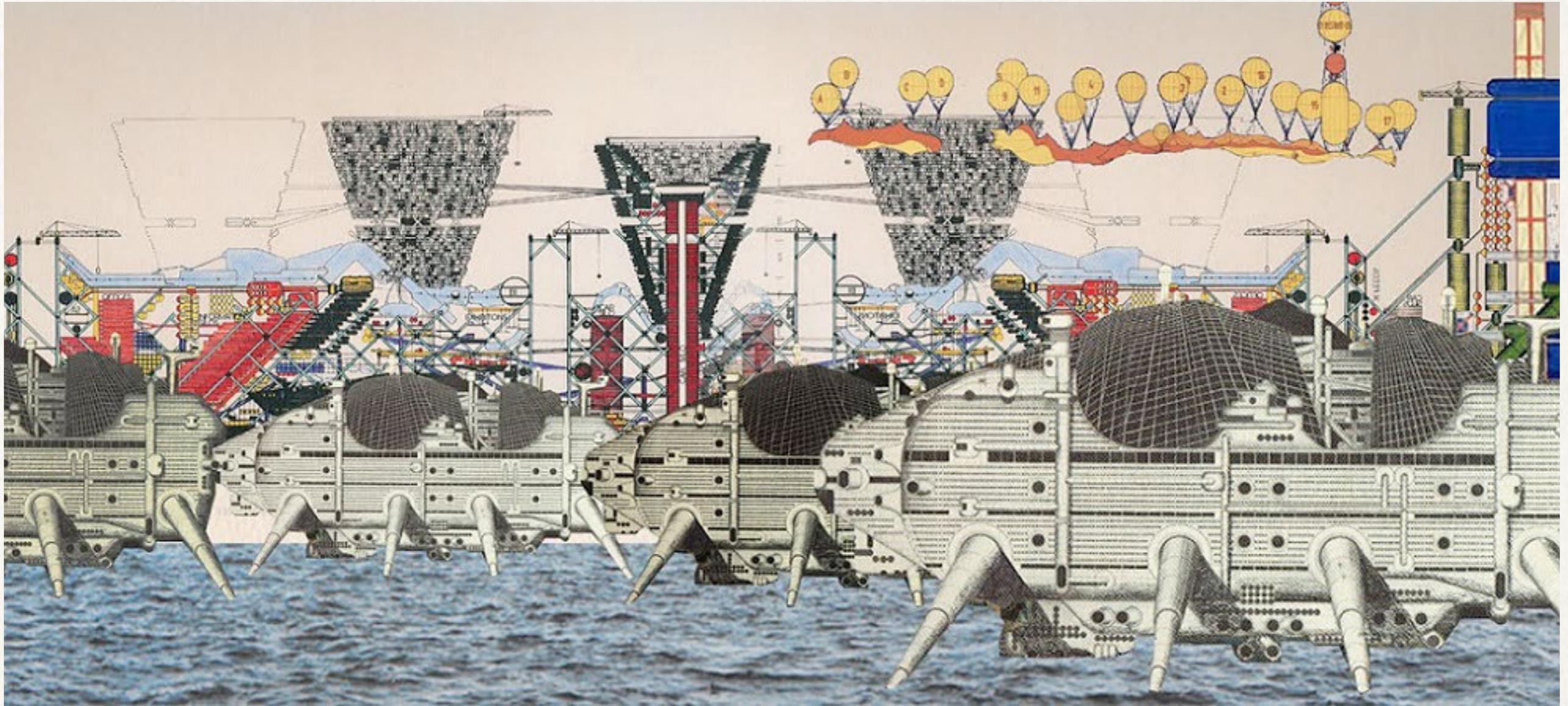
# Bildcharakter



Archigram

Bildwelten  
Bsp. Archigram

# Bildcharakter



Archigram

**Bildwelten**  
**Bsp. Archigram**

# Texturen

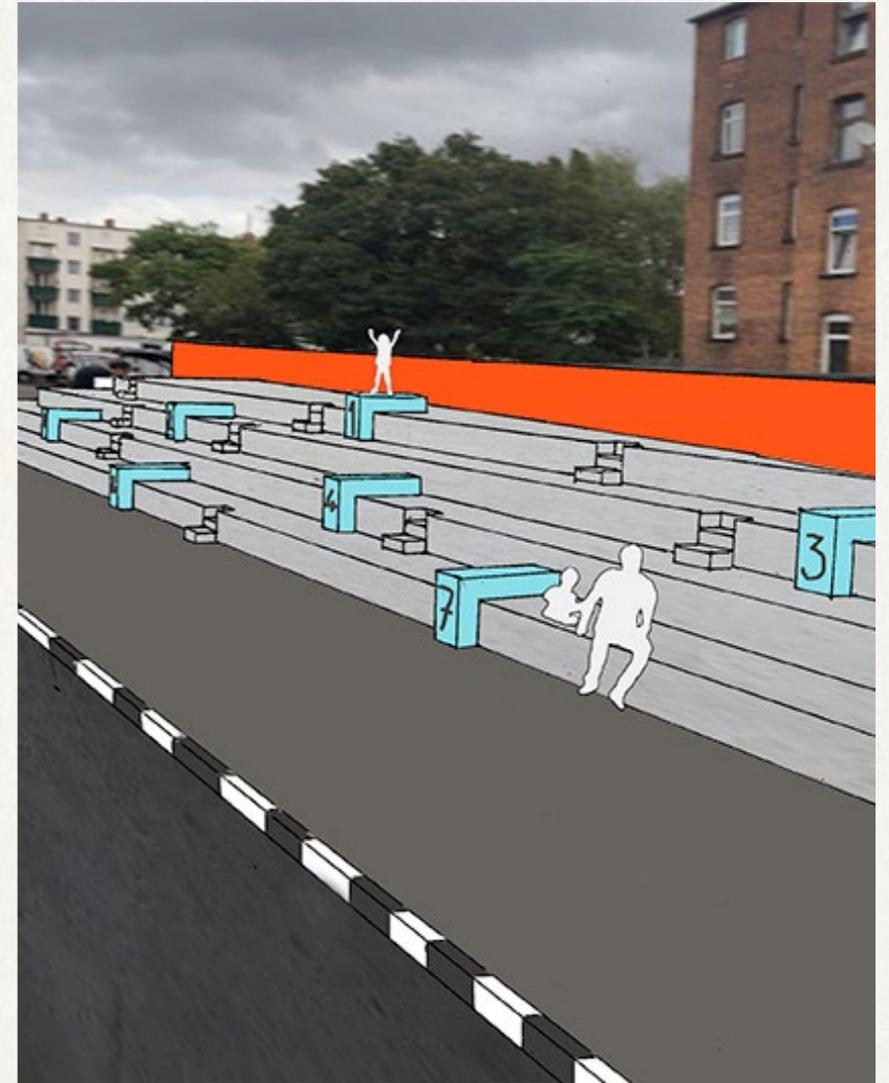


Sarah Euskadi

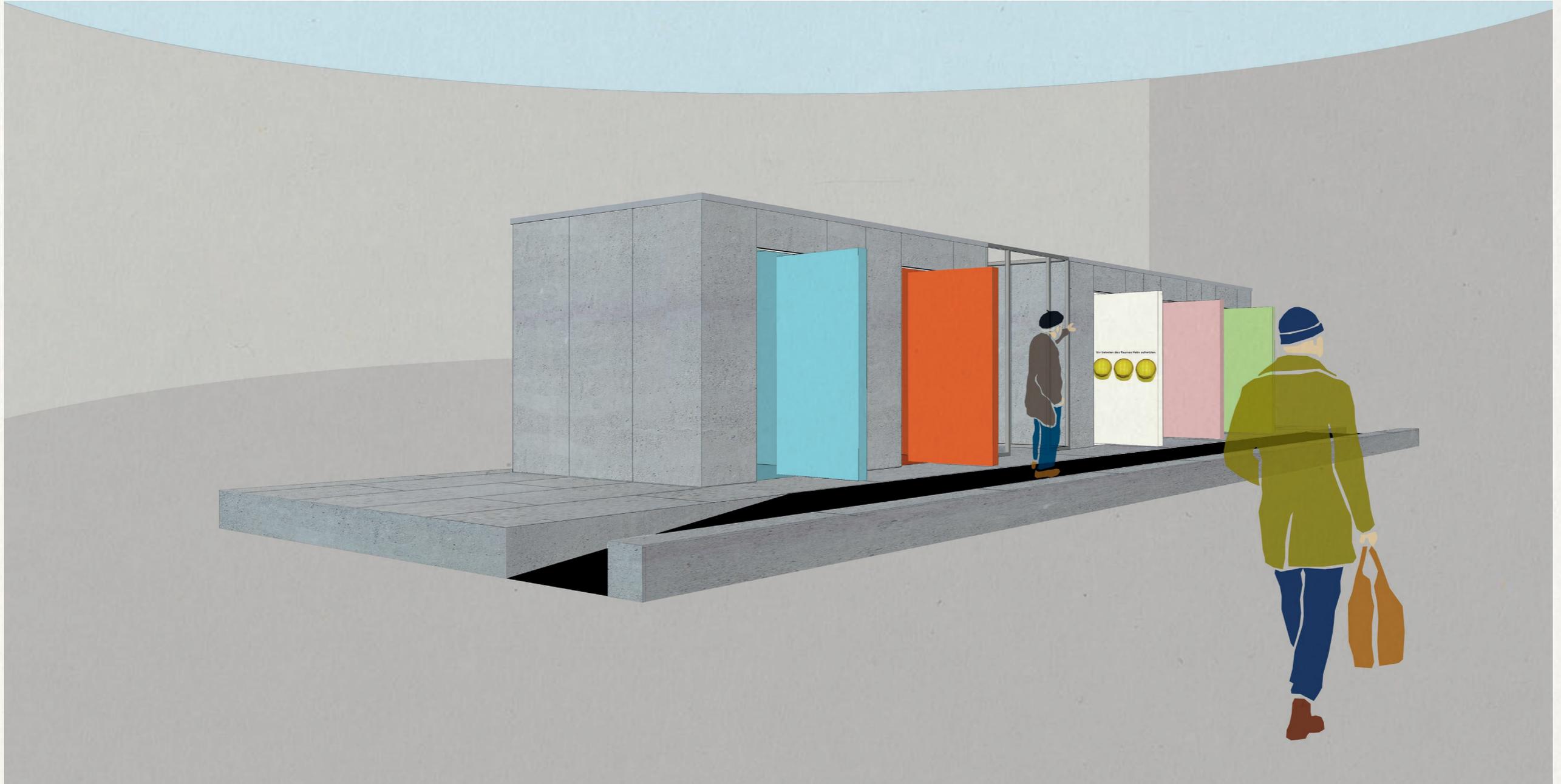


unbekannt

# Mixed Media

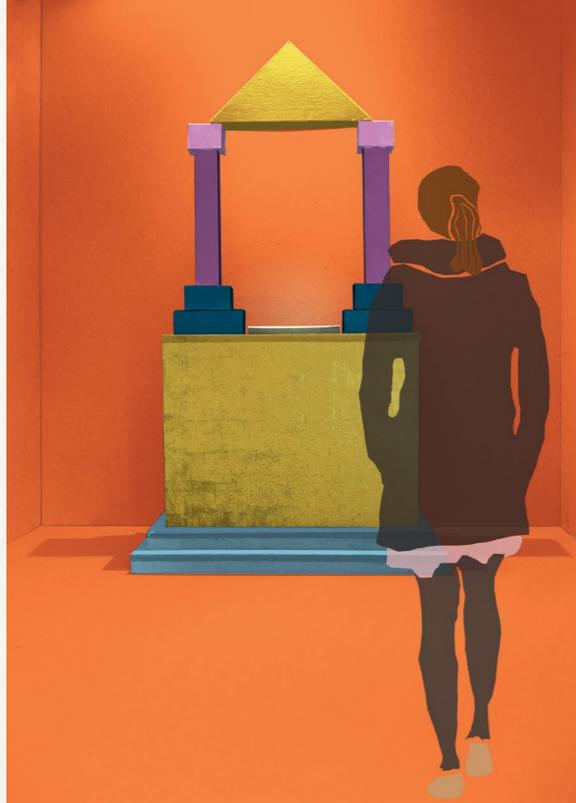
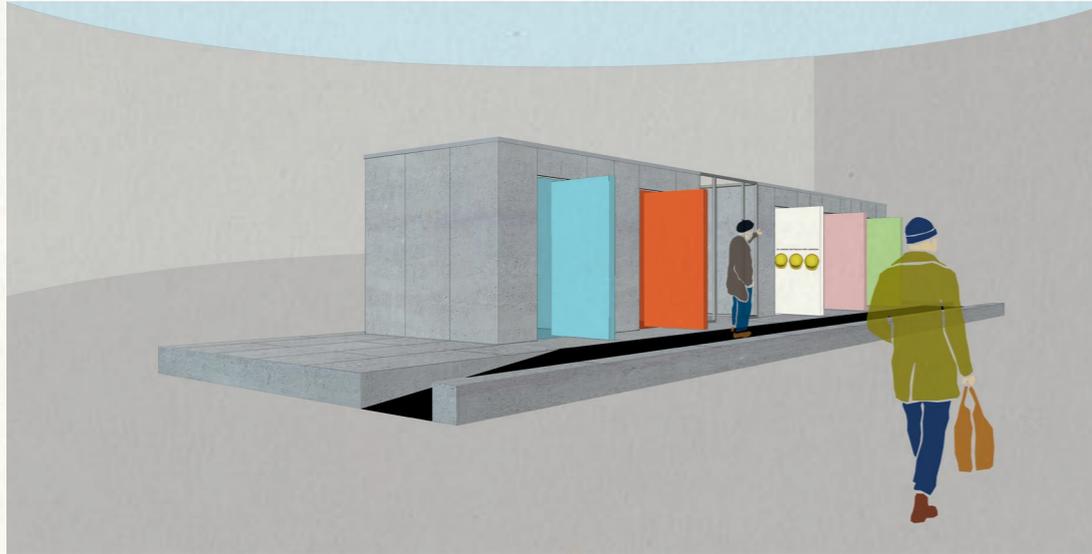


# Motivwahl

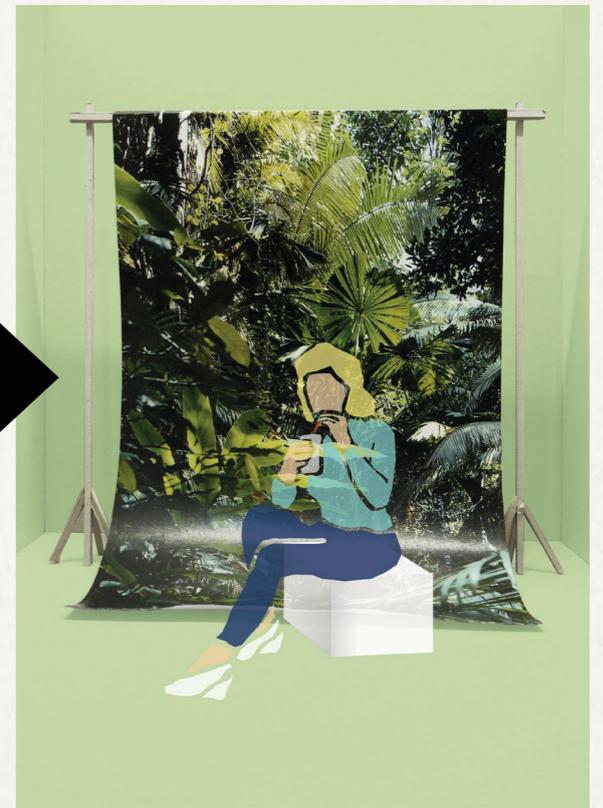
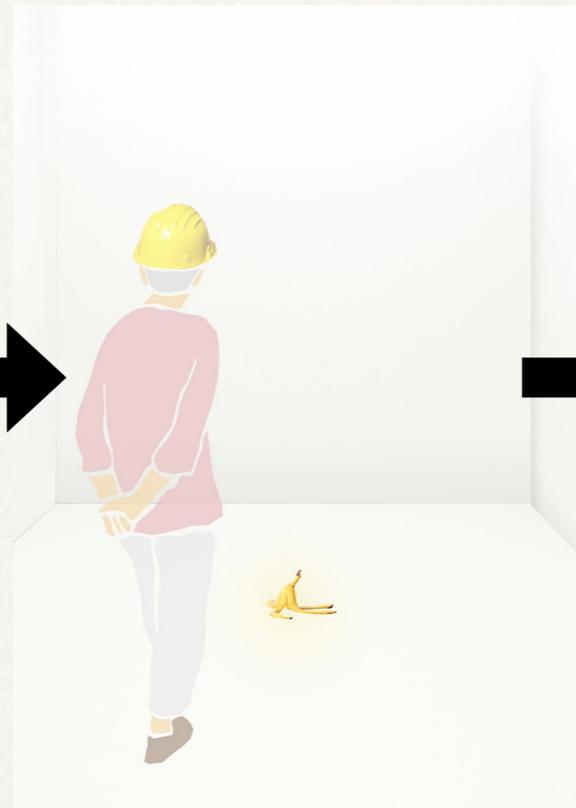
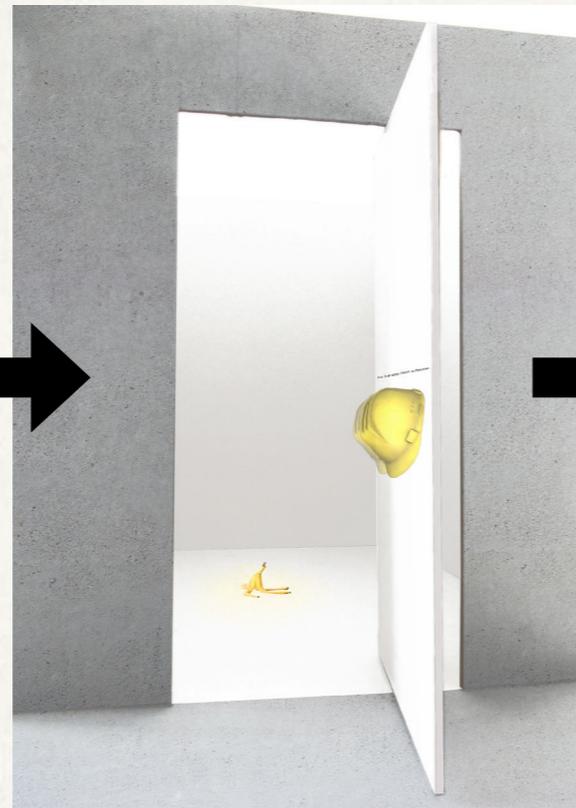
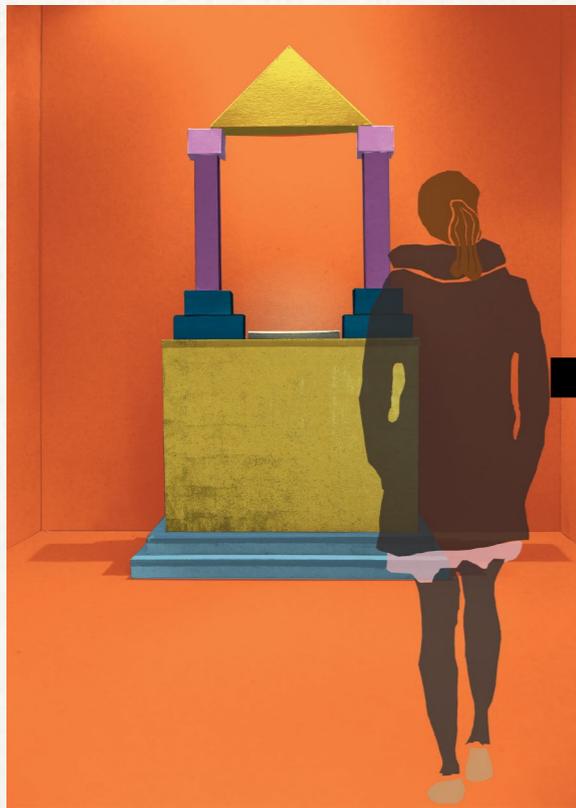
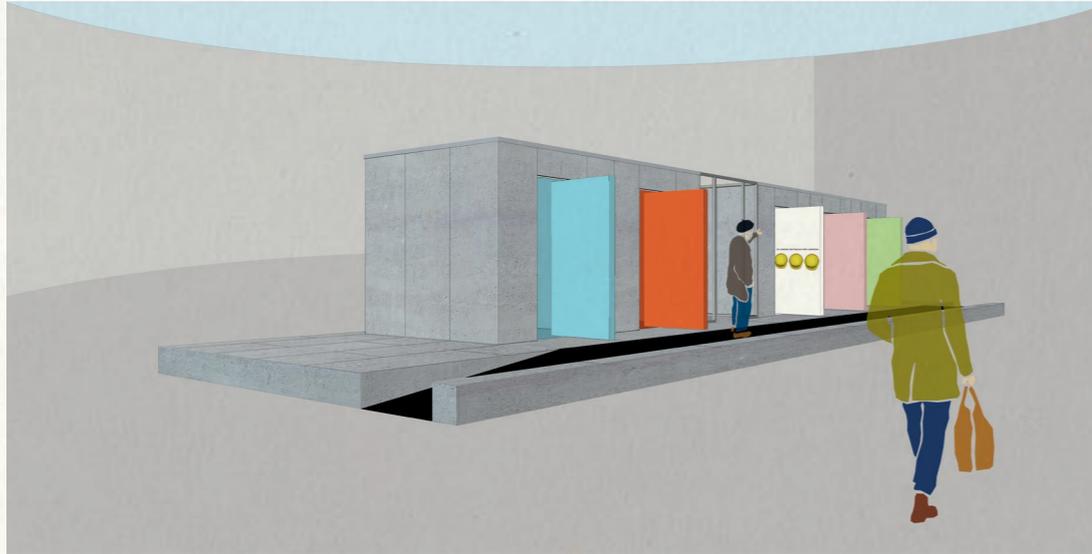


„Anleitung zum Unglücklichsein“  
Lil Petersen & Teresa Senft

# Motivwahl



# Motivwahl



„Anleitung zum Unglücklichsein“  
Lil Petersen & Teresa Senft

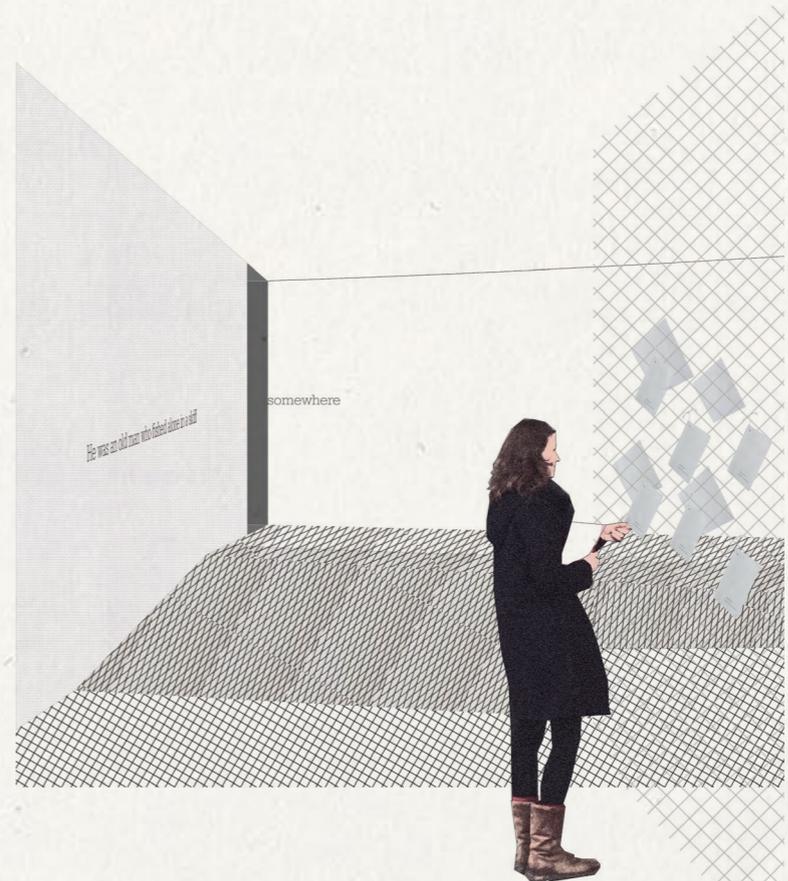
# Motivwahl



# Motivwahl



# Motivwahl

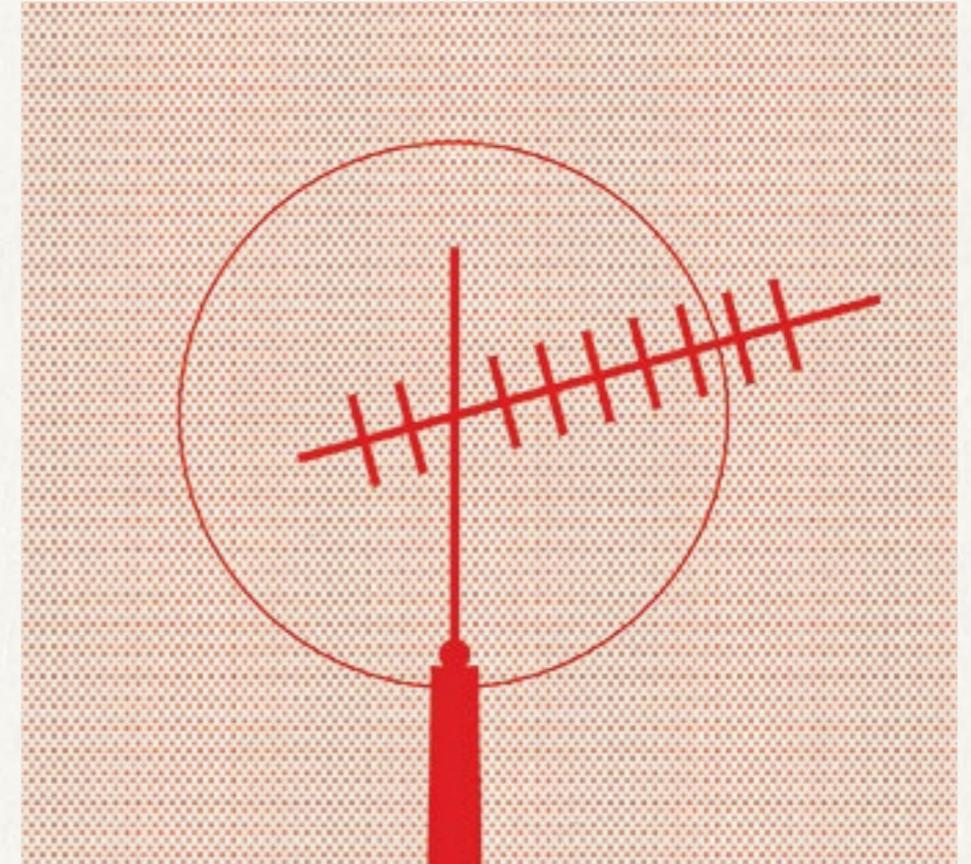


# Bild & Icon



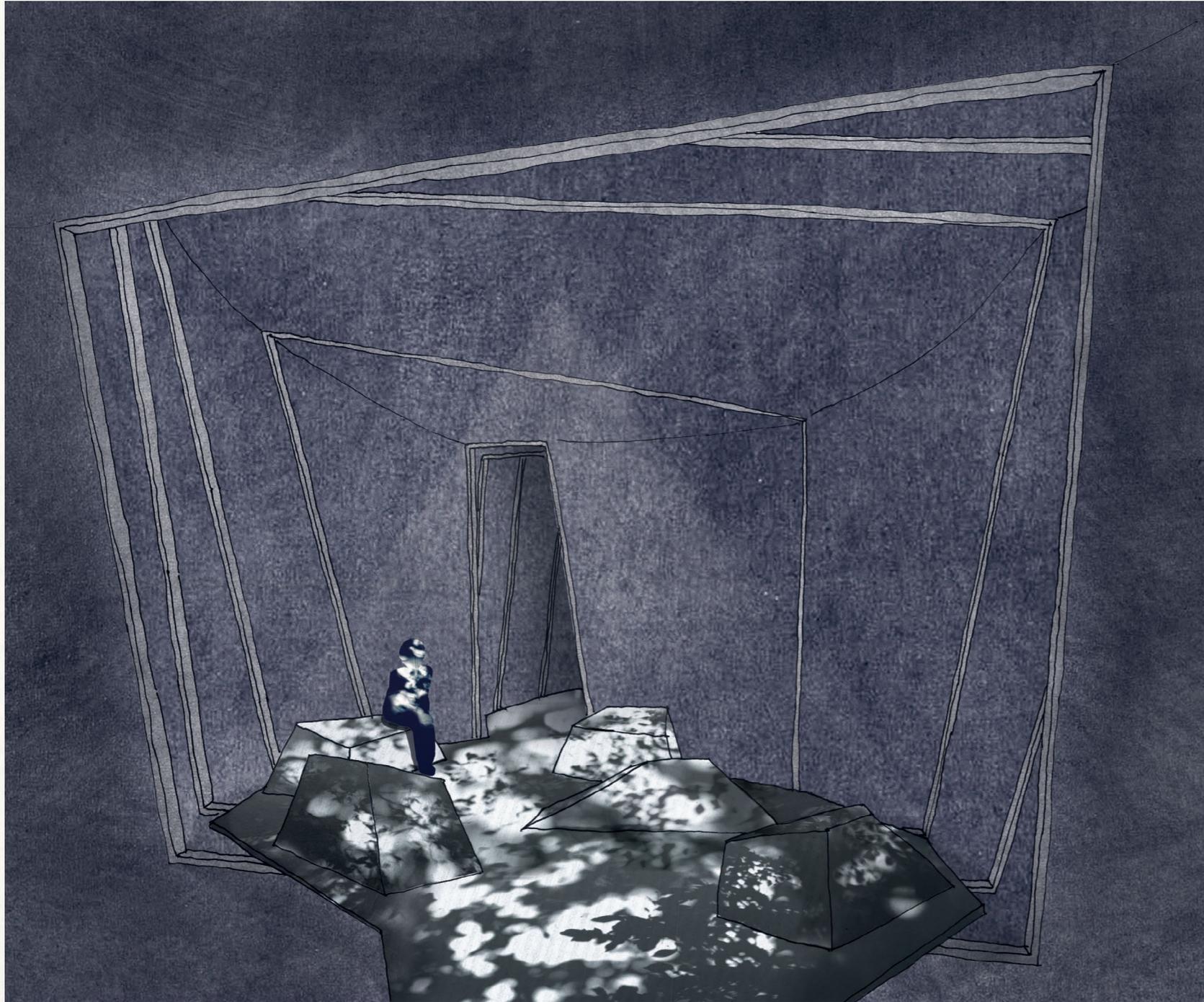
„DL/ASN CALLS DL1HRC“  
Alexander Köppel & Anna Wawrzyniak

# Bild & Icon



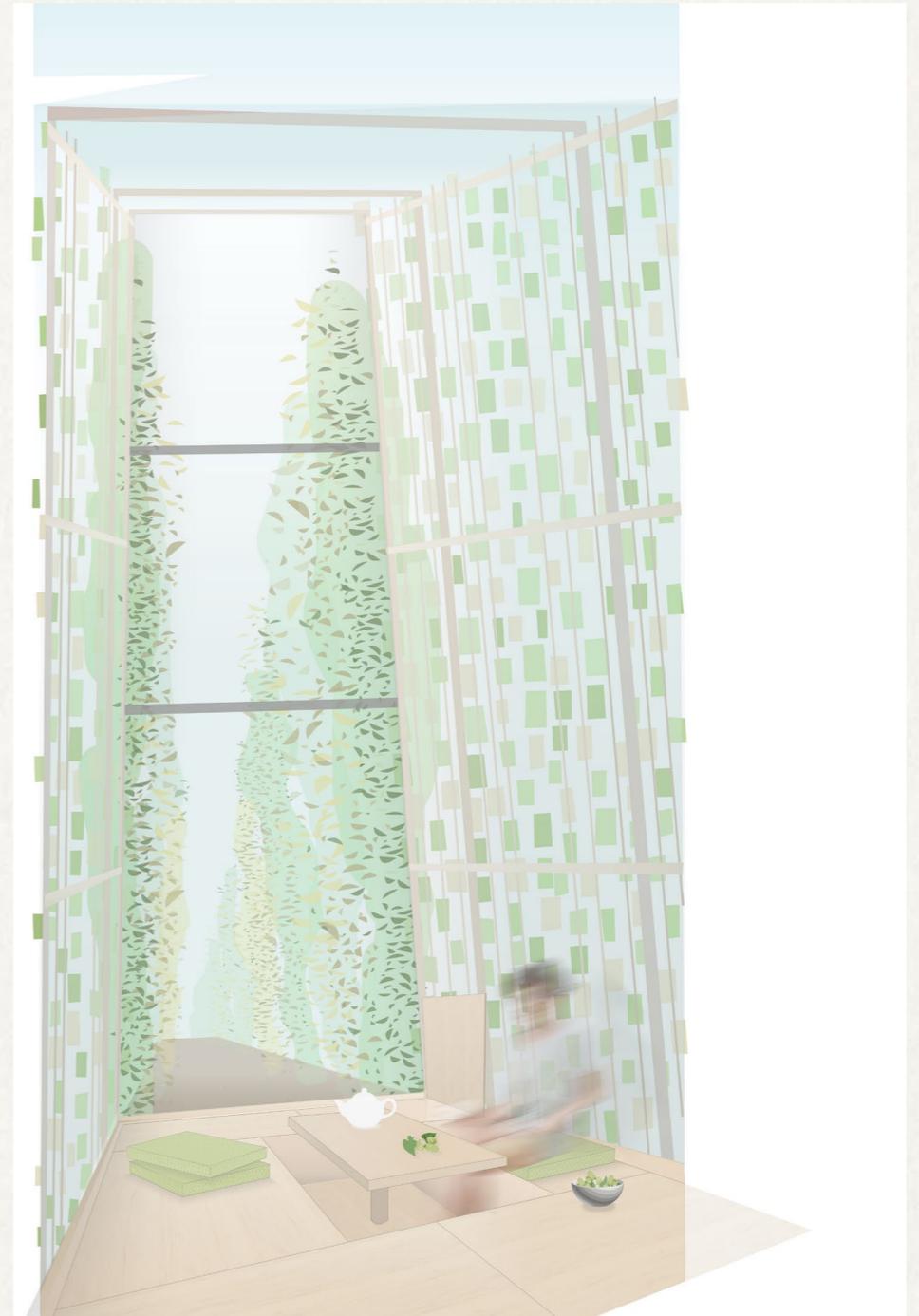
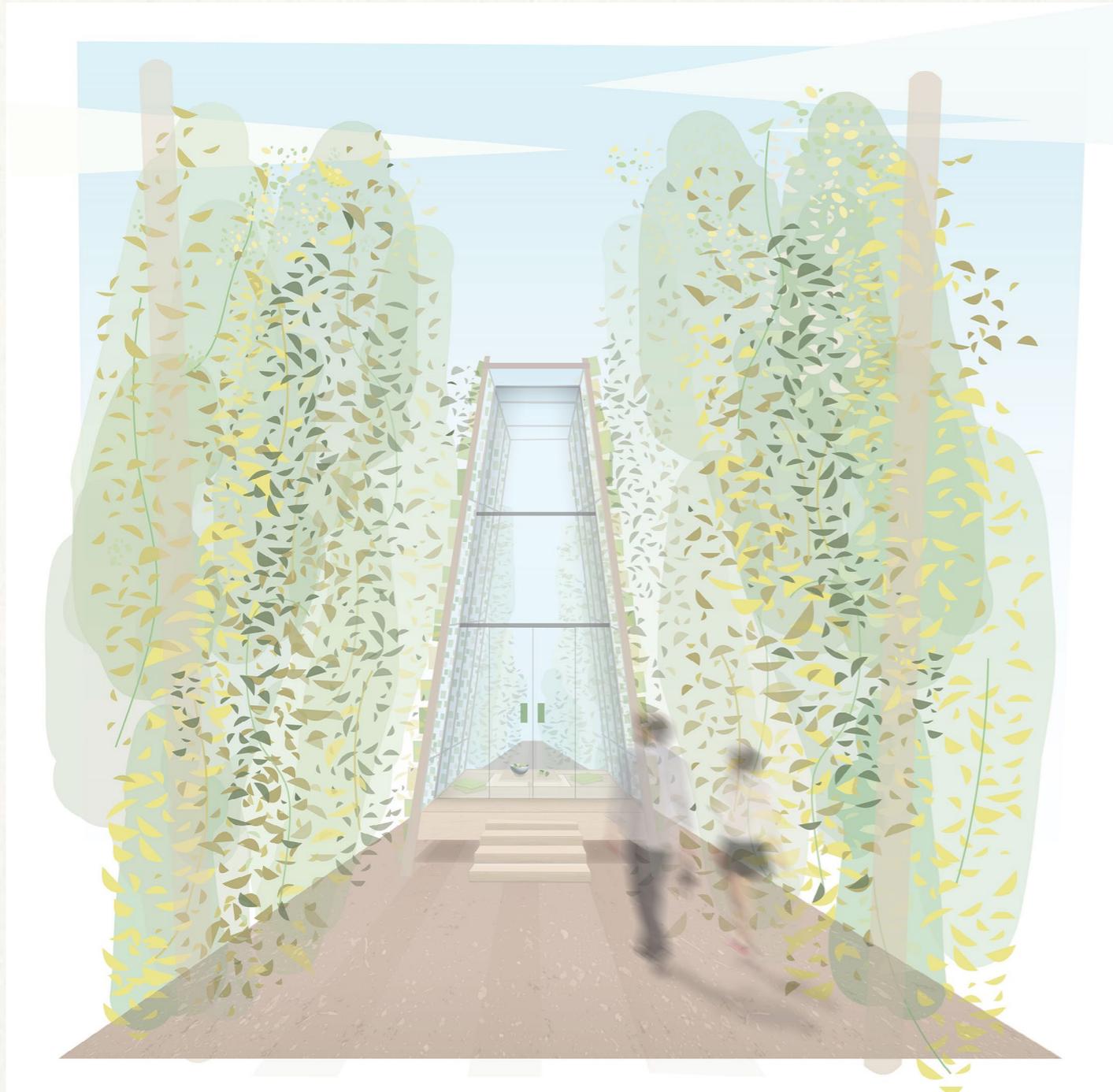
„DL/ASN CALLS DL1HRC“  
Alexander Köppel & Anna Wawrzyniak

# Lichtstimmung



„Lichtung“  
Mona Schaffer

# Lichstimmung



# Perspektive



# Bildformat



„Hartmut unstopable“  
Kristin Lieb & Simin Fung

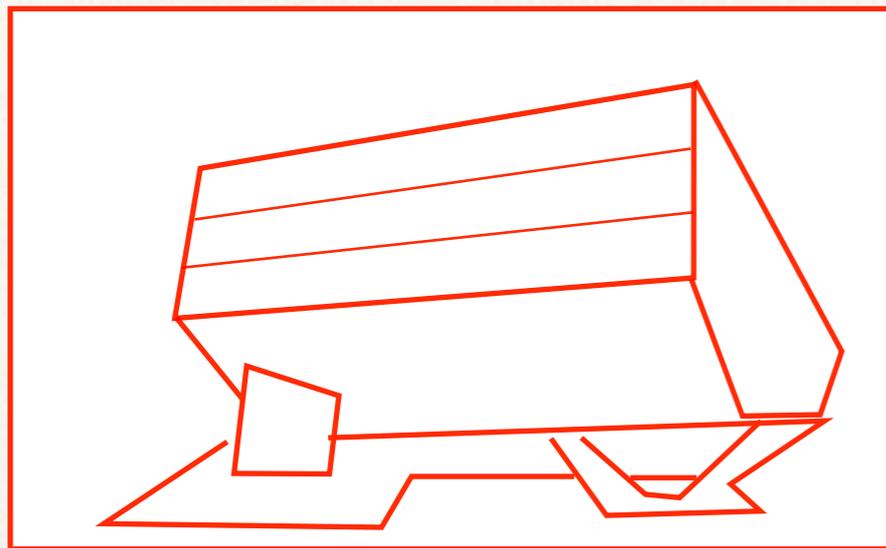


„Die weiße Schlange“  
Sina Dreßler & Lucas Riedl

# Step 1: Vektorgrafik + Foto



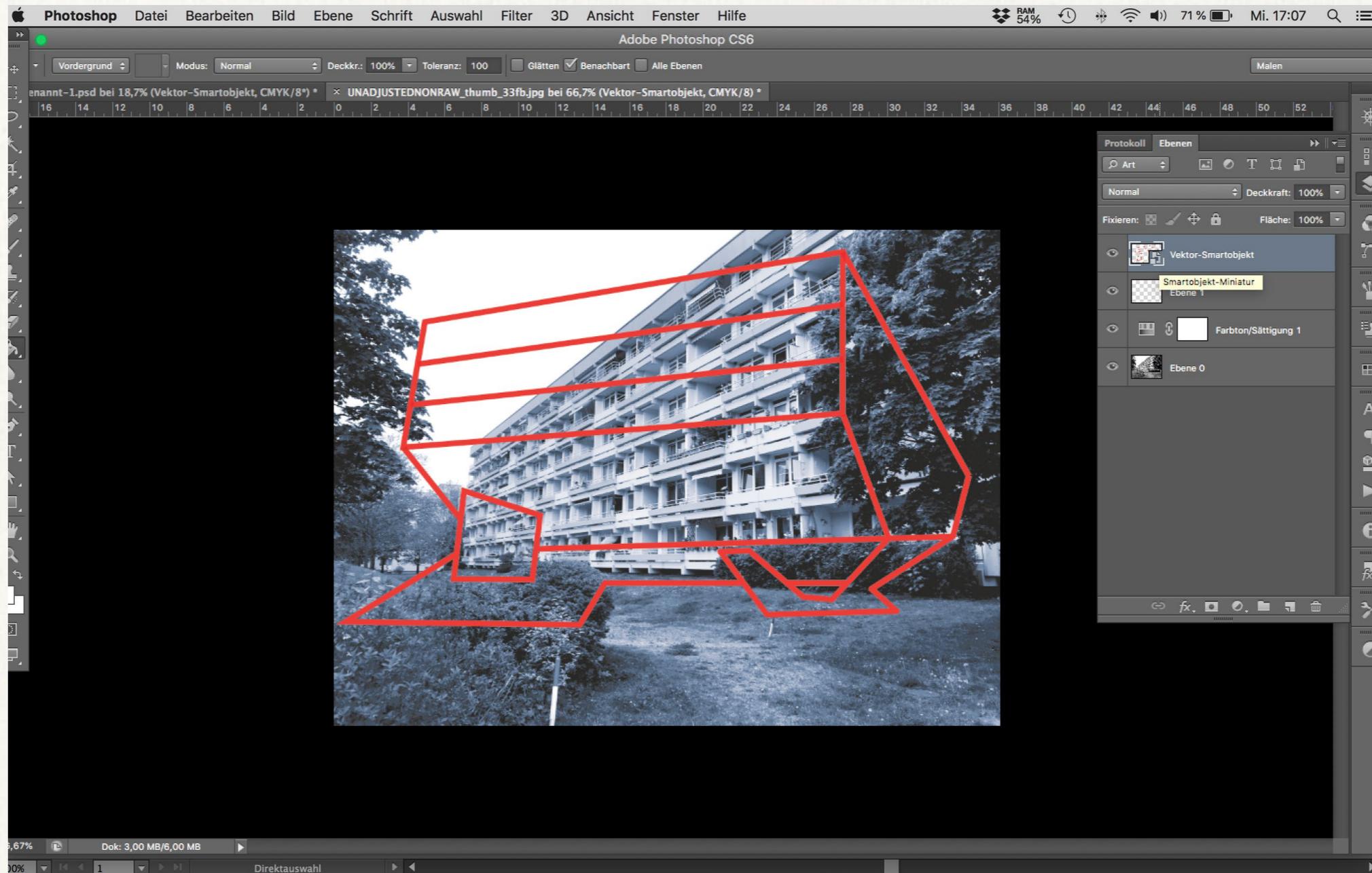
**Schritt 1: Foto einfügen, Bildmodus „Graustufen“**



**Schritt 3: Vektorgrafik Konturfarbe ändern**

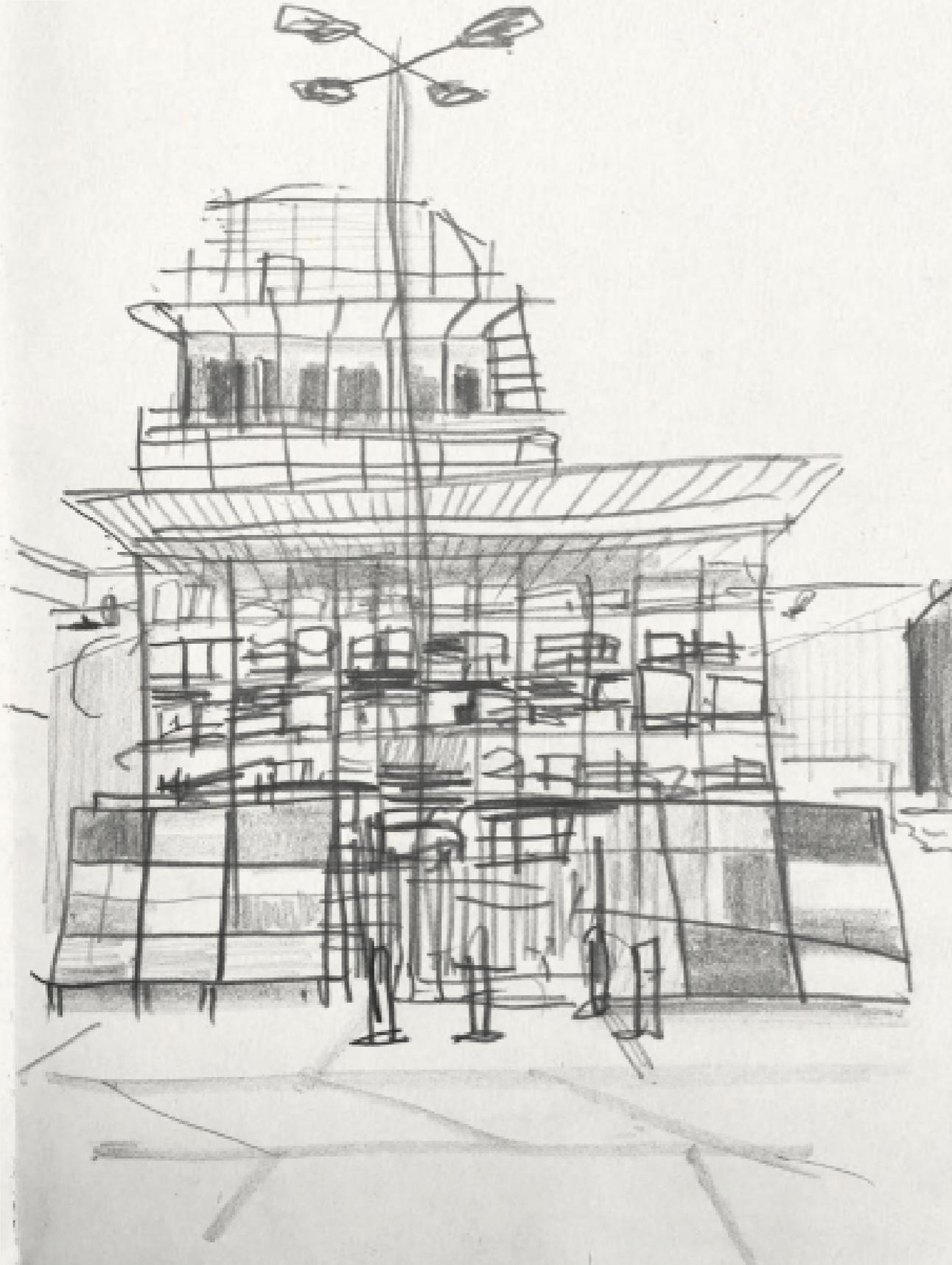
**Schritt 2: Filter drüber legen**

# Step 1: Vektorgrafik + Foto

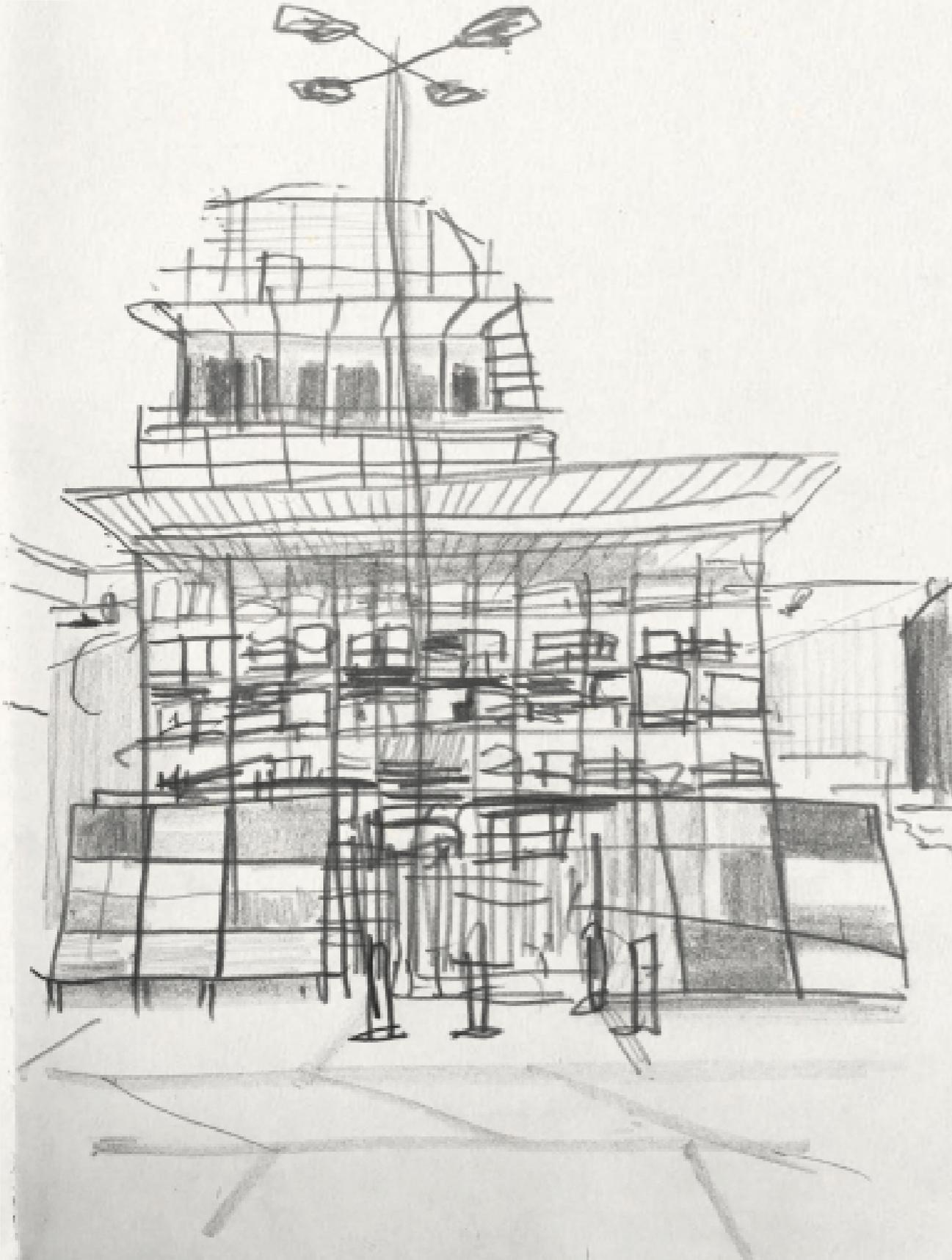


**Schritt 4: Vektorgrafik als Smartobjekt einfügen, Ebene multiplizieren**

## Step 2: Zeichnung + Material



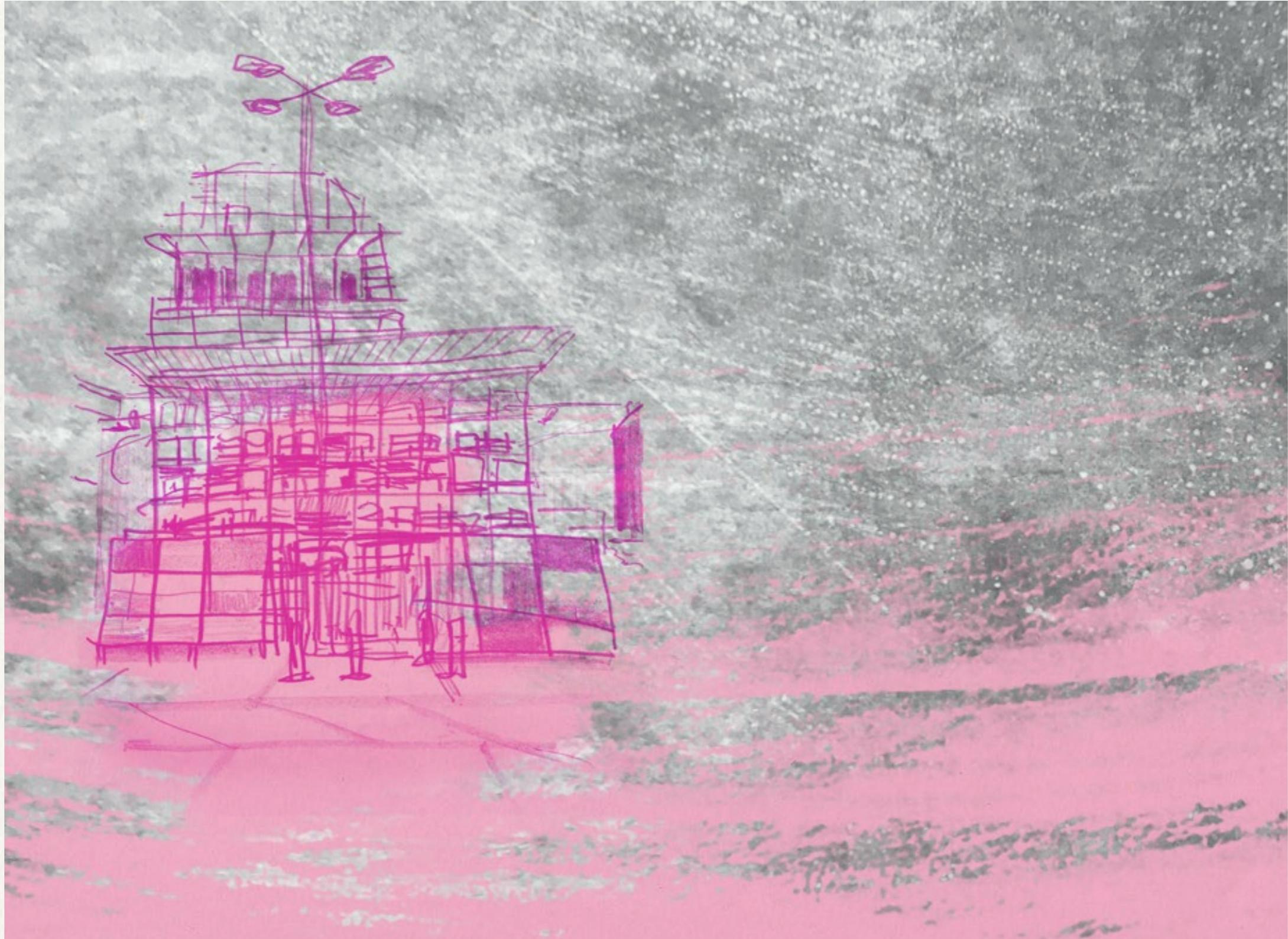
# Step 2: Zeichnung + Material



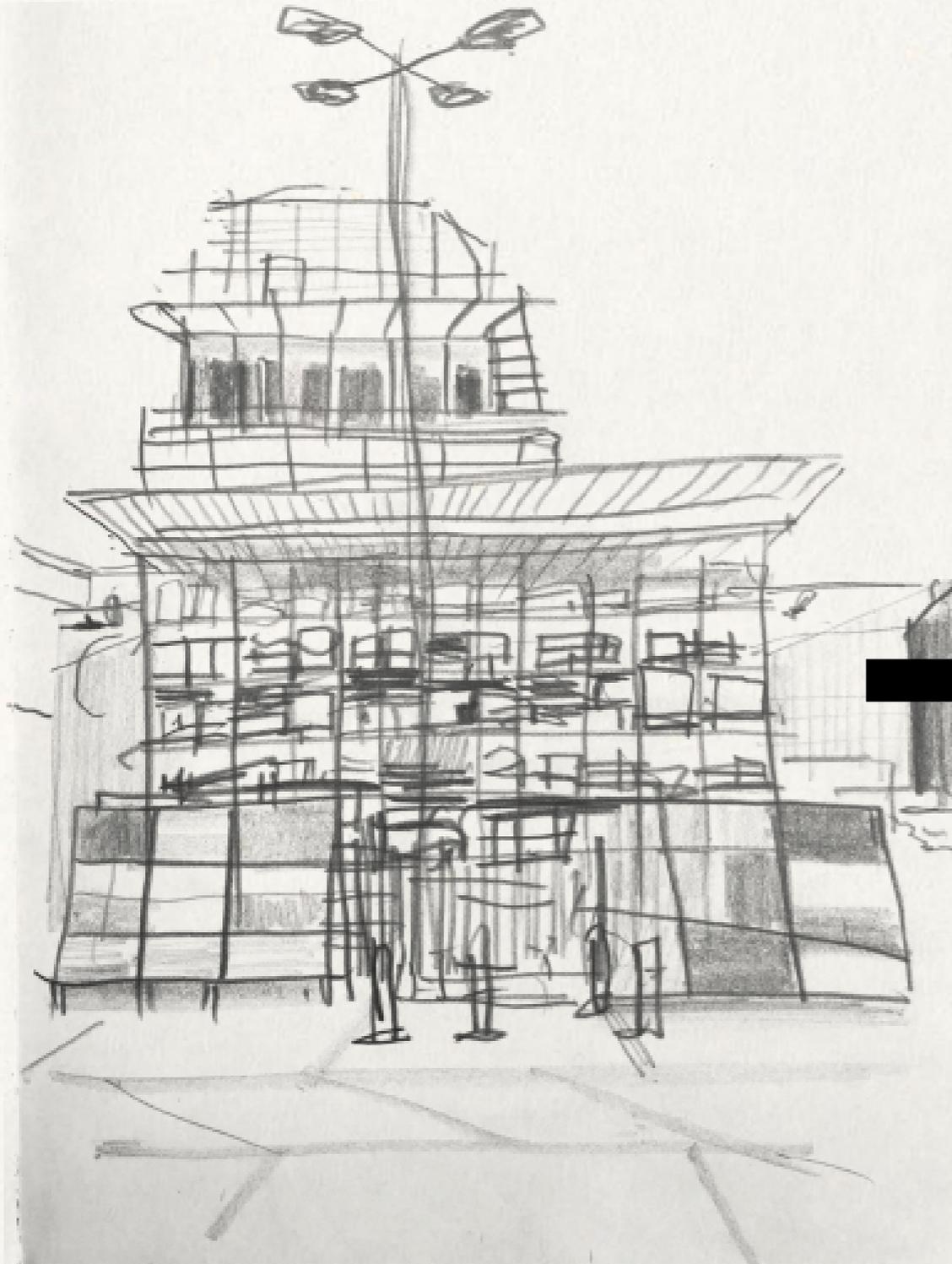
+



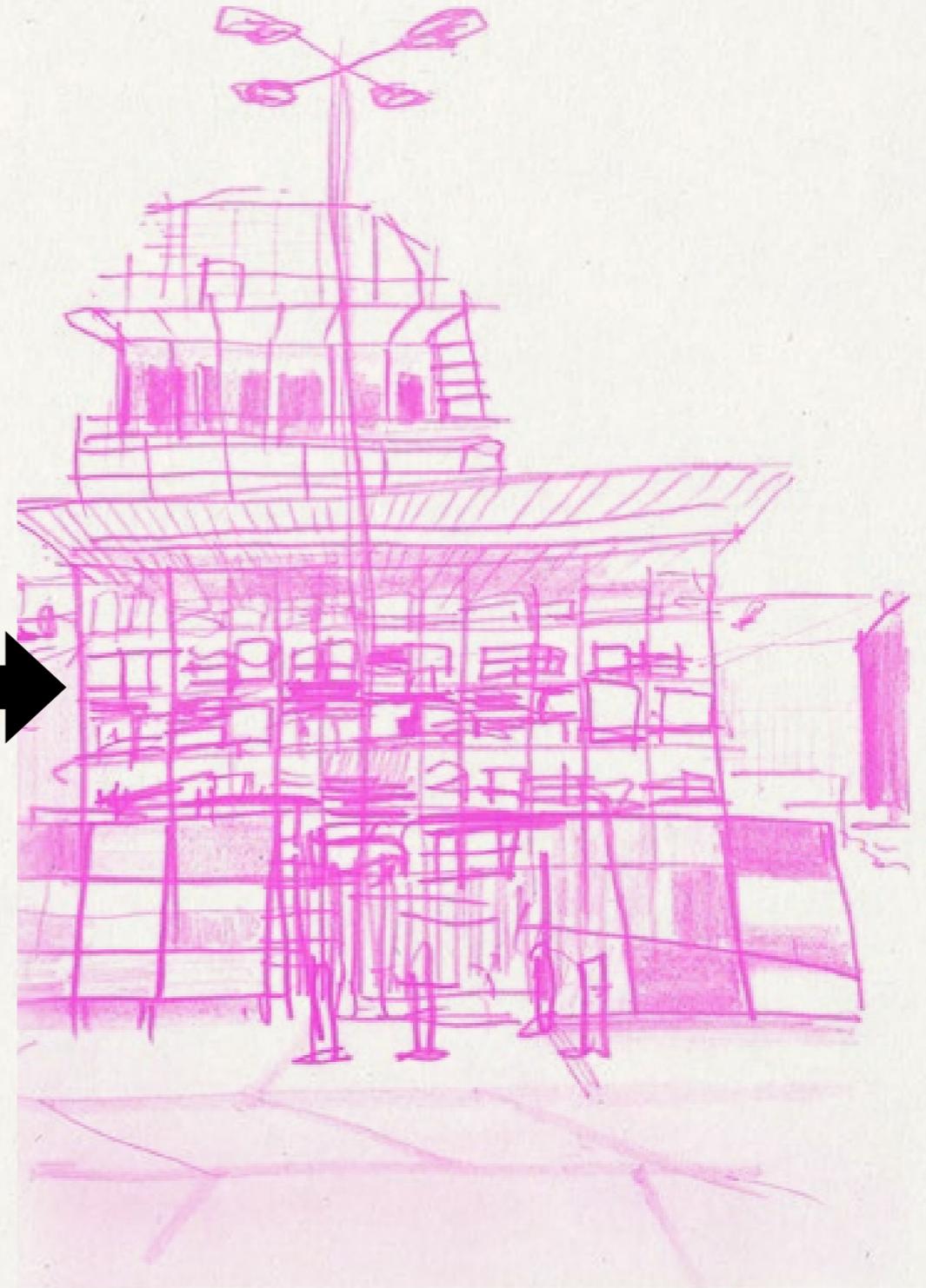
## Step 2: Zeichnung + Material



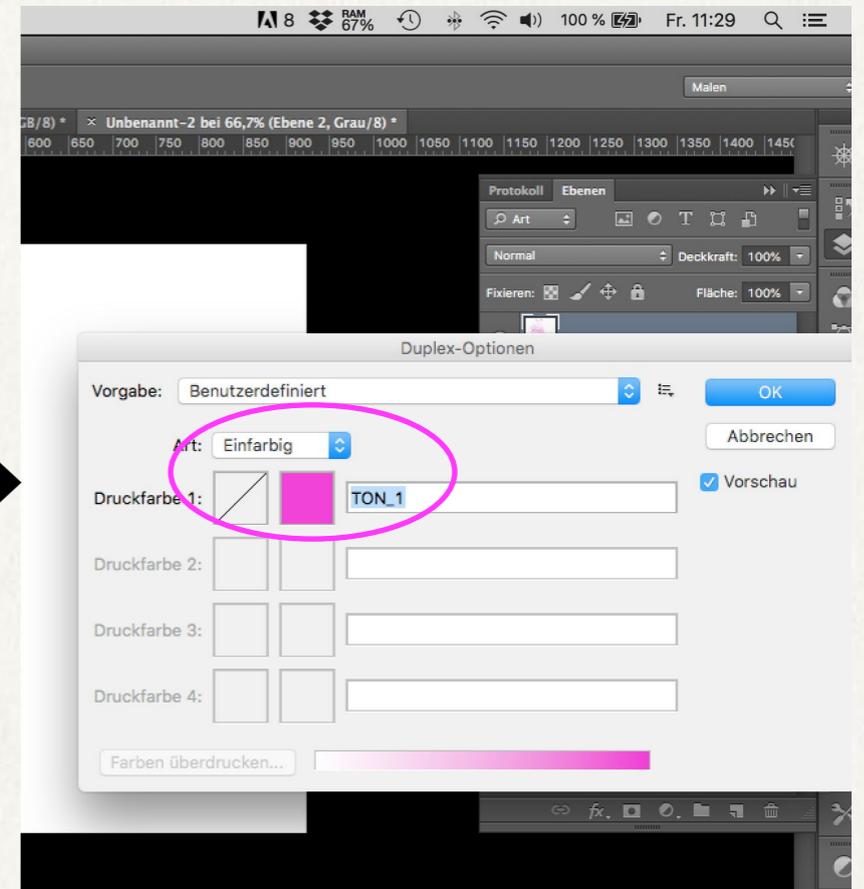
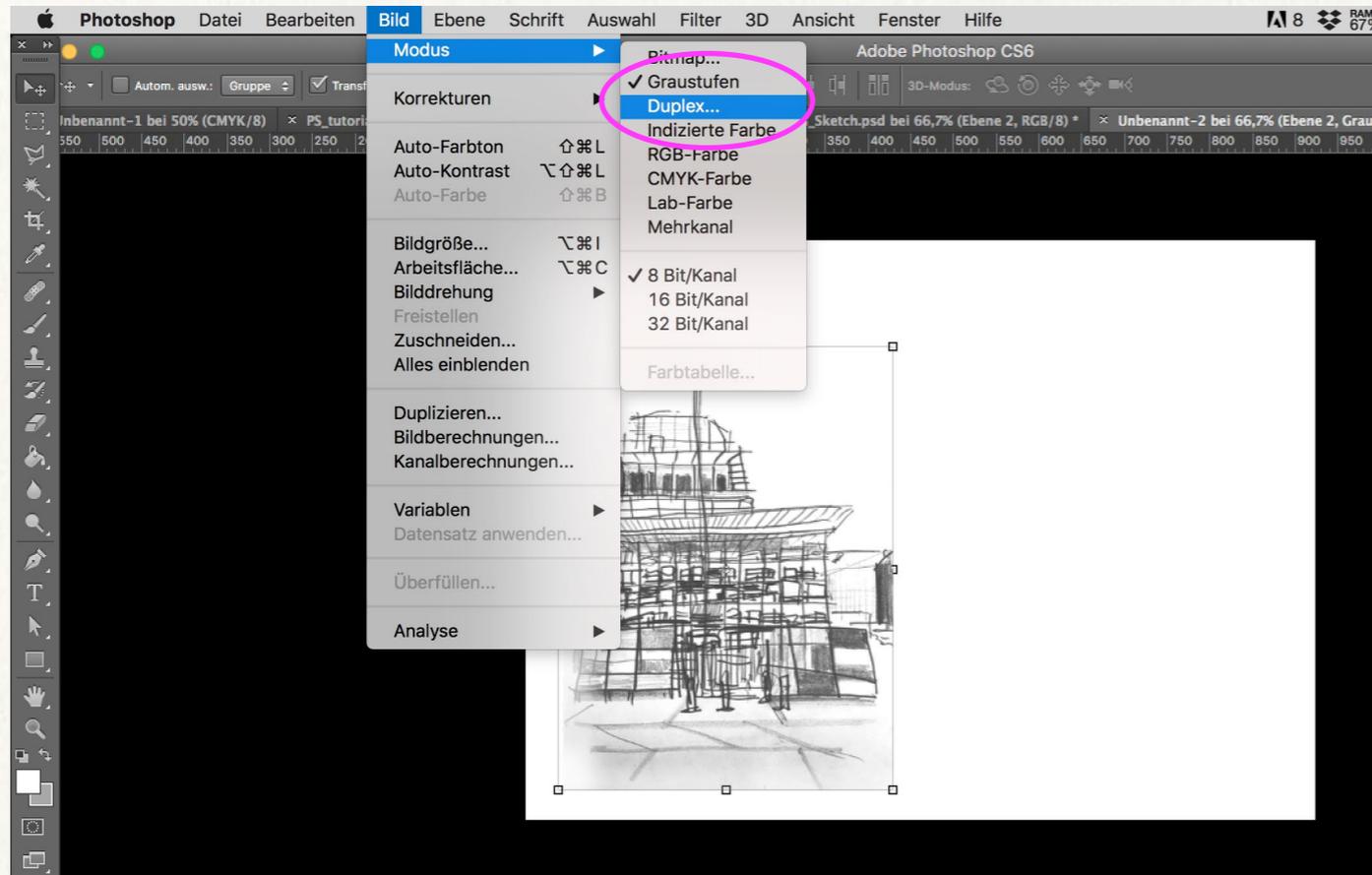
## Step 2: Zeichnung + Material



Duplex

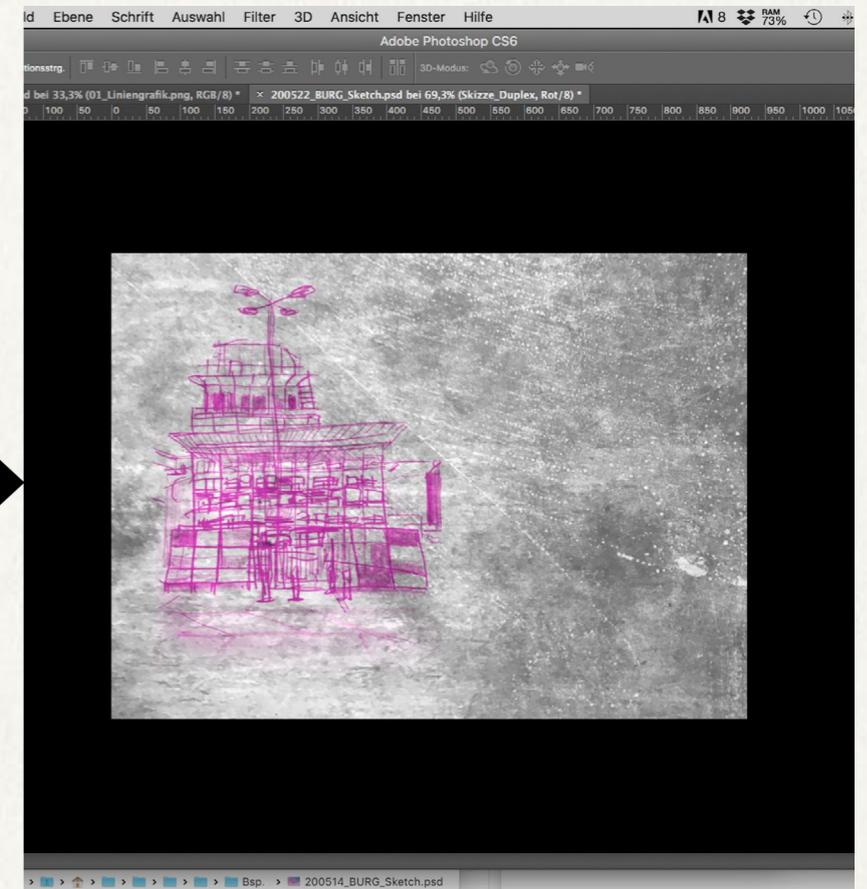
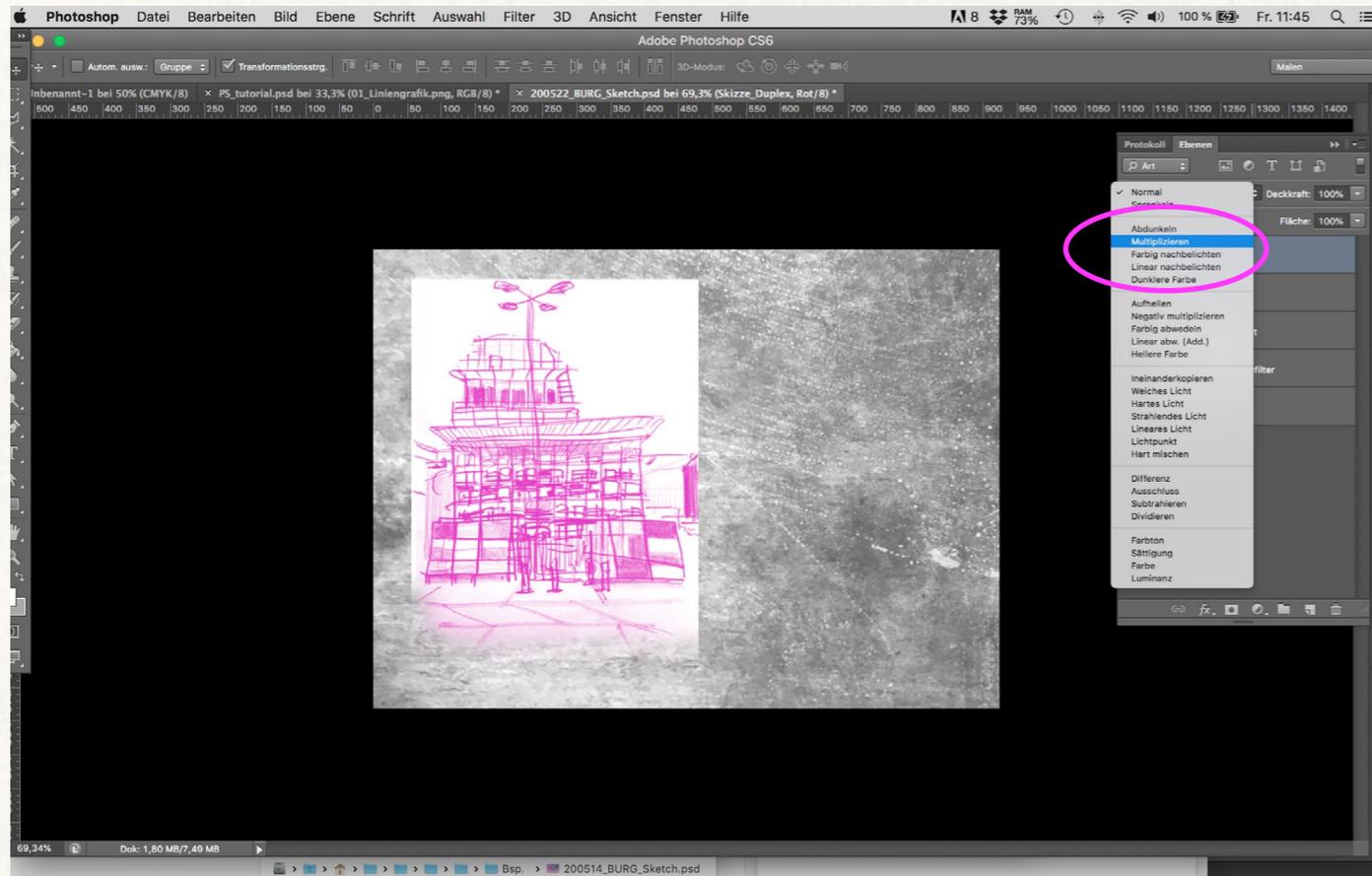


# Step 2: Zeichnung + Material



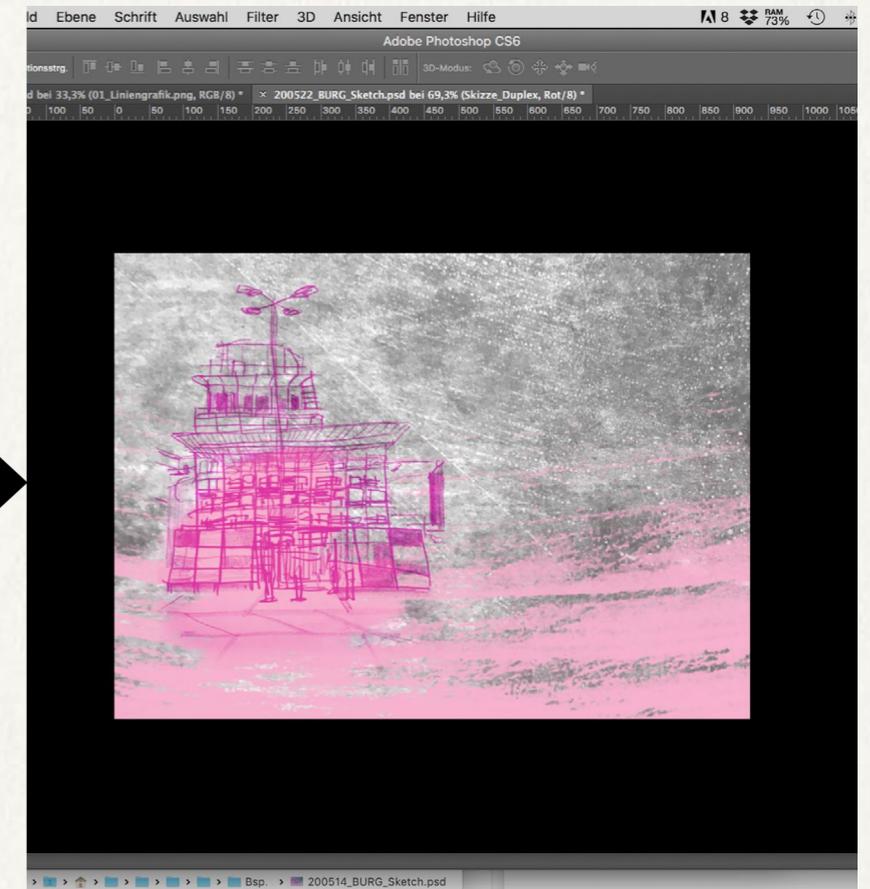
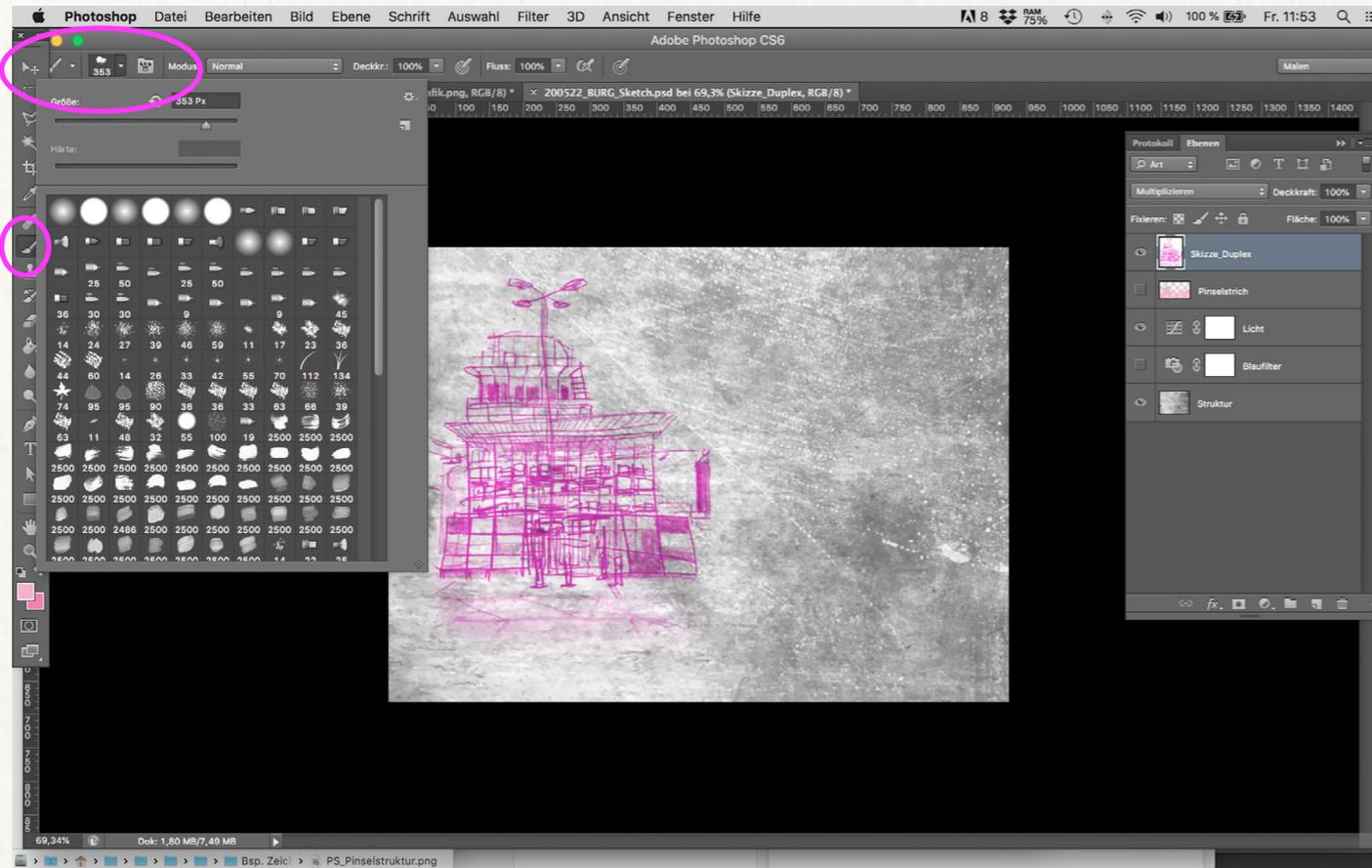
## Schritt 1: Duplex

# Step 2: Zeichnung + Material



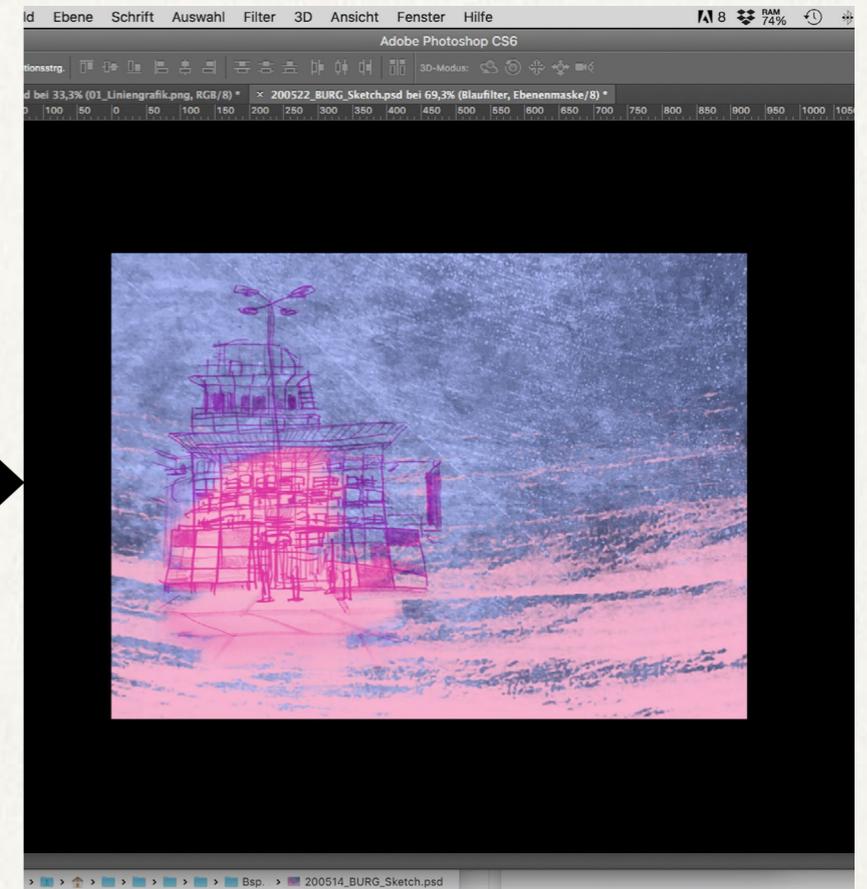
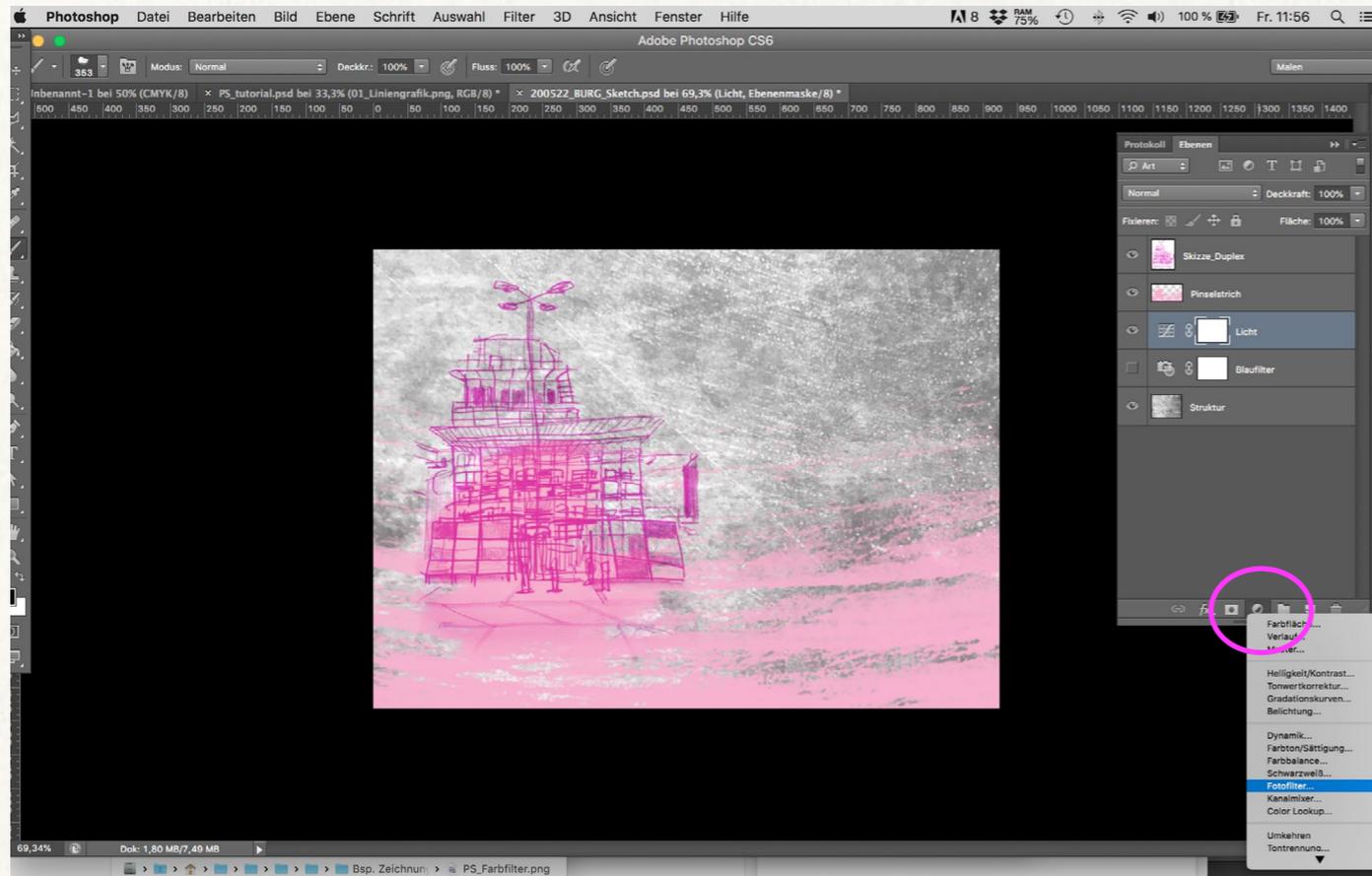
## Schritt 2: Einfügen + Multiplizieren

# Step 2: Zeichnung + Material



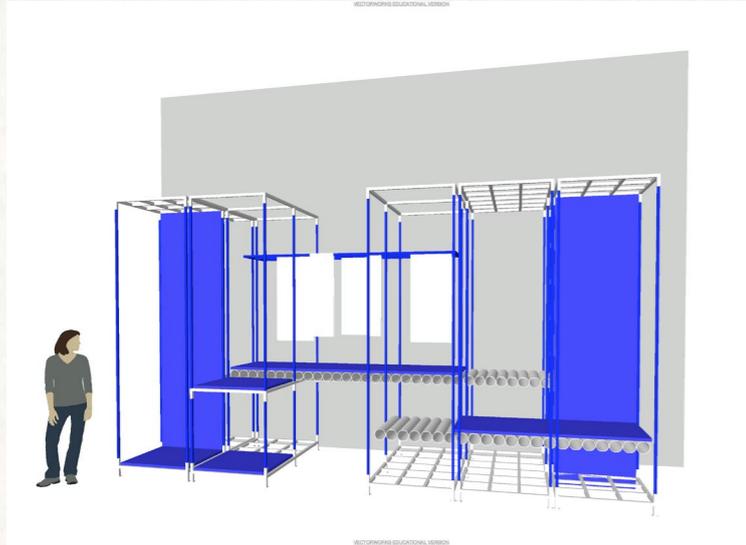
## Schritt 3: Pinselwerkzeug (B) einsetzen

# Step 2: Zeichnung + Material

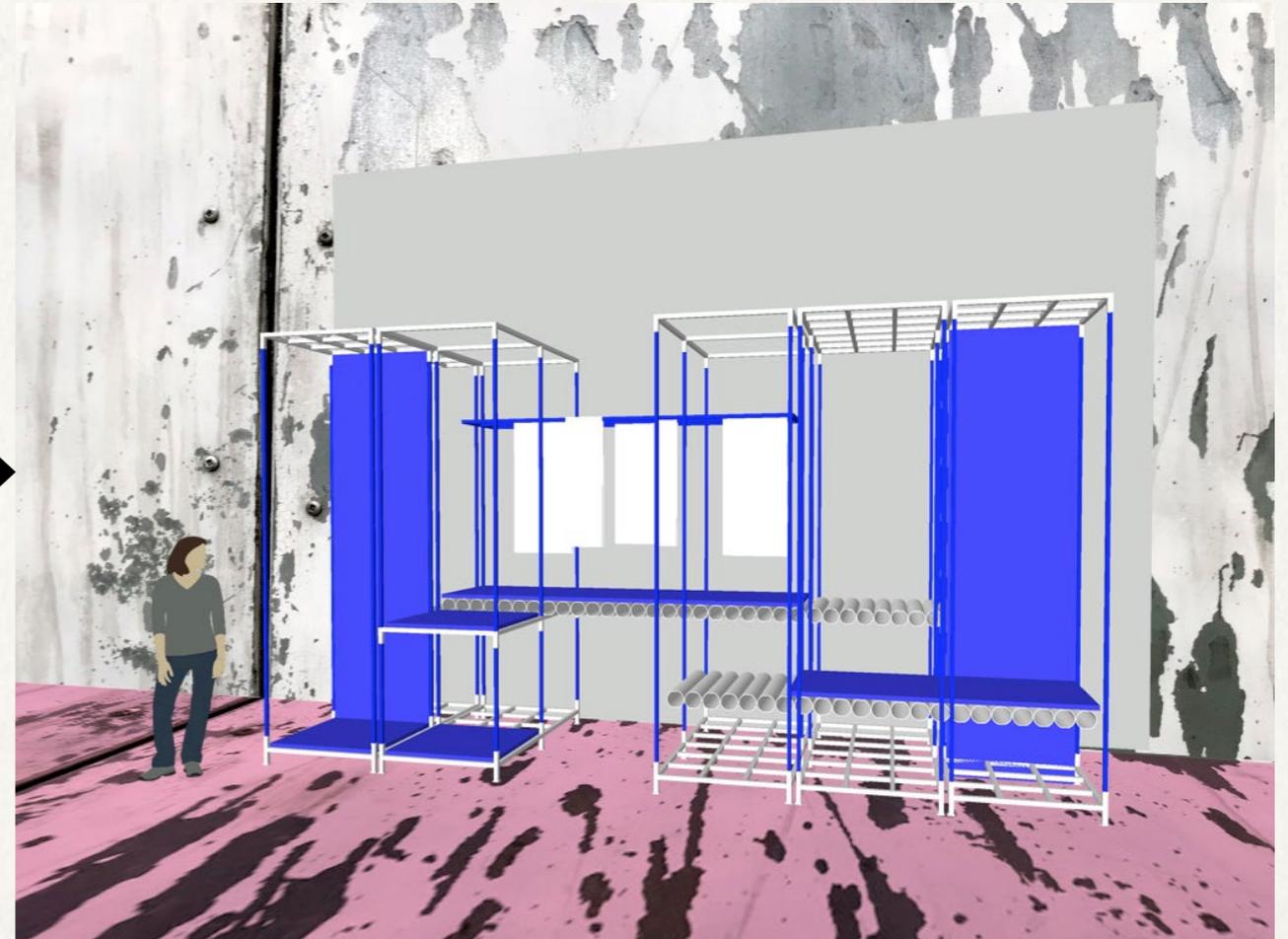


## Schritt 4: Farbfilter

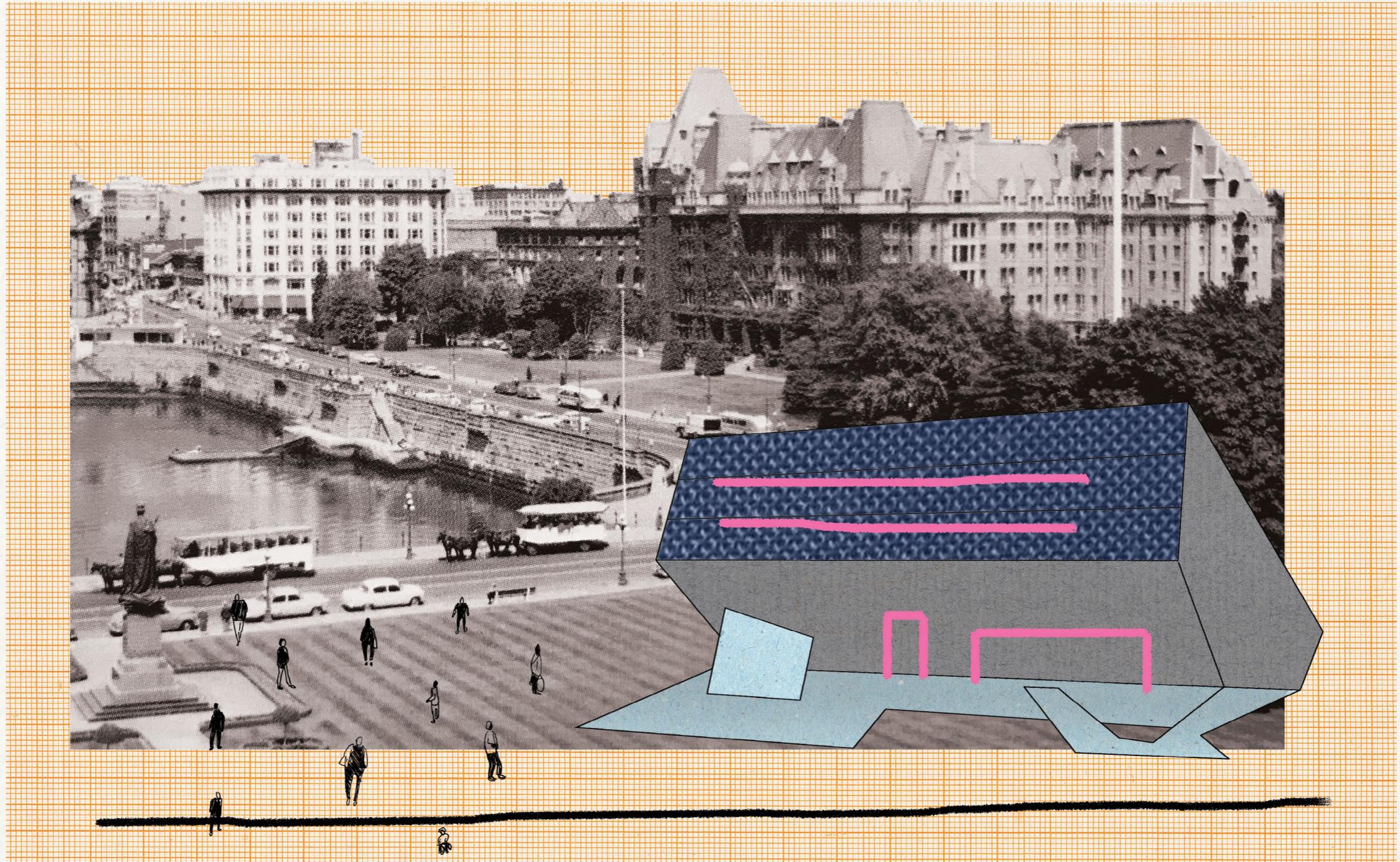
# Variante: 3D Modell + Material



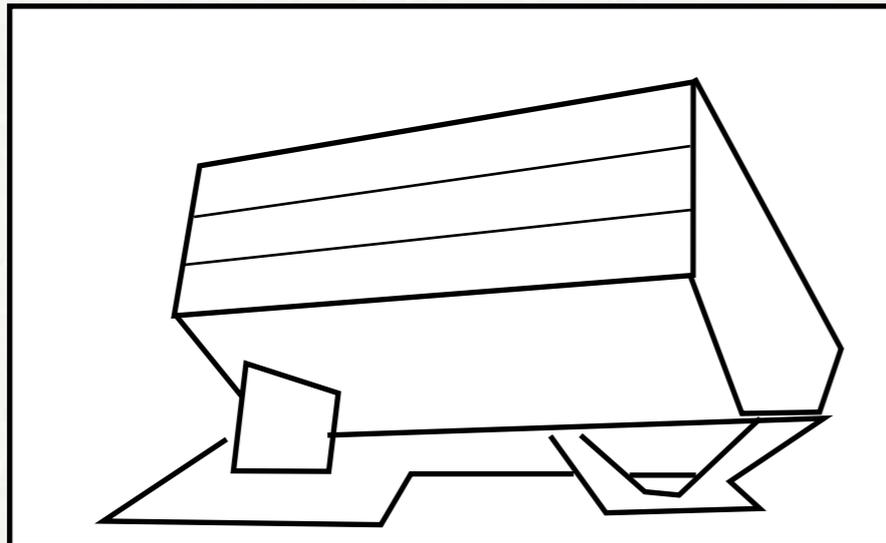
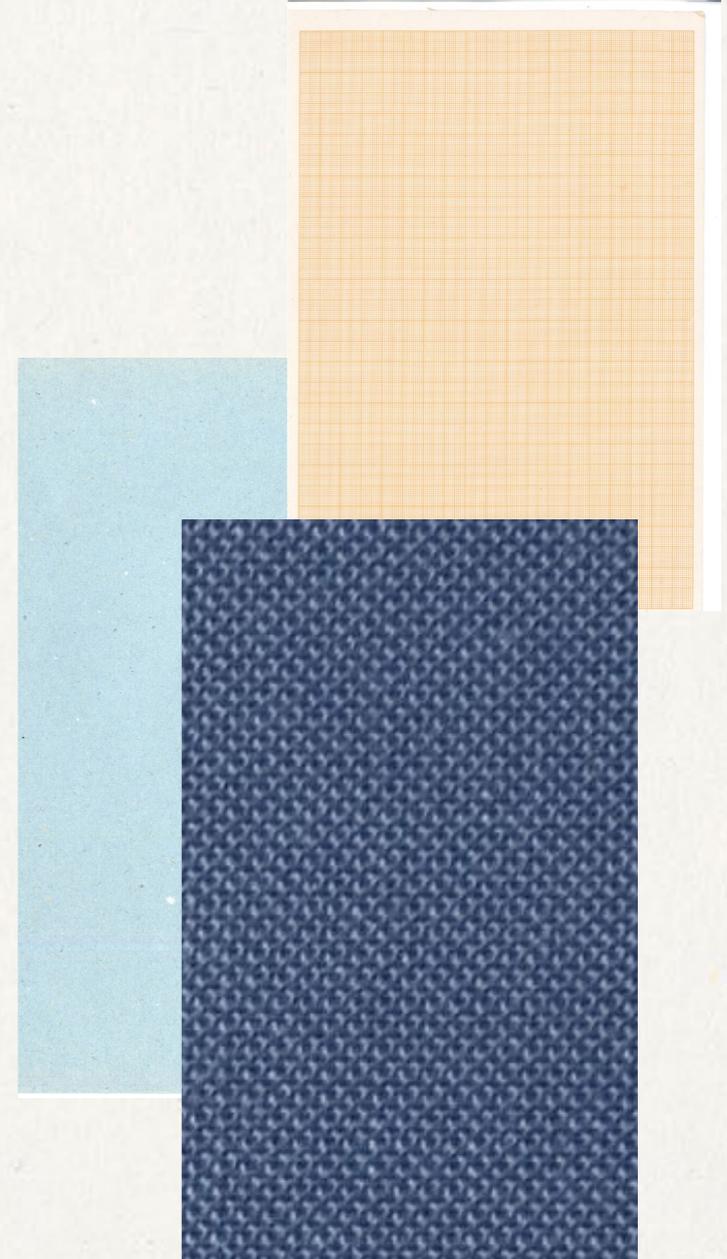
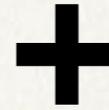
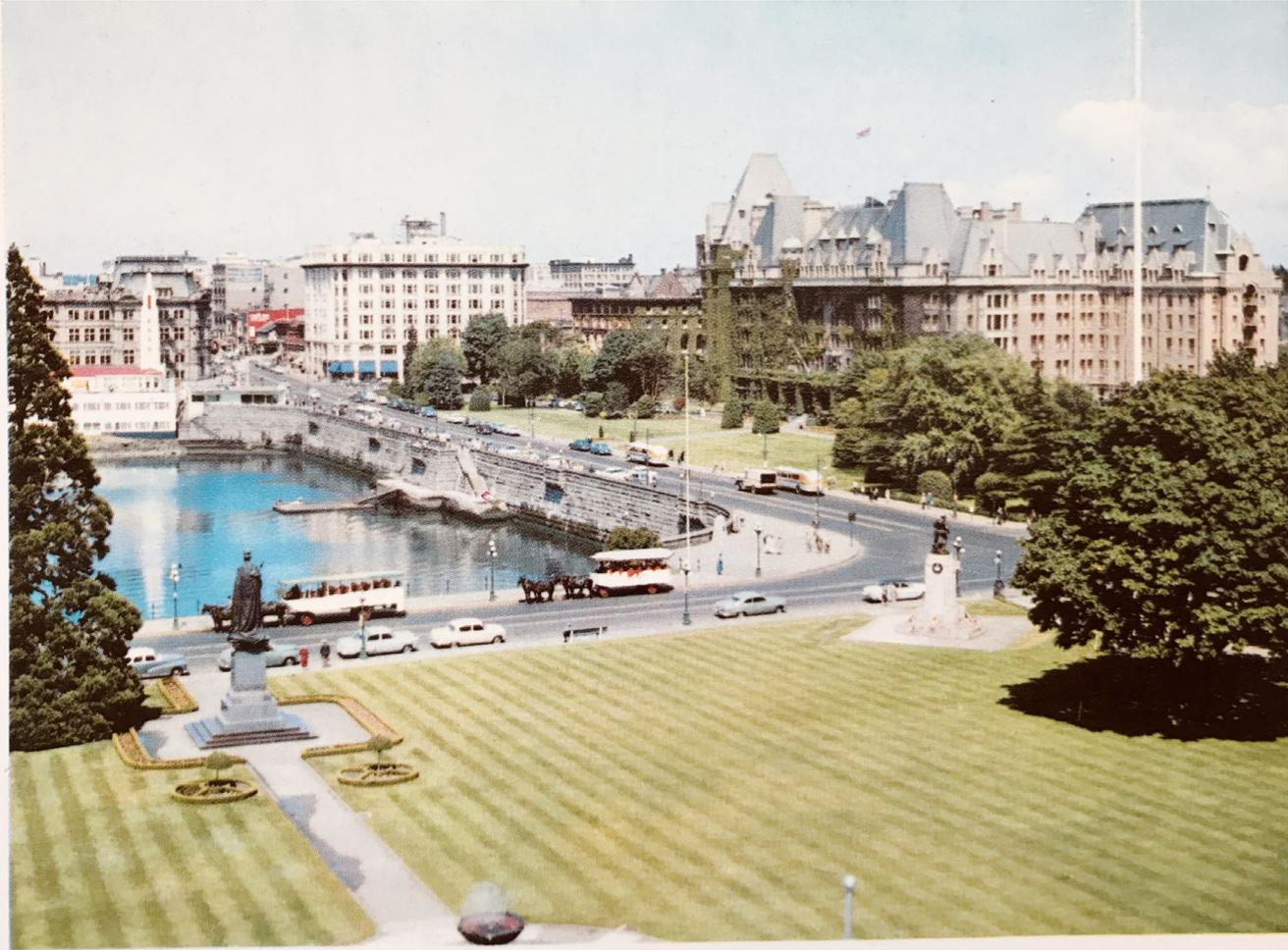
+



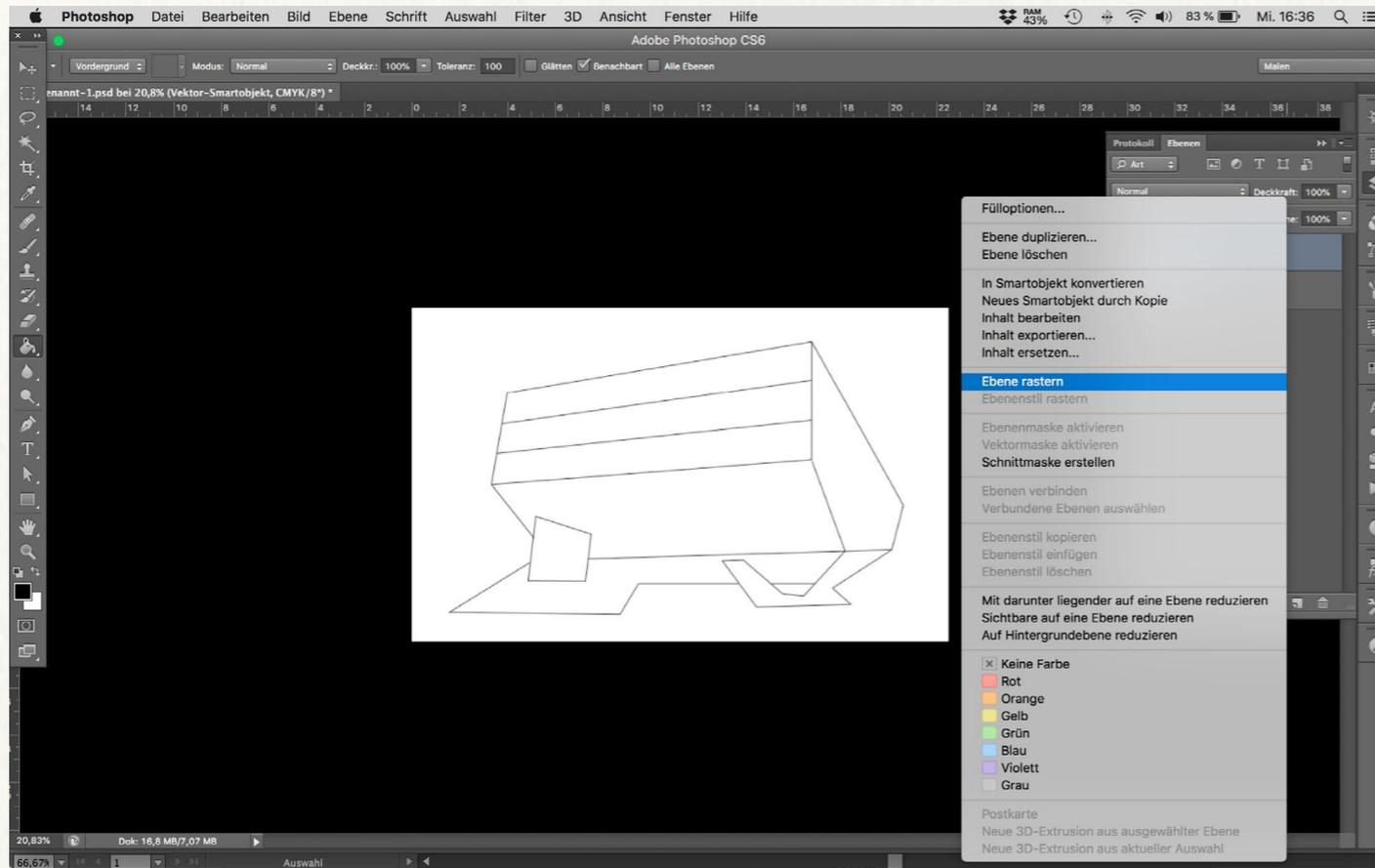
# Step 3: Vektorgrafik + Foto + Material



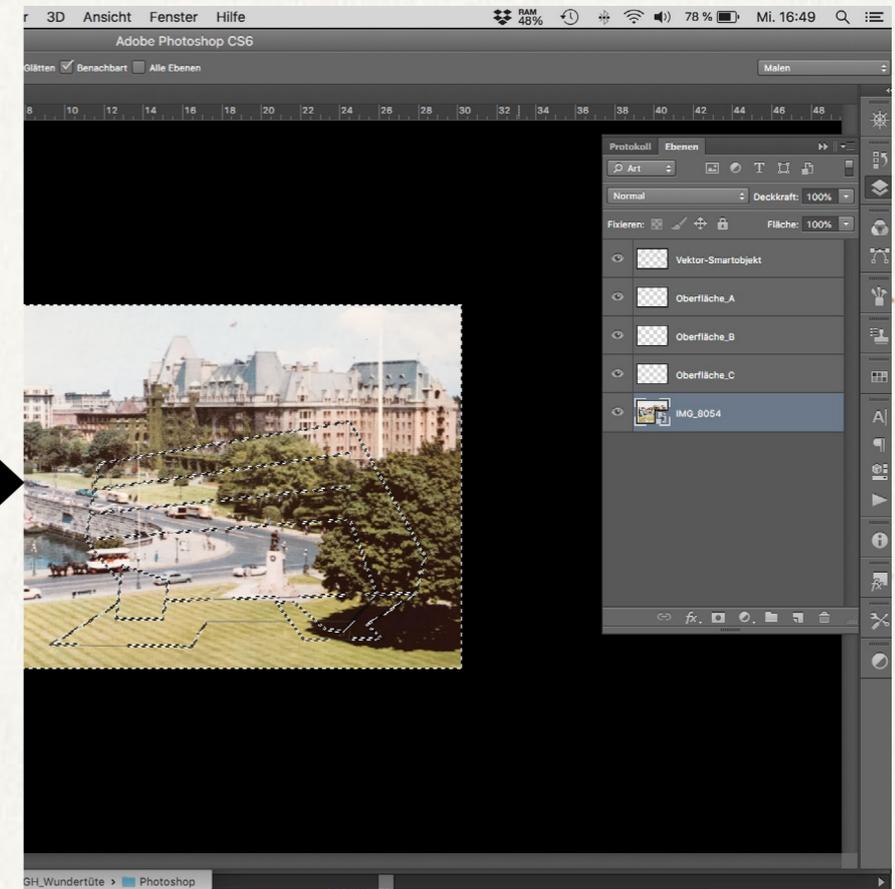
# Step 3: Vektorgrafik + Foto + Material



# Step 3: Vektorgrafik + Foto + Material

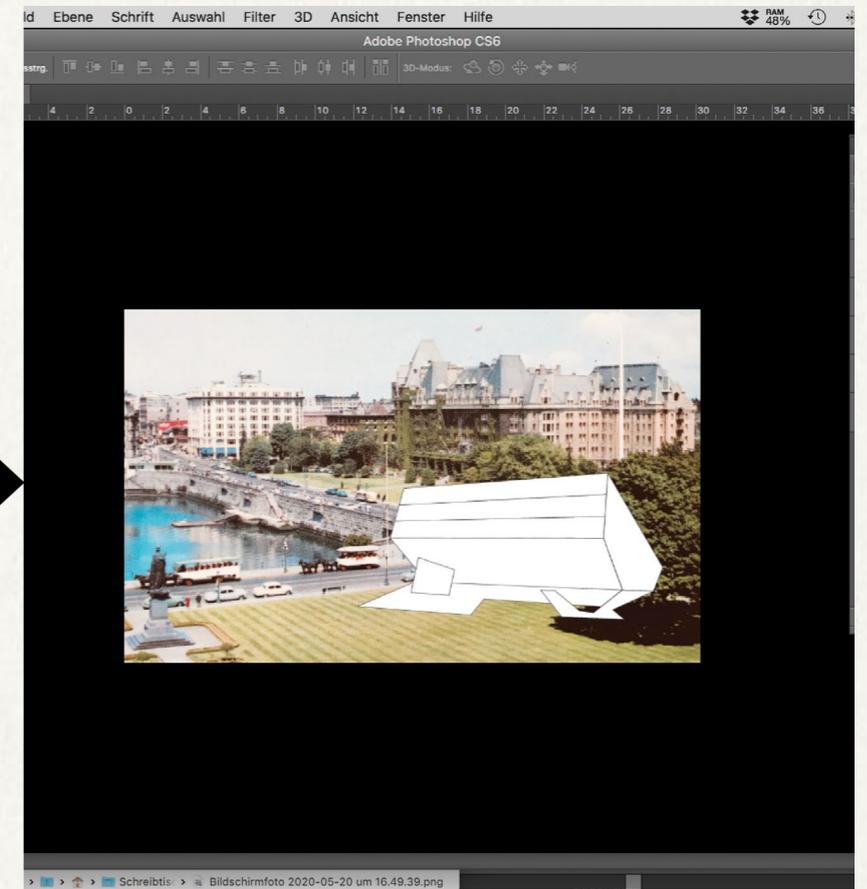
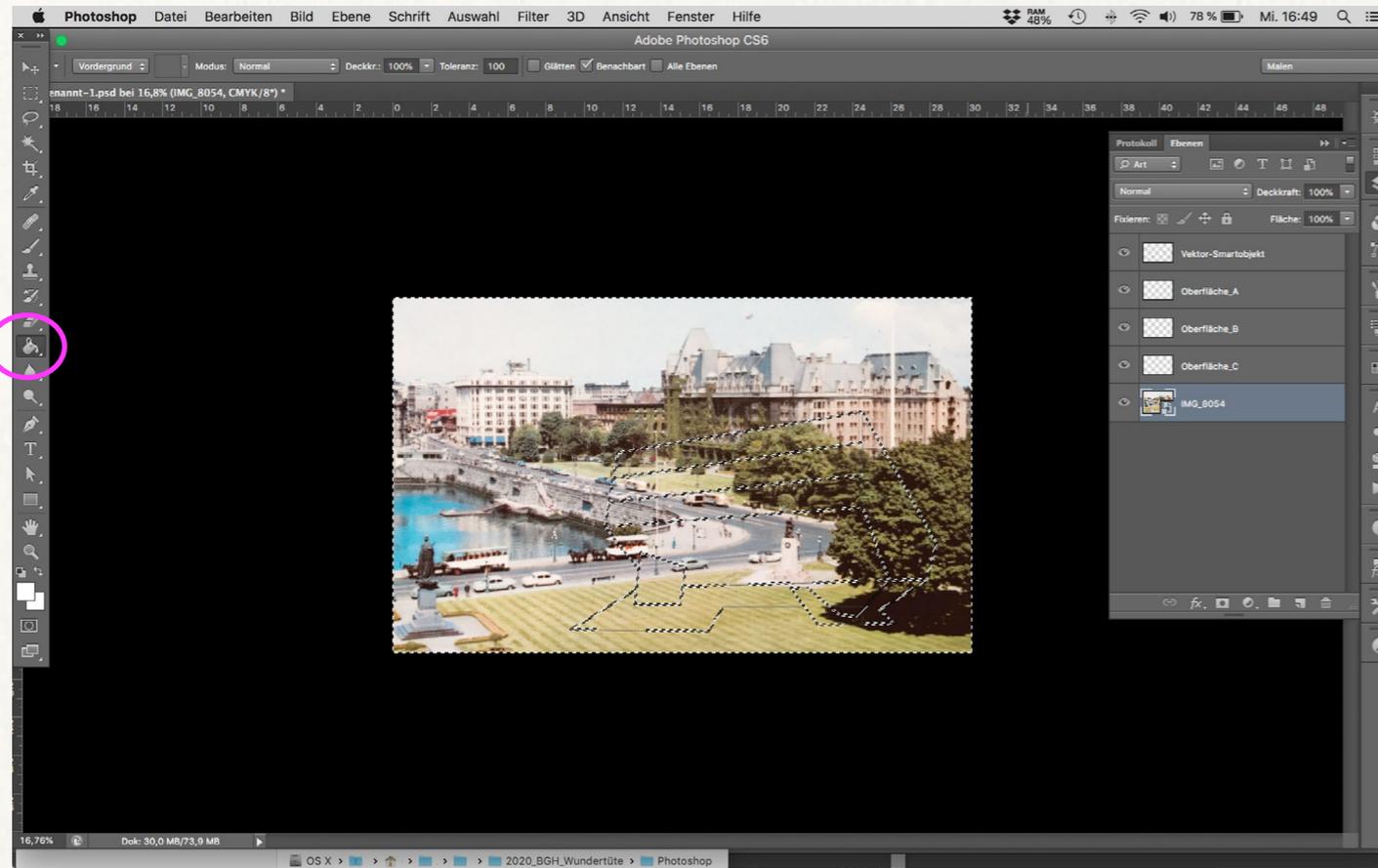


Schritt 1: Vektorgrafik rastern



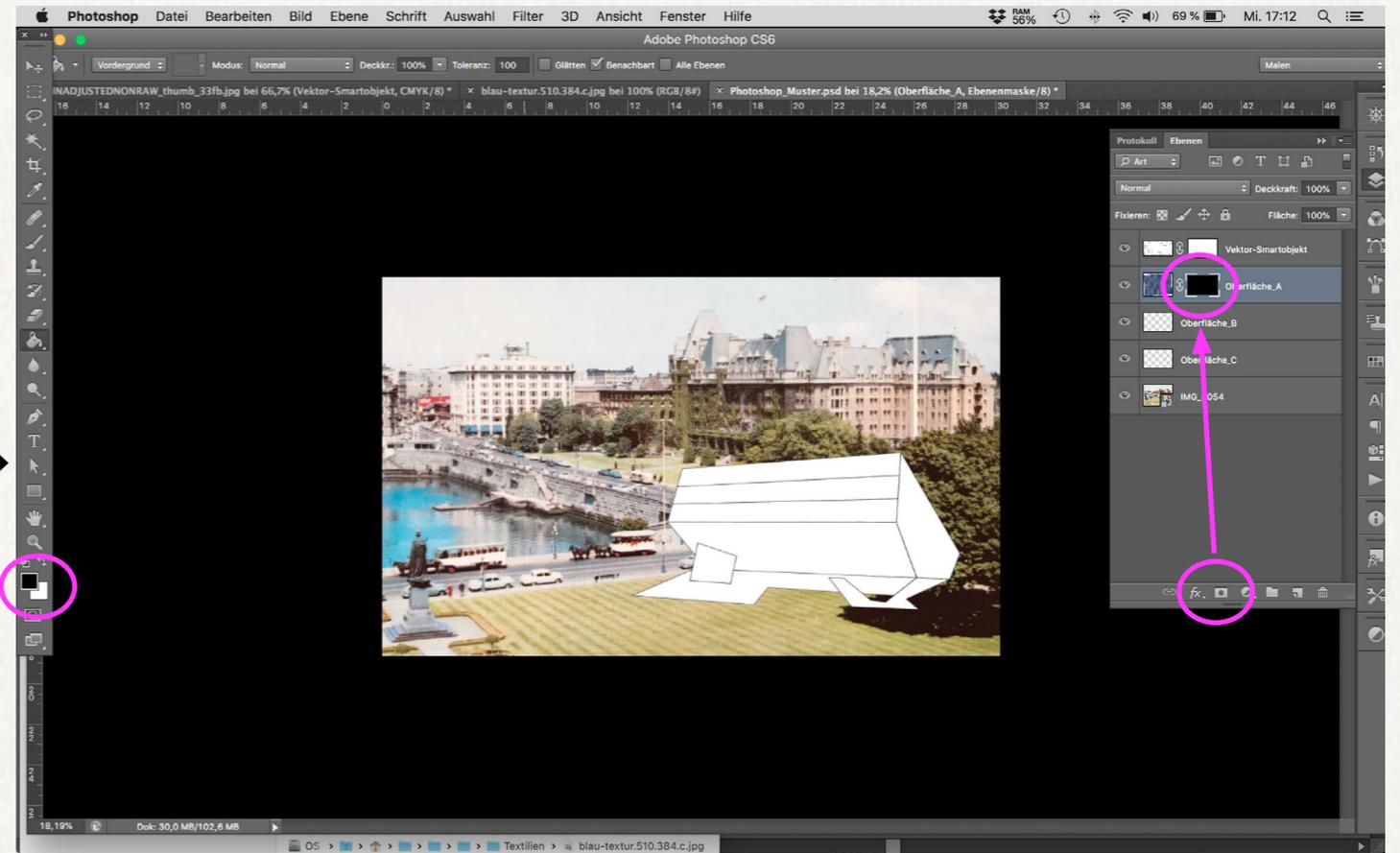
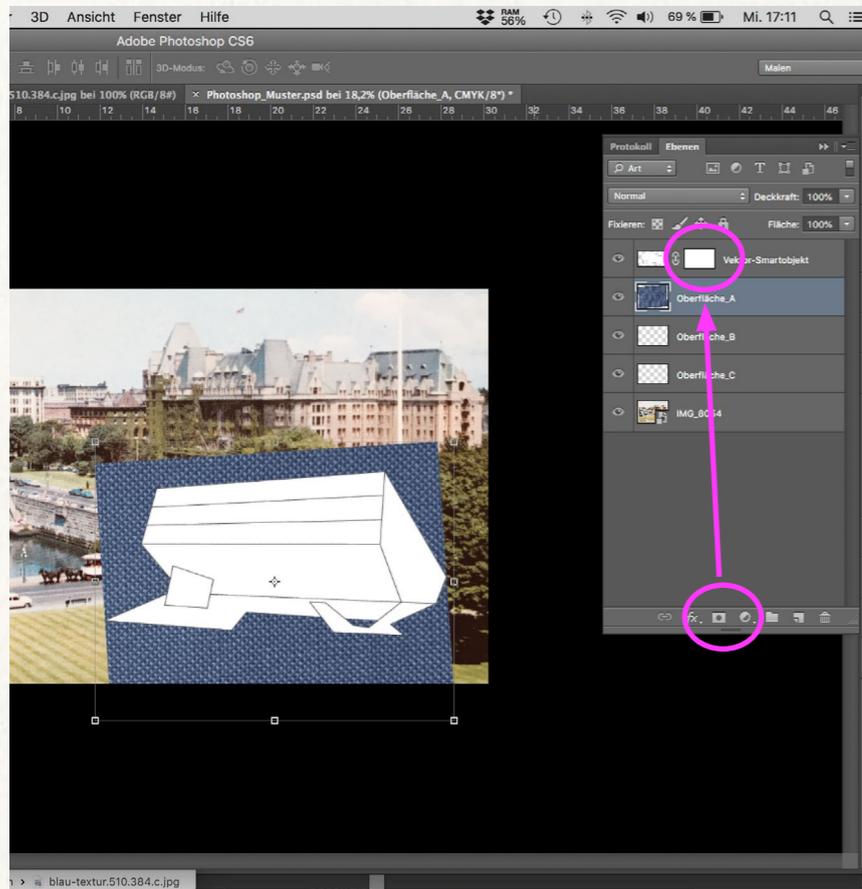
Schritt 2: In Foto einfügen

# Step 3: Vektorgrafik + Foto + Material



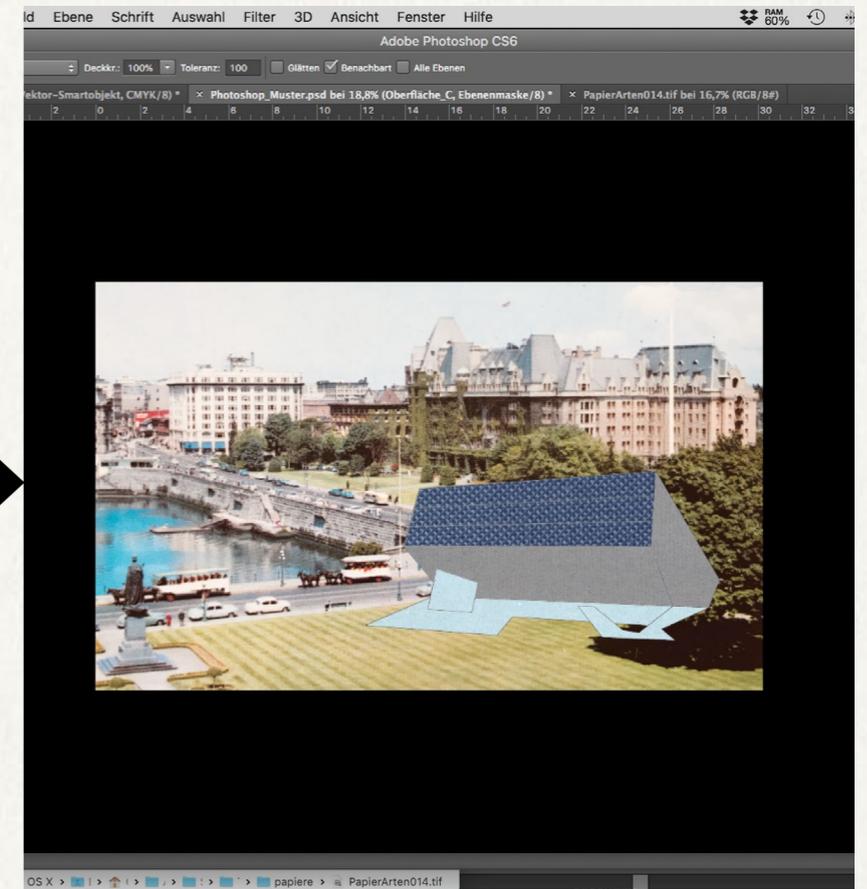
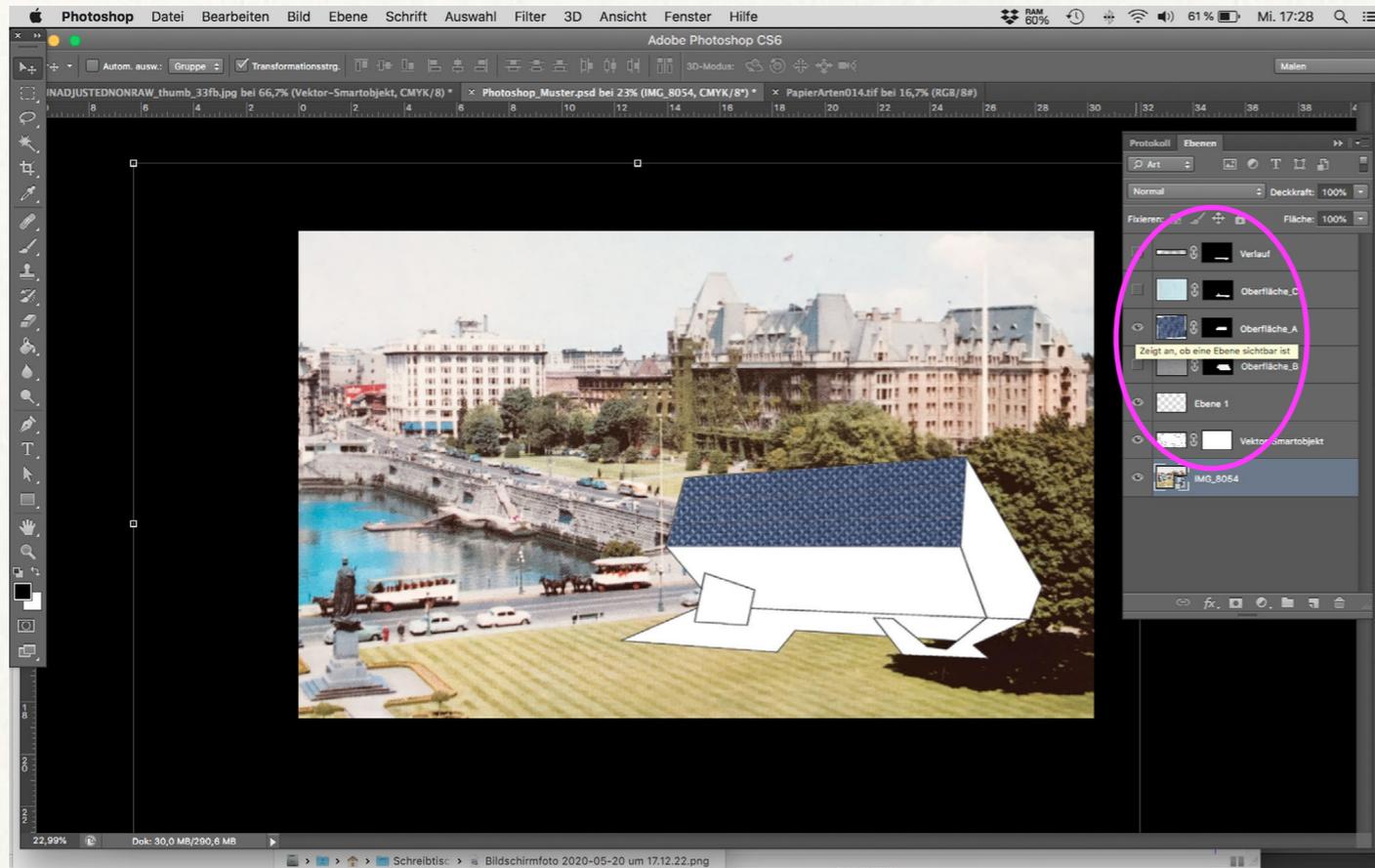
## Schritt 3: Vektorgrafik einfärben

# Step 3: Vektorgrafik + Foto + Material



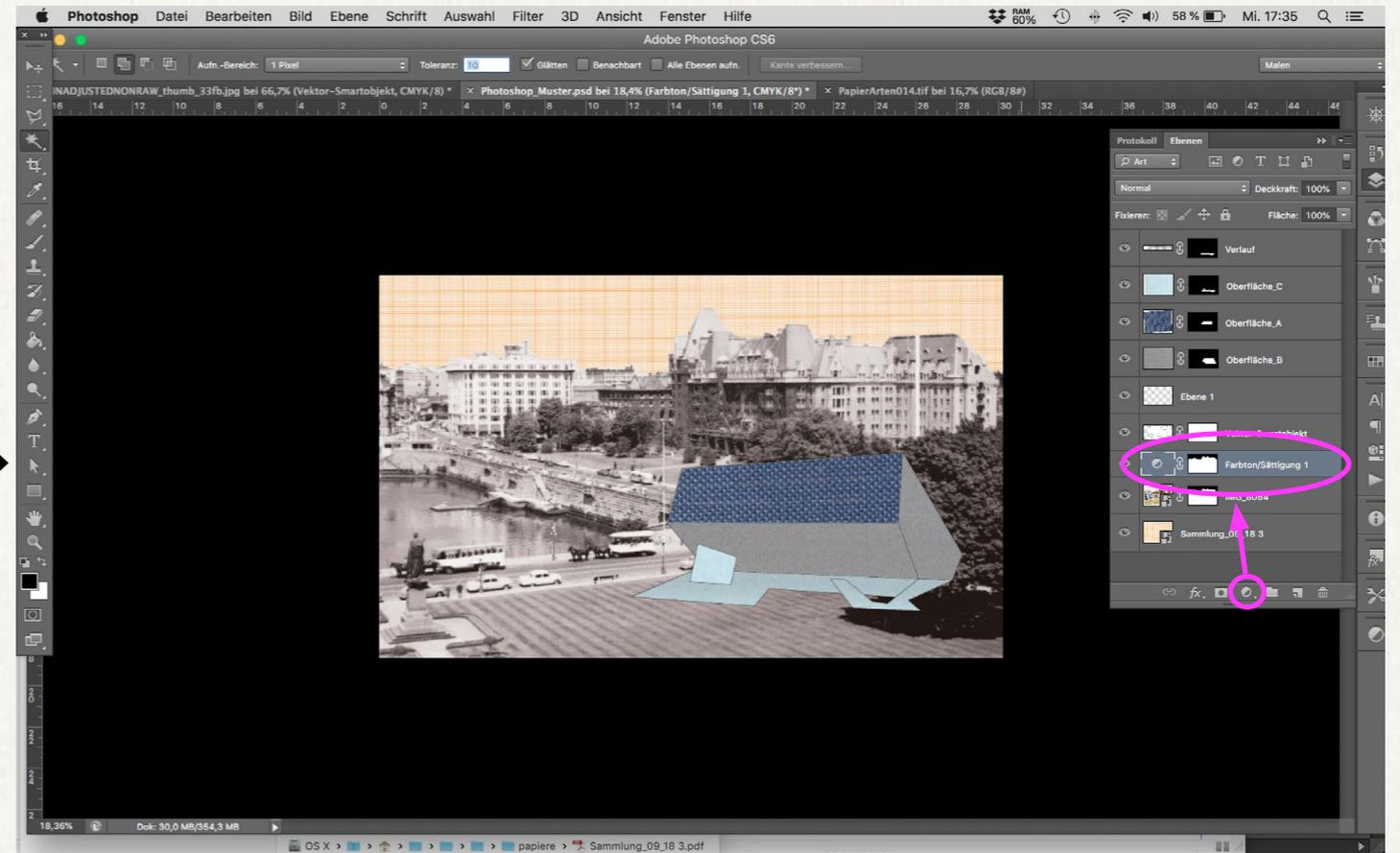
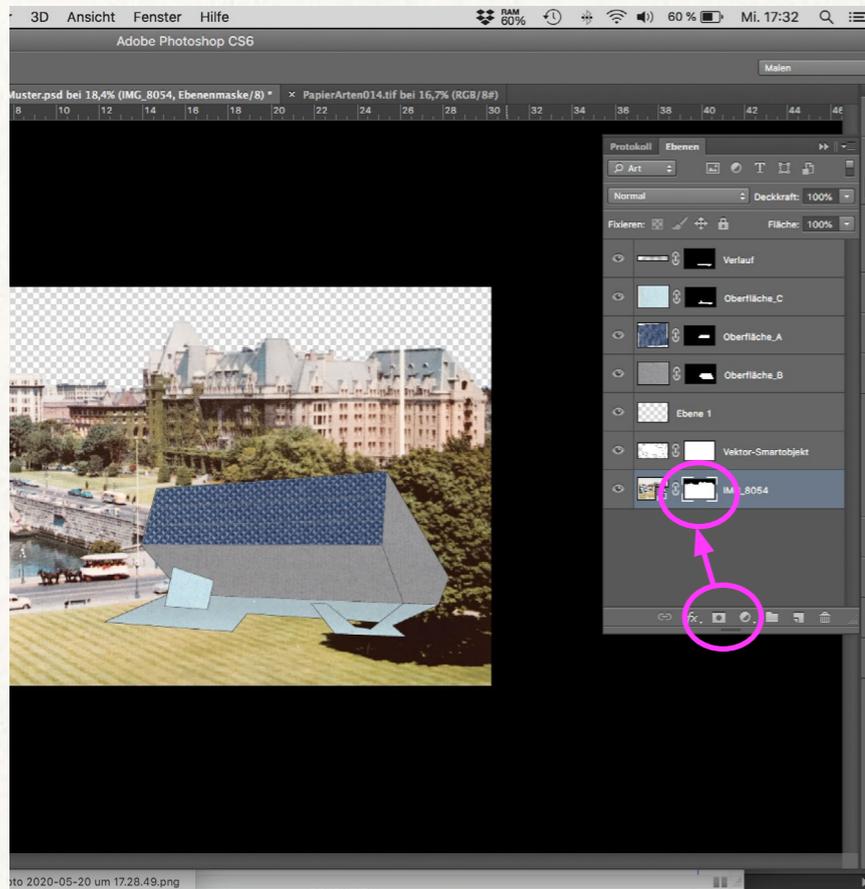
## Schritt 4: Ebenenmaske erstellen und Oberflächen einfügen

# Step 3: Vektorgrafik + Foto + Material



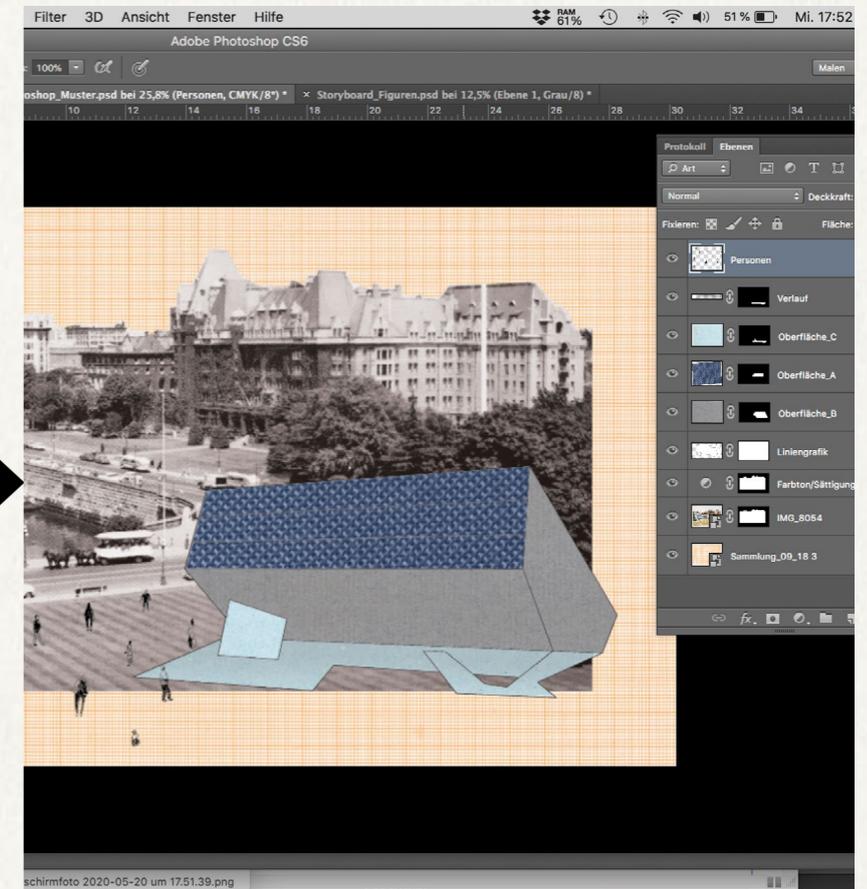
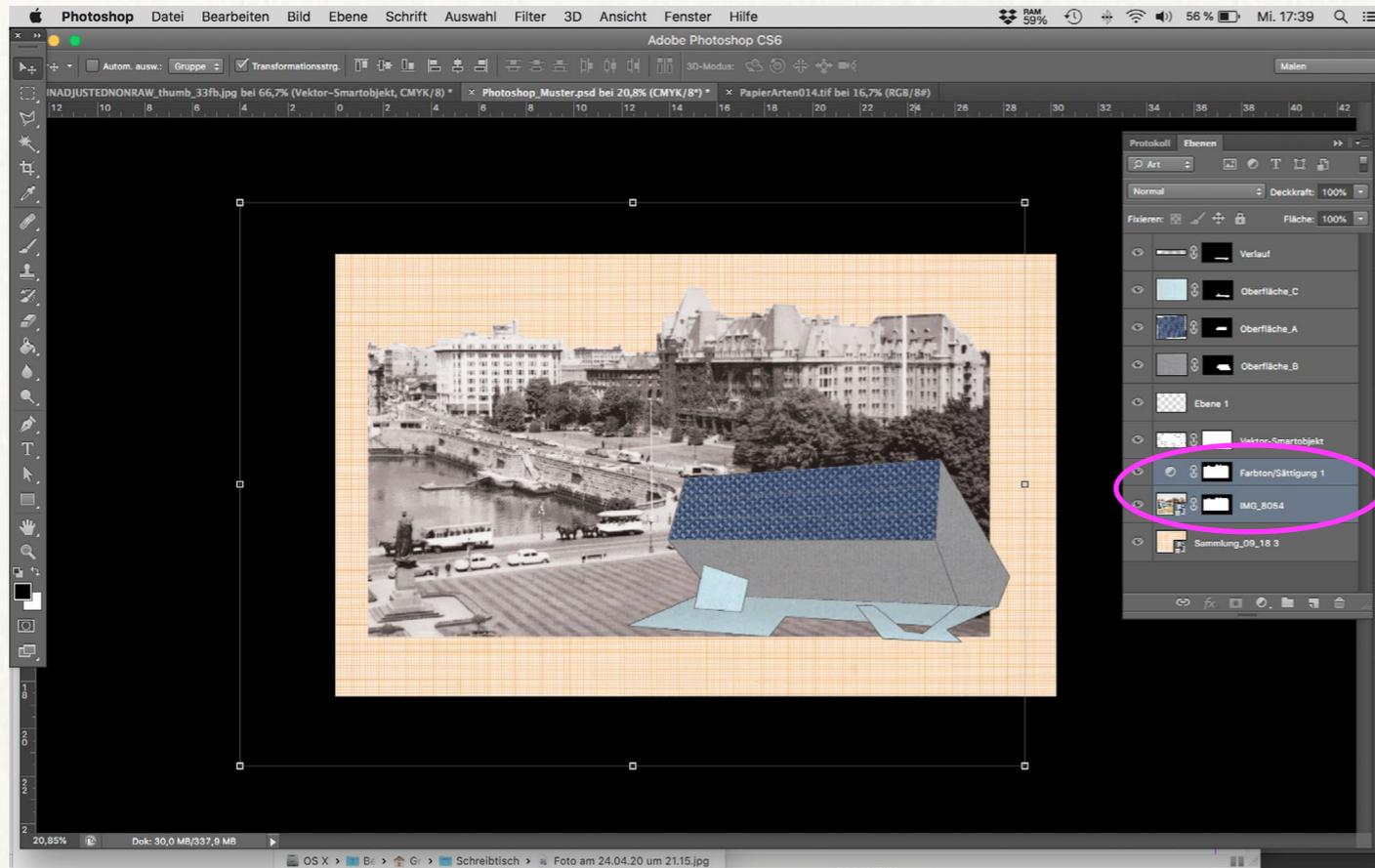
## Schritt 5: Texturen einfügen und Ebenenmaskenerstellen

# Step 3: Vektorgrafik + Foto + Material



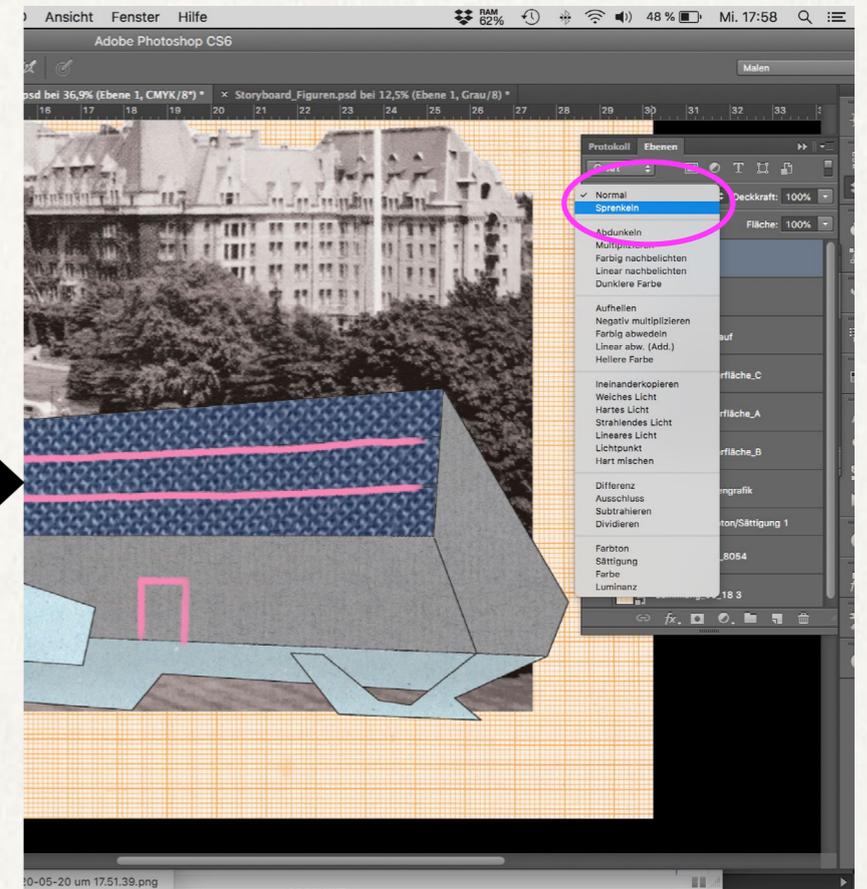
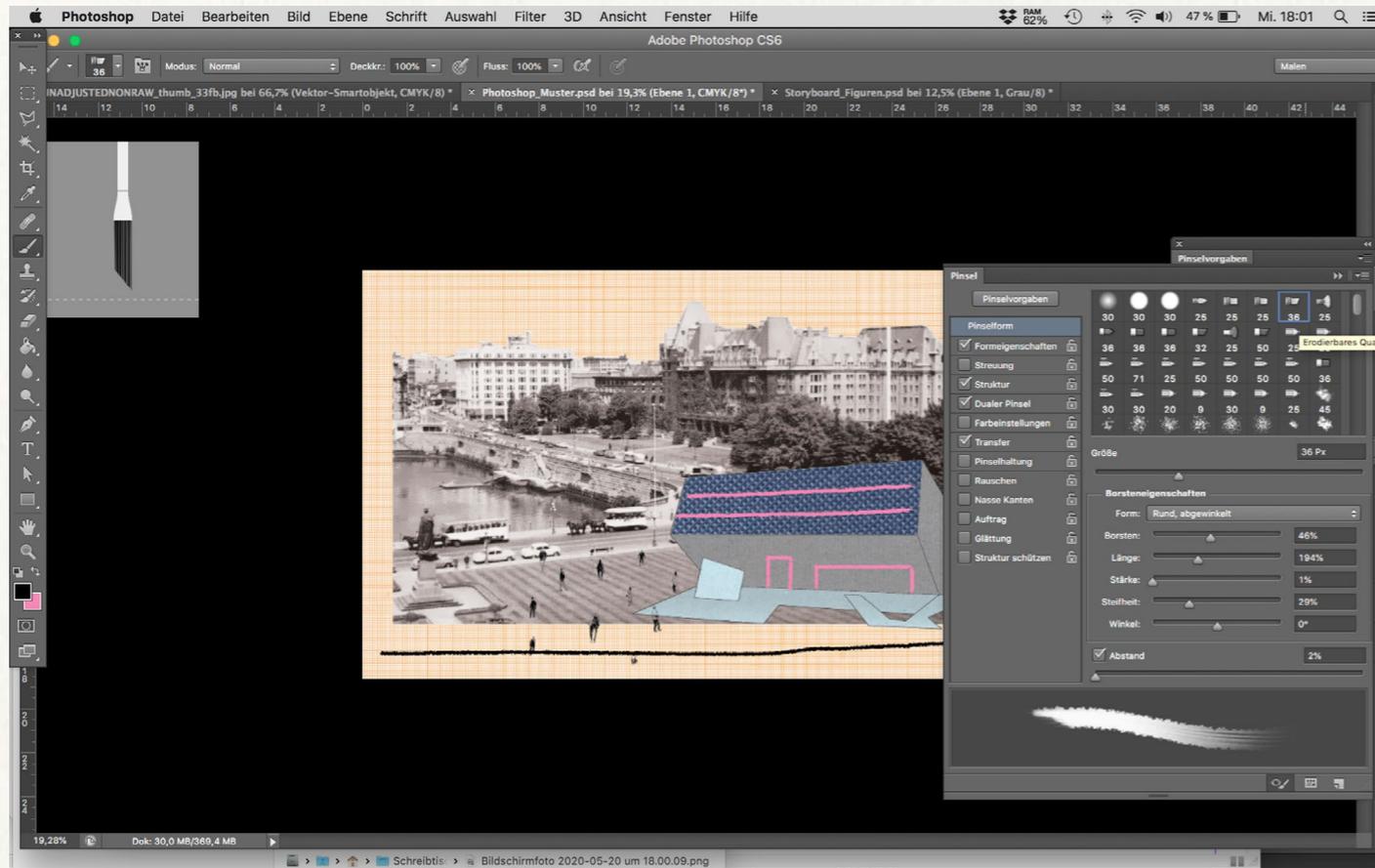
**Schritt 6: Hintergrundbild bearbeiten, durch Texturen erweitern**

# Step 3: Vektorgrafik + Foto + Material



**Schritt 7: Ebenen aktivieren und Bildformat bearbeiten (transformieren), Zeichnung einfügen (multiplizieren)**

# Step 3: Vektorgrafik + Foto + Material



**Schritt 8: mit Pinsel nachbearbeiten, durch Effekte analogen Charakter verstärken**

# Step 3: Vektorgrafik + Foto + Material

