

**TITLE:**

Support for teaching graphics in matte-painting

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**ABSTRACT:**

This thesis serves not only as a handbook for those who are interested in Matte painting, but also as a universal instruction manual on realistic photomanipulations. The thesis is divided into the theoretical and practical part. In theoretical part it describes the content and the very essence of this subject. It tells the history of matte painting and describes traditional tools, which were used for this technique in past and digital tools, which are being used nowadays. It explains basic rules, which – when followed – provides photorealistic results. Practical part is based on the theoretical part and demonstrates specific and detailed method, which results in professional photomanipulation. The main goal of the thesis is to give the public the insight into this technique. To ordinary people, this term is often unknown, even although we come across the visual form of this technique in most of the movies or in commercials. Practical part of this thesis is in form of tutorial and serves as a educational material, which will teach the reader not only the technique of Matte painting, but also the advanced manipulation with the given graphic software. Thesis is written in such form so it will attract and teach both the beginner and advanced users, who are interested in this subject.

**KEYWORDS:**

digital matte painting, movie effect, Photoshop, tutorial, photomanipulation, computer art