

Workshop creation

FOR TEACHERS

Technical information: creation of illustrations

Short description of the activity: Depending on the age of the students, you can do the illustrations yourself, together with the students, or the students can make them by themselves (alone or in a group). These can be drawings, pictures, collages, etc.

You can process drawings and pictures with the help of digital tools, depending on your preferences (e.g. Adobe Photoshop, Paint 3D, Photopea <https://www.photopea.com/>, Gimp <https://www.gimp.org/>, Canva <https://www.canva.com/>, etc.). Most of them are free to use for the basic version, but for more complex procedures, you will have to sign in or pay a certain fee.

You can also use free repositories of digital illustrations (Wikimedia <https://commons.wikimedia.org> , Pinterest <https://www.pinterest.com/> , Flickr <https://www.flickr.com/> , Pexels <https://www.pexels.com/> , Pixabay <https://pixabay.com/>).

Most of the illustrations in those repositories are free, and you only need to sign in for some. While doing so, make sure to respect copyrights, according to the rules of used repository. You can also use applications that contain illustrations suitable for students with disabilities (Arasaac <https://arasaac.org/> , Pictoselector <https://www.pictoselector.eu/>).

Those apps offer a variety of different illustrations that are free to download and use.

Another way to create illustrations is to use Artificial Intelligence, so-called AI generators of illustrations. One of them is Fotor (<https://www.fotor.com/>). The basic version is free, while the premium version is paid on a monthly basis. There are more free AI generators: Stable Diffusion (<https://huggingface.co/spaces/stabilityai/stable-diffusion>), Craiyon



(<https://www.craiyon.com/>) and Deep AI (<https://deepai.org/machine-learning-model/text2img>).

Instruction and description of the activity, step by step:

1. Create the desired illustration or use some of free existing illustrations (as described above; you can use e.g. Canva to create illustrations, or e.g. Pexels to download existing illustration).
2. Process the illustration with the help of software. If it seems to you that the illustration still needs to be edited, changed or refined a little, use some of programs we suggested above (e.g. Adobe Photoshop, Paint 3D, Canva, Design wizard or similar program). Be careful, some programs are free only if you use basic version.
3. Save it and insert it into the story using one of the online story creation programs (you can find more about it in the software information document).

