

Course Outline

COURSE: CSIS 75 **DIVISION:** 50 **ALSO LISTED AS:** DM 75

TERM EFFECTIVE: Spring 2018 **CURRICULUM APPROVAL DATE:** 10/23/2017

SHORT TITLE: PHOTOSHOP I

LONG TITLE: Photoshop I - Adobe Photoshop

Units	Number of Weeks		Contact Hours/Week		Total Contact Hours
3	18	Lecture:	3	Lecture:	54
		Lab:	0	Lab:	0
		Other:	0	Other:	0
		Total:	3	Total:	54

COURSE DESCRIPTION:

This is an entry level course in mastering Adobe's Photoshop software. Students will learn creative and fundamental processes in professional digital image editing. Hands on lessons provide students with skills to manage today's image libraries. Students will be introduced to Photoshop's Bridge and Camera Raw utilities while crafting state of the art compositions for print, video, animation and the web. There is a focus on basic tonal and color adaptations, digital painting, black and white conversion, special effects, and correction and restoration techniques. This course has the option of a letter grade or pass/no pass. This course is also listed as DM 75. **ADVISORY:** Familiarity using the Macintosh or Windows operating system.

PREREQUISITES:

COREQUISITES:

CREDIT STATUS: D - Credit - Degree Applicable

GRADING MODES

- L - Standard Letter Grade
- P - Pass/No Pass

REPEATABILITY: N - Course may not be repeated

SCHEDULE TYPES:

- 02 - Lecture and/or discussion
- 05 - Hybrid
- 72 - Dist. Ed Internet Delayed

STUDENT LEARNING OUTCOMES:

1. Demonstrate the use of layers to effectively manipulate an image; in terms of color, hue, tonal quality, exposure, and fixing imperfections; as needed.

Measure of assessment: homework exercises, projects

Year assessed, or planned year of assessment: 2016

Semester: Fall

2. Create an image that incorporates multiple imported images, then adjust curves, levels, and hue/saturation values as well as painting on an image for hand coloring.

Measure of assessment: homework exercises, projects, demonstrations

Year assessed, or planned year of assessment: 2016

Semester: Fall

3. Solve technical problems for resolution and file size to determine printing resolution for the best digital output, including retouching and repairing a scanned or digitally captured photograph.

Measure of assessment: homework exercises, projects

Year assessed, or planned year of assessment: 2016

CONTENT, STUDENT PERFORMANCE OBJECTIVES, OUT-OF-CLASS ASSIGNMENTS

Curriculum Approval Date: 10/23/2017

4 HOURS

Topic #1: Getting to Know the Work Area:

Starting to work in Adobe Photoshop. Using the tools. Using the options bar and other panels. Undoing actions in Photoshop. Customizing the workspace. Finding resources for using Photoshop. Checking for updates. Tools panel overview.

Student Performance Objectives: Evaluate which tools to use to integrate and manipulate multiple images electronically.

4 HOURS

Topic #2: Basic Photo Corrections:

Strategy for retouching. Resolution and image size. Getting started. Adjusting the color in Camera Raw. Straightening and cropping the image in Photoshop. Replacing colors in an image. Adjusting saturation with image adjustment layers. Repairing areas with the Clone Stamp tool and healing brush/patch tool set. Using the Spot Healing Brush tool. Using content-aware fill. Applying the Unsharp Mask filter. Saving the image for four-color printing.

Student Performance Objectives: Describe and demonstrate digital photographic retouching, restoration.

4 HOURS

Topic #3: Working with Selections:

About selecting and selection tools. Using the Quick Selection tool. Moving a selected area. Manipulating selections. Using the Magic Wand tool. Selecting with the lasso tools. Rotating a selection. Selecting with the Magnetic Lasso tool. Cropping an image and erasing within a selection. Refining the edge of a selection. Introduction to Path tool for selections.

Student Performance Objectives: Determine the appropriate selection method that best fits the digital image to be altered and utilize that method.

4 HOURS

Topic #4: Layer Basics:

About layers - Getting started. Using the Layers Panel. Rearranging layers. Applying a gradient to a layer. Applying a layer style. Flattening and saving files.

Student Performance Objectives: Describe and demonstrate the use of layers to effectively manipulate an image.

4 HOURS

Topic #5: Correcting and Enhancing Digital Photographs:

About Camera Raw files. Processing files in Camera Raw. Merging exposures and applying advanced color correction. Correcting digital photographs in Photoshop. Correcting image distortion. Adding depth of field.

Student Performance Objectives: Describe and demonstrate digital photographic retouching, restoration and colorization techniques of black and white photographs.

4 HOURS

Topic #6: Masks and Channels:

Working with masks and channels. Getting started creating a mask. Refining a mask. Using Paintbrush to edit a mask. Creating a quick mask. Manipulating and image with Puppet Warp. Working with channels. Controlling opacity of a mask with shades of gray.

Student Performance Objectives: Explain and demonstrate the process of masks and channels to alter or protect digital images.

4 HOURS

Topic #7: Typographic Design:

About type. Getting started. Creating a clipping mask from type. Creating type on a path. Warping image type. Designing paragraphs of type.

Student Performance Objectives: Describe and demonstrate uses of type as an element of graphic design.

4 HOURS

Topic #8: Vector Drawing Techniques:

About paths and the Pen tool. Using paths with artwork. Creating vector objects for the background. Working with defined custom shapes.

Student Performance Objectives: Evaluate the appropriate software and techniques for creating bitmapped images and describe the basic differences and uses for raster and vector graphics.

5 HOURS

Topic #9: Advanced Layering:

Clipping a layer to a shape. Setting up a Vanishing Point grid. Creating your own keyboard shortcuts. Placing imported artwork. Adding artwork in perspective. Adding a layer style. Placing the side panel artwork. Adding more artwork in perspective. Adding an adjustment layer. Working with layer comps. Managing layers. Flattening a layered image. Merging layers and layer groups. Stamping layers.

Student Performance Objectives: Describe and demonstrate the use of layers to effectively manipulate an image.

5 HOURS

Topic #10: Advanced Compositing:

Assembling a montage of images. Applying filters. Hand-coloring selections on a layer. Applying Smart Filters. Adding drop shadows and a border. Matching color schemes across images. Automating a multistep task. Stitching a panorama.

Student Performance Objectives: Evaluate which tools to use to integrate and manipulate multiple images electronically. Utilize those tools.

5 HOURS

Topic #11: Preparing Files for the Web:

Selecting a web design work space. How to save a web or mobile format image. Using the Zoomify feature. Creating a web gallery.

Student Performance Objectives: Solve technical problems for scanning, resolution and file size to determine scanning and printing resolution for the best digital output.

5 HOURS

Topic #12: Producing and Printing Consistent Color:

About color management. Specifying color-management settings. Proofing an image. Identifying out-of-gamut colors. Adjusting an image and printing a proof. Saving the image as a CMYK EPS file. Printing.

Student Performance Objectives: Solve technical problems for scanning, resolution and color for the best print output.

2 HOURS

METHODS OF INSTRUCTION:

Lecture, demonstration, guided practice.

OUT OF CLASS ASSIGNMENTS:

Required Outside Hours: 26

Assignment Description: Review questions and answers from each topic presented.

Required Outside Hours: 78

Assignment Description: Homework, Problem Solving Demonstrations, Projects: Topic #1 - Search for resources on the web and list them to share with the class. Topic #2 - Retouch and repair a photo from existing files. Topic #3 - Create a new image from an existing file using these techniques. Topic #4 - Create a montage or collage from existing files. Topic #5 - Retouch and repair a photo from existing files. Colorize or tint the photograph. Topic #6 - Create adjustment layers and layer masks to solve the stated problems with existing files. Topic #7 - Create an image that effectively incorporates both text as a design element. Create and manipulate bit-mapped text. Topic #8 - Create an image that combines vector based text and images. Topic #9 - Create an image that includes imported artwork in perspective and multiple layers. Topic #10 - Create an image that incorporates multiple imported images. Adjust curves, levels, and hue/saturation values. Topic #11 - Prepare given images for use on the Web. Topic #12 - Prepare given images for scanning and printing.

METHODS OF EVALUATION:

Problem-solving assignments

Percent of total grade: 60.00 %

Problem-solving demonstrations: 20% - 60% Homework exercises, Projects

Skill demonstrations

Percent of total grade: 30.00 %

Skill demonstrations: 20% - 50% Demonstration exercises

Objective examinations

Percent of total grade: 0.00 %

Objective examinations: 0% - 10% Multiple Choice, True/False, Completion

Other methods of evaluation

Percent of total grade: 10.00 %

0% - 30% Student participation

REPRESENTATIVE TEXTBOOKS:

Required Representative Textbooks

Adobe Creative Team. Adobe Photoshop Classroom in a Book . Adobe Press,2017.

Reading Level of Text, Grade: 12+ Verified by: Grzan

ARTICULATION and CERTIFICATE INFORMATION

Associate Degree:

GAV C1, effective 200630

CSU GE:

IGETC:

CSU TRANSFER:

Transferable CSU, effective 200630

UC TRANSFER:

Not Transferable

SUPPLEMENTAL DATA:

Basic Skills: N

Classification: Y

Noncredit Category: Y

Cooperative Education:

Program Status: 1 Program Applicable
Special Class Status: N
CAN:
CAN Sequence:
CSU Crosswalk Course Department: CSIS
CSU Crosswalk Course Number: 75
Prior to College Level: Y
Non Credit Enhanced Funding: N
Funding Agency Code: Y
In-Service: N
Occupational Course: C
Maximum Hours:
Minimum Hours:
Course Control Number: CCC000361301
Sports/Physical Education Course: N
Taxonomy of Program: 061450