COURSE OUTLINE OF RECORD

Number: DART G152  TITLE: Using Photoshop, Intermediate

ORIGINATOR: Instructor Placeholder AAA  EFF TERM: Summer 2010
FORMERLY KNOWN AS:

CROSS LISTED COURSE:

TOP NO: 0614.60

SEMESTER UNITS: 3.0
HRS LEC: 36.0  HRS LAB: 36.0  HRS OTHER: 0.0
CONTACT HRS TOTAL: 72.0
STUDY NON-CONTACT HRS RECOMMENDED: 72.0

CATALOG DESCRIPTION:
Advanced usage of Adobe Photoshop for digital composting, filter usage, typography and outputting as used in Business and the Web. Consideration is also given to photoshop terms, modes, color balance, shadows/reflections, light sources, the photoshop digital working environment, the tools and the advanced functions of the software.

JUSTIFICATION FOR COURSE:

PREREQUISITES:

COREQUISITES:

ADVISORIES:

ASSIGNED DISCIPLINES:
Art
Commercial art (sign making, lettering, packaging, rendering)
Graphic arts (desktop publishing)
Multimedia

MATERIAL FEE: Yes [ ] No [X] Amount: $15.00

CREDIT STATUS: Noncredit [ ] Credit - Degree Applicable [X] Credit - Not Degree Applicable [ ]

GRADING POLICY: Pass/No Pass [X] Standard Letter [X] Not Graded [ ] Satisfactory Progress [ ]

OPEN ENTRY/OPEN EXIT: Yes [ ] No [X]

TRANSFER STATUS: CSU Transferable[X]  UC/CSU Transferable[ ]  Not Transferable[ ]

BASIC SKILLS STATUS: Yes [ ] No [X]  LEVELS BELOW TRANSFER: Not Applicable

CALIFORNIA CLASSIFICATION CODES: Y - Not Applicable

NON CREDIT COURSE CATEGORY: Y - Not applicable, Credit Course

OCCUPATIONAL (SAM) CODE: C

REPEATABLE ACCORDING TO STATE GUIDELINES: No [X]  Yes [ ] NUMBER REPEATS:

REQUIRED FOR DEGREE OR CERTIFICATE: No [ ] Yes [X]
Graphic Design Advanced Production Certificate(Certificate of Specialization)

GE AND TRANSFER REQUIREMENTS MET:

COURSE LEVEL STUDENT LEARNING OUTCOME(S) Supported by this course:
1. Understand the general terms used in Adobe Photoshop to describe the various tools and actions which could be implemented within the digital applications software.

2. Use stock images within Adobe Photoshop for image compositing.

3. Retouch old damaged photographs in the digital world of Adobe Photoshop using techniques such as: limited range scanning, RGB multi-level scanning, cloning tools, layers, cropping and bringing back faded color and the removal of stains.

4. Create unique images using Adobe Photoshop for business production (such as magazine covers, complete CD covers, inserts, labels and back covers).

5. The student will be able to: manipulate color depth; resample color; define and modify anti-aliasing as it applies to resampling, interpolation and brush stroke modifications; and perform color reduction in images.

6. Complete a full-featured flat-bed scan of an image, considering scale, brightness/contrast ranges and cropping.

COURSE OBJECTIVES:

1. Understand the general terms used in Adobe Photoshop to describe the various tools and actions which could be implemented within the digital applications software.

2. Manipulate color depth; resample color; define and modify anti-aliasing as it applies to resampling, interpolation and brush stroke modifications; and perform color reduction in images.

3. Use stock images within Adobe Photoshop for image compositing.

4. Complete a full-featured flat-bed scan of an image, considering scale, brightness/contrast ranges and cropping.

5. Create unique images using Adobe Photoshop for business production (such as magazine covers, complete CD covers, inserts, labels and back covers).

6. Retouch old damaged photographs in the digital world of Adobe Photoshop using techniques such as: limited range scanning, RGB multi-level scanning, cloning tools, layers, cropping and bringing back faded color and the removal of stains.

COURSE CONTENT:

LECTURE CONTENT:

A. Computer Graphics and Terms
   1. Image Resolution--General
   2. Color Depth
   3. Color Reduction
   4. Anti-aliasing
      a. Resampling
      b. Interpolation
      c. Brush Strokes

B. Creating Composite Images
   1. Image Selection Modes
   2. Copying and Moving Images
   3. Compositing Considerations by layers
      a. Color Balance
      b. Contrast/Brightness
      c. Shadows
      d. Resolution Matching
      e. Resizing and positioning of layers
   4. De-emphasizing a background
   5. "Detailing" the image
C. Creatively Working with Filters
   1. Render Clouds Filter
   2. Lighting Effects and the Texture Command
   3. Using the Gradient Editor
   4. The Filters Menu options (covers typical use of each filter)

D. Outputting your Input
   1. Personal Printing/Proofing
   2. Black & White Output: personal & professional
   3. Postscript printers
   4. The dot on the page
      a. Digital halftone
      b. Line angles
      c. Line frequency
   5. Printing in different color modes
   6. Output types
      a. CMYK
      b. RGB
      c. Lab Color
      d. Indexed Color
      e. PDF or EPS
      f. Gamut Warnings on printing

E. Creating Graphics for the Web
   1. Color Depth
   2. File Size/File Type
      a. JPG
      b. GIF

F. Advanced Topics
   1. Playing with perspective
   2. Simulating Depth of Field
   3. Creating reflections and shadows
   4. Constructing "Chrome" (metal) lettering effects

LABORATORY CONTENT:

METHODS OF INSTRUCTION:

   A. Lecture:
   B. Lab:
   C. Independent Study:

INSTRUCTIONAL TECHNIQUES:

COURSE ASSIGNMENTS:
   Reading Assignments


   Out-of-class Assignments

   Additional projects may be completed to further demonstrate competence in using the software application.

   Writing Assignments

   Hands-on projects from each topical area (and chapters in the books) require reading of step by step explanations concerning sequencing and technique to create the desired image.
METHODS OF STUDENT EVALUATION:
Short Quizzes
Objective Examinations
Projects (ind/group)
Problem Solving Exercises
Skills Demonstration

Demonstration of Critical Thinking:
As the students create various book projects, and later special projects they will explore multiple alternatives and approaches to generate the needed effect to be used in a marketing or advertising project. Considerations will include the use of compositing, image mating, color balance, brightness/contrast, resolution, image focus and total image "completeness". The final result should be one in which the observer cannot tell if any actions have been implemented in the image.

Required Writing, Problem Solving, Skills Demonstration:
Hands-on projects from each topical area (and chapters in the books) require reading of step by step explanations concerning sequencing and technique to create the desired image.

TEXTS, READINGS, AND RESOURCES:

LIBRARY:
Adequate library resources include:
Comments:

Attachments:
Attached Files