

DART G150: DIGITAL IMAGE EDITING I: BEGINNING PHOTOSHOP

Item	Value
Curriculum Committee Approval Date	05/05/2020
Top Code	061460 - Computer Graphics and Digital Imagery
Units	3 Total Units
Hours	90 Total Hours (Lecture Hours 36; Lab Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S), • Pass/No Pass (B)

Course Description

Formerly: Photoshop, Beginning This course is an introductory course in using computer software to learn the tools and techniques for editing digital images. Course content focuses on creation, photo-editing and repair, scanning, image compositing, file formats of digital images. Students will incorporate the use of color theory and design principles and demonstrate their abilities by creating signature portfolio pieces. Centrally, students will learn how to make selections and masks and to use the basic functions and tools of Adobe Photoshop to create multi-layered images. Consideration will also be given to managing the digital workflow and the legal guidelines for image usage and digital copyright laws. Transfer Credit: CSU; UC.

Course Level Student Learning Outcome(s)

1. Course outcomes
2. Use digital tools in Adobe Photoshop to retouch photographs.
3. Describe the various Adobe Photoshop tools and their capabilities.
4. Manipulate color depth, resample color, change brush strokes and modify anti-aliasing of an image.
5. Edit and correct color in stock images for digital compositing.
6. Create digital images for a variety of uses in graphic design, advertising, marketing, and web design.

Course Objectives

- 1. Use palette windows and tools.
- 2. Create Multiple Layers to maximize flexibility of editing options.
- 3. Use channels for both Selection Tools and color.
- 4. Generate Masks to assist in editing capabilities.
- 5. Use Filters to enhance digital images and assist in advance composites.
- 6. Finalize output in either web or pre-press output.

Lecture Content

Computer Graphics and Terms Image Resolution-General Color Depth Color Reduction Anti-aliasing Resampling Interpolation Brush Strokes Using Stock Images Legal obligations regarding copyright Flat-bed scanning of images-scale, brightness/contrast, and cropping Digital Cameras "Film" speed The Lens System Types of file compression and storage Customizing Photoshop Preferences Color Management Features Palettes Photoshop Tools Selection Tools Paint Tools Pen Type tools Sampling, moving and zoom tools Quickmask mode/standard mode Screen view buttons

Lab Content

Lab Hands-on Image Work Use images with copyright clearance. Use Photoshop software settings. Retouch Repair Images Choice of selection tools for the job. Color vs greyscale repair approaches. Layer generation techniques Masking techniques and graduated masks. Color imbedding. Sharpness - when and where. Use of Tools for: Retouching and Repairing Selections Layers Masks and Channels Correcting Digital Images Typographic Design Vector Drawing Advanced Layers Produce simulated commercial products: Magazine cover art Product labels DVD covers Promotional cards Posters Product mock-ups

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

Reading Assignments

TextWebsitesPhotoshop Magazines

Writing Assignments

The student shall construct a mock-up of a selected commercial product such as poster, product package, or book cover.

Out-of-class Assignments

Additional projects may be completed to further demonstrate competence in using the software application including: Take digital photos Create personal library of digital images

Demonstration of Critical Thinking

The student shall repair a damaged photo using the photoshop tools of his or her choice to produce the final result. The repaired photo will show no appearance of repair nor any remaining damage.

Required Writing, Problem Solving, Skills Demonstration

The student shall construct a mock-up of a selected commercial product such as CD cover, DVD cover, poster, etc.

Eligible Disciplines

Art: Masters degree in fine arts, art, or art history OR bachelors degree in any of the above AND masters degree in humanities OR the equivalent. Note: "masters degree in fine arts" as used here refers to any masters degree in the subject matter of fine arts, which is defined to include visual studio arts such as drawing, painting, sculpture, printmaking, ceramics, textiles, and metal and jewelry art; and also, art education and art therapy. It does not refer to the "Master of Fine Arts" (MFA) degree when that degree is based on specialization in performing

arts or dance, film, video, photography, creative writing, or other non-plastic arts. Masters degree required. Commercial art (sign making, lettering, packaging, rendering): Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience. Graphic arts (desktop publishing): Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience. Multimedia: Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience.

Textbooks Resources

1. Required Adobe Classroom in a Book Team. Adobe Photoshop CC2020, Classroom in a Book, 1st ed. Adobe Press, Inc, 2020