DART G152: DIGITAL IMAGING II: INTERMEDIATE PHOTOSHOP

Item	Value
Curriculum Committee Approval Date	11/03/2020
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

This course is an intermediate course using Adobe Photoshop for digital image editing, filter usage, typography and outputting as used in graphic design, advertising, and web design. 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. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Course outcomes
2. Apply color depth by the using Adobe Photoshop to resample color, define and modify anti-aliasing, interpolate pixel-based images.
3. Apply stock images within Adobe Photoshop for image compositing.
4. Examine digitally acquired images on the basis of resolution, brightness/contrast, hue and saturation, and cropping.
5. Create unique images using Adobe Photoshop for use in marketing and advertsing material such as magazine ads, book covers, flyers, posters, and web sites.
6. Reconstruct damaged photographs using advanced techniques such as: limited range scanning, RGB multi-level scanning, cloning tools, faded color restoration, and stain removal.

Course Objectives

- 1. Navigate the Photoshop workspace.
- 2. Manage panels, tools, and shortcuts.
- 3. Create advanced compositions with layers.
- 4. Use content-aware tools for Photoshop retouching.
- 5. Transform and edit combined images.
- 6. Create layered compositions by removing backgrounds.
- 7. Use layer styles and adjustment layers in Photoshop.
- 8. Use the Photoshop pen tool for selections and artwork.
- 9. Create a composition using smart objects.

Lecture Content

Computer Graphics and Terms Image Resolution--General Color Depth Color Reduction Anti-aliasing Resampling Interpolation Brush Strokes Creating Composite Images Image Selection Modes Copying and Moving Images Compositing Considerations by layers Color Balance Contrast/Brightness Shadows Resolution Matching Resizing and positioning of layers De-emphasizing a background "Detailing" the image Creatively Working with Filters Render Clouds Filter Lighting Effects and the Texture Command Using the Gradient Editor The Filters Menu options (covers typical use of each filter) Outputting your Input Personal Printing/Proofing Black White Output: personal professional Postscript printers The dot on the page Digital halftone Line angles Line frequency Printing in different color modes Output types CMYK RGB Lab Color Indexed Color PDF or EPS Gamut Warnings on printing Creating Graphics for the Web Color Depth File Size/File Type JPG GIF Advanced Topics Playing with perspective Simulating Depth of Field Creating reflections and shadows Constructing "Chrome" (metal) lettering effects

Lab Content

Complete exercises from the textbook Conduct project research Continuation of work on projects and assignments Discussion and critique of projects

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

Assigned from the required textbook for the course.

Writing Assignments

Written critiques of existing work in the indsutry Written project statements Written case studies Written project summaries

Out-of-class Assignments

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

Demonstration of Critical Thinking

Students will define design problems. Students will analyze multiple iterations and approaches to design solutuons. Students will use design elements in coherent ways that enchance the readabilty of visual compositions. Students will examine, critique, and disuss their peers work.

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, assignment completion, and skill demonstration.

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 Against The Clock. Adobe Photoshop 2020: The Professional Portfolio, 1st ed. Against The Clock, 2020 Legacy Textbook Transfer Data: ISBN-13: 978-1946396341