

Digital Imaging (all Photoshop) - Spring 2008

Course title: Digital Imaging

Course number: GRA 230 3 Semester Hours

Prerequisite: GRA 140 Desktop Publishing or permission of the instructor

Grading System: A (94-100), A-(90-93), B+(87-89), B (83--86), B-(80-82), C+(77-79), C (73-76), C-(70-72), D+ (67-69), D(63-66), F (below 63).

Course Description and Rationale

Adobe Photoshop CS3 is the focus of this course which will provide the student with a foundation in image manipulation and graphic design. Layers and layer effects; image adjustment; blending modes; nested palettes of selection, painting, and correction tools and other Photoshop processes will be addressed. Students will study design principles.

General Course Goals

At the completion of the semester, students should be able to use Photoshop to design images (composite and single) and documents using principles found in the literature

The required skills include but are not limited to the following:

1. Resize headshots - all sized the same.
2. Use blending modes
3. Work with multiple layers
4. Adapt color for the web
5. Design and prepare composite images
6. Work with masks and channels
7. Create clipping paths
8. Work with color in the context of commercial printing
9. Use image filters
10. Apply two color filters
11. Work with multiple graphic formats
12. Create gradients
13. Use pen tool techniques
14. Use advanced photo correction techniques
15. Combine Illustrator graphics and Photoshop images
16. Slice images for the web
17. Set up a monitor for color management
18. Create an animated image
19. Optimize images for the web.
20. Read and report on Photoshop artist or Photoshop problem solving

Instructional Modes

Hands-on computer instruction, design workshops, individual and group work.

Instructional Materials

Elizabeth Eisner Reding, Adobe Photoshop CS3 Revealed, Thomson: 2008

Weinman, Photoshop CS3 Visual QuickStart, Peachpit Press, Berkeley: 2007.

flash drive

CDs

handouts WebCT/Vista

Course Skills and Class Assignments

See schedule of Course Skills and Class Assignments attached.

Note: The schedule and content may be changed during the semester to meet the needs of the students and requested course content.

Evaluation

Students will be evaluated on the basis of 12 Photoshop assignments, two larger projects, a reading and reporting assignment, work in class, and attendance. The Digital Wizard assignment and the final project will each count for 25% of the grade. Students who cut more than 3 classes will have their grade reduced for each absence beyond 3, regardless of the reason for the absence.

Students will be expected to work on their assignments in the computer lab or at home during hours when class is not in session.

College Withdrawal Policy

A student who finds it necessary to discontinue a course once class has met must provide written notice to the Registrar. Withdrawal forms are available at the Registrar's office on campus. Nonpunitive "W" grades are assigned to any withdrawal requested before the various unrestricted withdrawal deadlines listed in the calendars published in front of each session's course listings. Withdrawal requests received after these deadlines must bear instructor signatures indicating the student was maintaining at least a C- average at the time of withdrawal. No withdrawals are permitted after the last class preceding the final exam.

Disabled Students and Learning Disabilities Support

If you are a student with a disability and believe you will need accommodations for this class, it is your responsibility to contact the Disabilities Counseling Services at 383-5240. To avoid any delay in the receipt of accommodations, you should contact the counselor as soon as possible. Please note that I cannot provide accommodations based upon disability until I have received an accommodation letter from the Disabilities Counselor. Your cooperation is appreciated.

Cellular phones and beepers

Cellular phones and beepers are allowed in class only if they are turned off or turned to a silent mode. Under no circumstances are phones to be answered in class. When there are extenuating circumstances that require that a student be available by phone or beeper, the student should speak to the instructor prior to class, so that together they can arrive at an agreement.

READING AND PROJECT ASSIGNMENTS SPRING 2008

Week 1 Jan 28

Intro Vista, Mac & Windows

Quick Review: 1. Start Adobe Photoshop CS3

Learn how to open and save an image

Use Bridge

Examine the Photoshop window

Use the Layer and History palettes

Learn about Photoshop by using Help

View and print an image

Close a file and exit Photoshop

Modest Review & intro of new CS3 features:

2. Working with Layers

Examine and convert layers

Add and delete layers

Add a selection from one image to another

Organize layers with layer groups and colors

Week 2 Feb 4

Review & new CS3 features

3. Making Selections

Make a selection using shapes

Modify a marquee

Select using color and modify a selection

Add a vignette effect to a selection

4. Incorporating Color Techniques

Work with color to transform an image

Use the Color Picker & the Swatches palette

Place a border around an image

Blend colors using the Gradient Tool

Add color to a grayscale image

Use filters, opacity, and blending modes

Match colors

Week 3 Feb 11 work from home

5. Placing Type in an Image

Learn about type and how it is created

Change spacing and adjust baseline shift

Use the Drop Shadow style

Apply anti-aliasing to type

Modify type with the Bevel and Emboss style

Apply special effects to type using filters

Create text on a path

Assignment for this class

Access Vista before first class, as indicated in email message. Bring Adobe Photoshop CS3 Revealed to first class.

Assignment for week #2

Do Project Builder on p2-25. Improve the image by using your Photoshop tools to get rid of the artifacts (white fringes) around the llama and change the colors of the type and background to make a more professional look. Does this look like a 4-H billboard to you?

Save finished image in Vista folder

Assignment for week #3

Do Project Builder1 on p. 3-26. Then do Project Builder 2 on the next page. Follow the directions but use all your own material (delete or make invisible the ready-made layers). Save both projects into your Vista folder.

Assignment for week #4

Do Design project and Group project (pp.5-34&35) on your own,

READING AND PROJECT ASSIGNMENTS SPRING 2008

Week #4 Feb 18

Art show of projects from classes #2 & 3

6. Using Painting Tools

Paint and patch an image
Create and modify a brush tip
Use the Smudge Tool
Use a library and an airbrush effect

Assignment for week #5

Do Design Project p. 6-26. You may use your own art work if you like. Also Do the Group Project on your own.

Week #5 Feb25

Another art show

7. Working with Special Layer Functions

Use a layer mask with a selection
Work with layer masks and layer content
Control pixels to blend colors
Eliminate a layer mask
Use an adjustment layer
Create a clipping mask

Assignment for week #6

Do Project Builder 1 p.7-23. Choose one of the next three projects in your chapter and do the one of our choice.

Week #6 March 3

Another art show

8. Creating Special Effects with Filters

Learn about filters and how to apply them
Create an effect with an Artistic filter
Add unique effects with Stylize filters
Alter images with Distort and Noise filters
Alter lighting with a Render filter

9. Enhancing Specific Selections

Create an alpha channel
Use Extract to isolate an object
Erase areas in image to enhance appearance
Use the Clone Stamp Tool to make repairs
Use the Magic Wand Tool to select objects
Learn how to create snapshots
Create multiple-image layouts

Assignment for week #7

Do the project of your choice from the end of chapter 8 and another of your choice from the end of chapter 9. Do **not** do the one on p. 9-36.

Week #7 March 10

Another art show

10. Adjusting Colors

Correct and adjust color
Enhance colors by altering saturation
Modify color channels using levels
Create color samplers with the Info palette

Assignment for week #8

Start your Digital Wizard entry, using all you have learned so far. Bring in your composition for review and further work in class.

READING AND PROJECT ASSIGNMENTS SPRING 2008

No class March 17 Spring Break

Week #8 March 24

11. Using Clipping Masks, Paths, & Shapes

Use a clipping group as a mask

Work with shapes

APP-4 Creating a pencil sketch from a photo

Assignment for week #9

Work on your Digital Wizard entry.

Week #9 March 31

Digital Entry due by midnight

12. Transforming Type

Modify type using a bounding box

Create warped type with a unique shape

Screen back type with imagery

Create a faded type effect

Intro read and report on Photoshop topic

Assignment for week #10 TBA

Select a topic and a date for your report.

Week #10 April 7

13. Liquifying an Image

Use the Liquify tools to distort an image

Learn how to freeze and thaw areas

Use mesh feature as you distort an image.

14. Performing Image Surgery

Delete unnecessary imagery

Correct colors in an image

Tweak an image

Intro final project

Assignment for week #11

Do Project builder on p. 13-19 but do not use

Buddy Boy. Use an image of your choice. Do

Group Project on your own.

Week #11 April 14

16. Creating Images for the Web, part 1

Learn about Web Features

Optimize images for Web use

Create a button for a Web page

Create slices in an image

Setting up folders for websites.

Designing for the web

Assignment for week #12

Using Photoshop, create an entry page and two

other pages for a website as indicated in hand-

out. Slice it and save.

Week #12 April 21

16. Creating Images for the Web, part 2

Create and play basic animation

Add tweening and frame delay

Use Camera Raw features

Assignment for week 13

Make a splash page fade in.

Week #13 April 28

APP-10 Create a Reflection Effect

Assignment for Week #14

Complete final project

Week #14 May 5

Present final projects. Finish Photoshop reports