COURSE SYLLABUS

Adobe Photoshop
Course: NEPE 102

50 Cragwood Rd, Suite 350
South Plainfield, NJ 07080

Victoria Commons, 613 Hope Rd Building #5,
Eatontown, NJ 07724

130 Clinton Rd,
Fairfield, NJ 07004

Avtech Institute of Technology Course

Instructor:
Course Duration:
Date/Time:
Training Location:

Course Description

This course covers all of the following materials:
- State the primary roles of Photoshop as a premier graphic design and image editing tool
- Productively utilize the photoshop environment, including the use of Layers, Panels, Channels, Paths, the Toolbox, and the Options Bar
- Utilize effectively multiple methods to create and save selections
- Utilize effectively multiple methods of manipulating the exiting artwork and workspace
- Apply painting, retouching, airbrushing, filters, and adjustment and layer style methods
- Understand the difference between raster and vector graphics, and its progressive evolution to the photoshop space
- Show understanding of multiple image types and the best application of each for graphic design, print and the Web
- Be introduced to advanced theories including the mask, alpha channel and clipping path.
- A diploma, and the skills necessary to gain an entry-level position in Graphic Design & Animation
- The knowledge to create images and graphics in Photoshop, and to use Macromedia Flash to create Internet presentations
- The skill to use Adobe Premier to create digital video and audio files
- The training to use 3D Studio MAX to generate animations and 3D images
- The ability to create interactive web sites
- The proficiency to build multimedia presentations using Macromedia Director

Learning Objectives

1. **Getting Acquainted with Photoshop**
   1.1. The Photoshop Environment
   1.2. Palettes and the Palette Well
   1.3. Creating Custom Workspaces
   1.4. Opening Images
   1.5. Using the File Browser
   1.6. Image Magnification
   1.7. Viewing Document Information
   1.8. Moving the Image

1.9. Undoing Mistakes and The History Palette
1.10. Displaying Drawing Guides
1.11. Making Measurements
1.12. Adding Annotations
1.13. Setting Preferences

2. Basic Image Manipulation
2.1. Bitmap Images
2.2. Vector Images
2.3. Image Size and Resolution Settings
2.4. Scanning Images
2.5. Creating New Images
2.6. Placing Files

3. Color Basics
3.1. Color Modes and Models
3.2. Color Mode Conversion
3.3. Previewing Color Differences Between Operating Systems
3.4. Color Management
3.5. Foreground and Background Colors
3.6. Using the Color Picker
3.7. Selecting Colors with the Color Palette
3.8. Selecting Colors with the Eyedropper Tool
3.9. Selecting Colors with the Swatches Palette

4. Painting Tools
4.1. Painting Tools
4.2. The Brush Tool
4.3. Blending Modes
4.4. The Pencil Tool
4.5. The Eraser Tool
4.6. The Magic Eraser Tool
4.7. The Background Eraser Tool
4.8. Using the Art History Brush
4.9. Using the History Brush

5. Brush Settings
5.1. Using the Brushes Palette
5.2. Creating Custom Brush Tips by Selection
5.3. Creating Custom Brush Tips in the Brushes Palette
5.4. Setting Shape Dynamics
5.5. Setting Brush Scattering
5.6. Setting Brush Texture
5.7. Setting Dual Brushes
5.8. Setting Color Dynamics
5.9. Setting Other Dynamics
5.10. Miscellaneous Brush Settings
5.11. Clearing Brush Settings

5.12. Saving a Customized Brush
5.13. Saving a Customized Brush Library

6. Making Selections
6.1. Selection Basics
6.2. Making Pixel Selections
6.3. The Marquee Tools
6.4. The Lasso Tools
6.5. The Magic Wand Tool
6.6. Selecting by Color Range
6.7. Adjusting Pixel Selections
6.8. The Extract Command
6.9. Copying and Pasting Pixel Selections
6.10. Saving and Loading Selections

7. Filling and Stroking
7.1. Applying Fills
7.2. Using the Paint Bucket Tool
7.3. Using the Gradient Tool
7.4. Using the Gradient Editor
7.5. Using Patterns
7.6. Using the Pattern Maker
7.7. Stroking

8. Layers
8.1. Using Layers and Layer Sets
8.2. Creating Layers and Layer Sets
8.3. Stacking and Linking Layers
8.4. Moving Layer Content with the Move Tool
8.5. Locking Layers
8.6. Common Layer Management Tasks
8.7. Merging and Flattening Layers

9. Advanced Layers
9.1. Layer Styles
9.2. Adjustment Layers and Fill Layers
9.3. Masking Layers
9.4. Creating Clipping Groups
9.5. Creating Knockouts

10. Text
10.1. Text Basics
10.2. Entering Text
10.3. Selecting Text
10.4. Editing the Bounding Box
10.5. Creating a Type Selection
10.6. Applying Effects to Type Layers
10.7. Using the Character Palette
10.8. Checking for Spelling Errors

10.9. Using the Paragraph Palette

11. **Drawing**
 11.1. Raster vs. Vector
 11.2. Shape Layers and Shape Options
 11.3. Using the Shape Tools
 11.4. Using the Pen Tools
 11.5. Using the Anchor Point Tools
 11.6. Using the Paths Palette
 11.7. Working with Paths

12. **Using Channels and Masking**
 12.1. Using the Channels Palette
 12.2. Using Channels
 12.3. Spot Colors
 12.4. Blending Channels and Layers
 12.5. Masks
 12.6. Using Alpha Channels

13. **Manipulating Images**
 13.1. Changing the Canvas Size
 13.2. Rotating and Flipping Images
 13.3. Cropping Images
 13.4. The Free Transform Command
 13.5. The Smudge Tool
 13.6. Blurring and Sharpening Images
 13.7. Using the Dodge Tool and the Burn Tool
 13.8. The Sponge Tool
 13.9. Filters and The Filter Gallery
 13.10. The Liquify Command
 13.11. The Clone Stamp Tool
 13.12. The Pattern Stamp Tool
 13.13. The Healing Brush Tool
 13.14. The Patch Tool
 13.15. The Color Replacement Tool

14. **Getting to Know the Work Area**

 14.1. Starting to work in Adobe Photoshop

 14.2. Using the tools

 14.3. Using the tool options bar and other palettes

 14.4. Undoing actions in Photoshop

 14.5. Customizing the workspace

 14.6. Jumping to Adobe ImageReady

 14.7. Using Photoshop Help

 14.8. Using Adobe online Services

 14.9. Toolbox overview

15. Using Adobe Bridge

15.1. Viewing and editing files in Adobe Bridge

15.2. Embedding information for easy identification

15.3. Searching with Adobe bridge

15.4. Using favorites and Collections

15.5. Automating routine tasks

15.6. Acquiring stock photography

16. Basic Photo Corrections

16.1.   Strategy of retouching

16.2.   Resolution and image size

16.3.   Getting started

16.4.   Straightening and cropping an image

16.5.   Making automatic adjustments

16.6.   Manually adjusting the tonal range

16.7.   Removing a color cast

16.8.   Replacing colors in an image

16.9.   Adjusting lightness with the Dodge tool

16.10. Applying the Unsharp Mask filter

16.11. Comparing automatic and manual results

16.12. Saving the image for four-color printing

17. Retouching and Repairing

17.1. Repairing areas with the Clone Stamp tool

17.2. Using the Spot Healing Brush tool

17.3. Using the Healing **B**rush and Patch tools

17.4. Retouching on a separate layer

18. Working with Selections

18.1. About selecting and selection tools

18.2. Selecting with the Magic Wand tool

18.3. Using the Magic Wand with other selection tools

18.4. Working with oval and circular selections

18.5. Selecting with the lasso tools

18.6. Rotating a selection

18.7. Selecting with the Magnetic Lasso tool

18.8. Cropping an image and erasing within a selection

19. Layer Basics

19.1. About Layers

19.2. Using the Layers Palette

19.3. Rearranging layers

19.4. Applying a layer style

19.5. Flatting and saving files

19.6. Photoshop for kids

20. Masks and Channels

20.1. Working with masks and channels

20.2. Creating a quick mask

20.3. Editing a quick mask

20.4. Saving a selection as a mask

20.5. Editing a mask

20.6. Loading a mask as a selection and applying an adjustment

20.7. Extracting an image

20.8. Applying a filter effect to a masked selection

20.9. Creating a gradient mask

20.10. Applying effects using a gradient mask

21. Correcting and Enhancing Digital Photographs

21.1. About Camera raw

21.2. Processing camera raw

21.3. Processing camera files

21.4. Correcting digital photographs

21.5. Editing images with a vanishing-point perspective

21.6. Correcting image distortion

21.7. Creating a PDF portfolio

22. Typographic Design

22.1. Creating a clipping mask from type

22.2. Creating a design element from type

22.3. Using interactive formatting controls

22.4. Warping point type

22.5. Designing a paragraph of type

22.6. Warping a layer

22.7. Review questions and answers

22.8. Dancing with Type

23. Vector Drawing Techniques

23.1. About bitmap images and vector graphics

23.2. About paths and the pen tool

23.3. Using paths with artwork

23.4. Creating scalable objects for the background

23.5. Working with defined custom shapes

23.6. Importing a Smart Object

24. Advanced Layer Techniques

24.1. Creating paths to clip a layer

24.2. Creating layer sets

24.3. Creating an adjustment layer

24.4. Creating a knockout gradient layer

24.5. Importing a layer from another file

24.6. Applying layer styles

24.7. Duplicating and clipping a layer

24.8. Liquifying a layer

24.9. Creating a border layer

24.10. Flattening a layered image

25. Vector Compositing

25.1. Automating a multistep mask

25.2. Setting up a four-image montage

25.3. Hand-coloring selections on a layer

25.4. Changing the color balance

25.5. Applying filters

26. Creating Links Within an Image

26.1. Slicing and image in Photoshop

26.2. Jumping to ImageReady

26.3. Creating image maps in ImageReady

26.4. Saving linked images in an HTML file

27. Creating Rollover Web Visuals

27.1. About rollovers

27.2. Creating rollover states

27.3. Creating remote rollovers

27.4. Saving the page as HTML

28. Animating GIF Images for the Web

28.1. Creating animations in Adobe ImageReady

28.2. Animating by hiding and showing layers

28.3. Animating with layer opacity and position

28.4. Using vector masks to create animations

29. Producing and Printing Consistent Color

29.1. Reproducing colors

29.2. Specifying color-management settings

29.3. Proofing an image

29.4. Identifying out-of-gamut colors

29.5. Adjusting an image and printing a Proof

29.6. Saving the image as a separation

29.7. Printing

Prerequisite

Familiarity with PC

Contact Hours

_____ Contact Hours   (Lecture ___ Hours / Lab ____ Hours)

Semester Credit Hours

_____ semester credit hours

Text / Lab Books

Adobe Photoshop.CS2 Class Room In book New Full-color Edition

Adobe Press

ISBN 0-321-32184-7

Teaching Strategies

A variety of teaching strategies may be utilized in this course, including but not limited to, lecture, discussion, written classroom exercises, written lab exercises, performance based lab exercises, demonstrations, quizzes and examinations. Some quizzes may be entirely or contain lab based components. A mid-course and end course examination will be given.

Method of Evaluating Students

Grade Distribution

Project 1 (Collage	25%
Project 2 (CD)	25%
Project 3 (Jewel Case Cover and Insert	25%
Class Participation	10%
Attendance	15%
Total	**100%**

Grading Policy

At the end of each course, each student is assigned a final grade as follows:

Point Range	Interpretation	Grade	Quality Points
90 – 100	Excellent	A	4.0
80 – 89	Very Good	B	3.0 – 3.9
70 – 79	Average	C	2.0 – 2.9
60 – 69	Poor	D	1.0 – 1.9
Below 60	Failure	F	0
N/A	Withdrawal	W	0
N/A	Pass	P	0
N/A	Incomplete	I	0

A student earning a grade of D or above is considered to have passed the course and is eligible to pursue further studies. A student receiving a grade of F has failed the course. A failed course must be repeated and passed to meet Avtech Institute's graduation requirements, in addition to an overall program GPA of 2.0.

Requirements for Successful Completion of the Course

At a minimum, students must achieve the following:

1.0 A passing grade of **D** or above

2.0 Completion of all required examinations

3.0 Submission of all required lab exercises and projects and;

4.0 Adherence to the school attendance policy.

Equipment Needed

Industry standard desktop computer for lab exercises.

Equipment Breakdown Lab room

 Videos and Projector

Library Assignments

To be determined by the instructor.

Portfolio Assignment

Student program outcome portfolios are required to demonstrate student competencies.   In conjunction with your course structure, please select a project/paper that best demonstrates what you have learned in this course and add it to your program portfolio.

Course Policies

Disruptive Behavior

Disruptive behavior is an activity that interferes with learning and teaching.   Inappropriate talking during class, surfing inappropriate website, tardiness, cheating, alcohol or drug use, use of cell phone, playing lout music during class, etc. all disrupt the learning process.

Copyright Infringement

Specific exemptions to copyright infringement are made for student use in the context of learning activities.   Graphic design students often download images from the Internet, or scan images from publications.   As long as this work is for educational purpose, and subject to faculty permission, this is not a problem.

Plagiarism

Faculty cannot tolerate the *misrepresentation of work as the student's own*. This often involves the use by one student or another student's design, whether voluntarily or involuntarily. In the event that plagiarism is evident and documented, all students involved in the conscious decision to misrepresent work must receive an F as the grade for the project. A second occurrence may result in suspension for the rest of the quarter, and return to the school only after a review by the Academic Standards Committee.

Attendance

Attendance and Lateness

In education and the workplace, regular attendance is necessary if individuals are to excel. There is a direct correlation between attendance and academic success. Attendance is mandatory. All students must arrive on time and prepared to learn at each class session. At the faculty member's discretion, students may be marked absent if they arrive more than 15 minutes late to any class.

More that five absences in a class that meets twice per week or more that two absences in a class that meets once per week may result in a failure.

Make-Up Work

Late Projects and Homework

All projects and homework must be handed in on time. Homework should be emailed to your instructor if you are going to miss a class. Work that is submitted one week late will result in the loss of one full grade; and work that is submitted two weeks late will result in the loss of two full grades; more than two weeks late you will receive a failing grade on the project.