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 Brush 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. Flattening 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

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

<table>
<thead>
<tr>
<th>Project 1 (Collage)</th>
<th>25%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project 2 (CD)</td>
<td>25%</td>
</tr>
<tr>
<td>Project 3 (Jewel Case Cover and Insert)</td>
<td>25%</td>
</tr>
<tr>
<td>Class Participation</td>
<td>10%</td>
</tr>
<tr>
<td>Attendance</td>
<td>15%</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>100%</strong></td>
</tr>
</tbody>
</table>

Grading Policy

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

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

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 loud 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.