TAFTCOLLEGE

Art (ART) 1820 Computer Imaging: Adobe Photoshop (3 Units) CSU
[formerly Art 33B]

Prerequisite: None

Total Hours: 32 hours lecture; 64 hours lab (96 hours total)

Catalog Description: Basic principles and techniques of using Adobe Photoshop to generate computer enhanced drawings, paintings or photographs.

Type of Class/Course: Degree Credit

Text: burroughs, xtine, Mandiberg, Michael. *Digital Foundations: Introduction to Media Design with the Adobe Creative Cloud.* New Riders Pub, 2017.

Collins, Wayne, et al. *Graphic Design and Print Production Fundamentals.* BCCAMPUS, 2015.

Sachant, Pamela, et al. *Introduction to Art: Design, Context, and Meaning.* University of North Georgia Press, 2016.

Wheeler, Susan G. and Gary S. Wheeler. *The Visual Design Primer.* Upper Saddle River: Pearson, 2002. Print.

Additional Required Materials: Microcomputer workstations, Adobe Photoshop CS4, current generation color printer, various art boards and other materials as needed.

Course Objectives:

By the end of the course a successful student will be able to:

1.   Utilize Adobe Photoshop to create enhanced photographs and digital images,
2.   Operate a color printer, digital camera, and manipulate raw files formats,
3.   Understand basic principles of lighting, contrast, and the additive color system,
4.   Improve concept design skills and understand what makes a successful composition,
5.   Utilize hierarchy, balance, scale, and contrast to make esthetically pleasing images,
6.   Identify styles of drawing, painting and illustrations,
7.   Differentiate between varieties of digital image formats,
8.   Explain design choices during critiques and presentations, and
9.   Prepare a professional portfolio.

Course Scope and Content: (Lecture)

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Unit I   Software Familiarization and Design basics

    A.   Design Basics
        1.   Elements of art
        2.   Principles of design
    B.   Software Familiarization
        1.   Tools
        2.   Panels and option bars
        3.   History, undo, and multiple undo
        4.   Views and custom workspaces

Unit II   Working with Photographs

    A.   Retouching
    B.   Resolution and image size
    C.   Color manipulation
    D.   Working with selections and selection tools
        1.   Cloning and spot healing
        2.   Content aware patch

Unit III   Layer basics, Masks and Channels

    A.   Layer Basics
        1.   Using the layers panel
        2.   Re-arranging layers
        3.   Layer styles
        4.   Adjustment layers
        5.   Flattening files
    B.   Masks and Channels
        1.   Quick masks, creating and editing masks
        2.   Clipping masks
        3.   Viewing and adjusting channels

Unit IV   Advanced Procedures

    A.   Correcting and enhancing digital photographs
        1.   Adjusting color in Camera Raw
    B.   Designing with typography
        1.   Font types and styles
        2.   Working type
    C.   Working with Vectors
        1.   Pen tool
        2.   Creating Importing Shapes
    D.   Advanced layering
        1.   Layer folders
        2.   Transfer modes
        3.   Layer effects

E.   Advanced compositing
      1.   Filters
      2.   Automation scripts

F.   3D images and manipulation
      1.   Manipulating 3D objects
      2.   3D Lighting
G.   Preparing files for web distribution
      1.   Creating slices
      2.   Exporting HTML and images

Lab Content, embedded in the lecture portion of the class, to include:

1. Developing skills with software tools
2. Learning to interface between the application software and the computer operating system
3. Using software to create digitally enhanced images that can be used professionally

Learning Activities Required Outside of Class:

The students in this class will spend a minimum of 6 hours per week outside of the regular class time doing the following:

1. Skill practice
2. Reviewing the elements of art, design principles, and color theory
3. Reviewing existing art by critiquing advertisements on web, social media, television, and print
4. Developing their creativity and concept design skills

Methods of Instruction:

1. Lecture/demonstration
2. Assigned lab projects
3. Group presentations
4. Critiques of projects and portfolios

Methods of Evaluation:

1. Skill demonstration, including:
      a.   class presentations and critiques
      b.   evaluation of assigned projects
      c.   evaluation of lab work

Supplemental Data:

TOP Code:	061460 Computer Graphics & Digital Image
SAM Priority Code:	C: Clearly Occupational

Funding Agency:	Y: Not Applicable
Program Status:	1: Program Applicable
Noncredit Category:	Y: Not Applicable
Special Class Status:	N: Course is not a special class
Basic Skills Status:	N: Not Applicable
Prior to College Level:	Y: Not Applicable
Cooperative Work Experience:	N: Course is not a part of a cooperative education program
Eligible for Credit by Exam:	Yes
Eligible for Pass/No Pass:	Yes