OPTIMUM VOCATIONAL TRAINING INSTITUTE

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Our Ref. No. OVTI2022/INDEX/11.18 Your Ref. No.



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Banker: ADB

Date: ...3 / 14 / 2024.....

Our Core Values:

- **❖** DISCIPLINE & HARDWORK
- **❖** PROFESSIONALISM
- **❖** INNOVATION

COURSE SYLLABUS

GRAPHIC DESIGN - ADOBE PHOTOSHOP

COURSE TITLE	CREDIT HOURS	COURSE DURATION
GRAPHIC DESIGN USING ADOBE	Four (4) hrs / Week	Six (6) months
PHOTOSHOP		

Course Description

Graphic design is the creative planning and execution of visual communication. One learns to create a combination of shapes and forms, words and images, in order to reproduce them in some flat medium (two dimensional - paper, cardboard, cloth, plastic, video, computer, or projection screen, on poster, billboard, or other signage) or in a three-dimensional form (fabricated or manufactured) in order to convey information to a targeted audience. All graphic design has a purpose or function. Usually, its purpose is commercial to explain aesthetically something -- to express, inform, and influence the thoughts and actions of its audience. This subject introduces the student to art intended to communicate information and advertising. The focus is on studying and using layout and design concepts used in the graphic design field. The students will employ using up-to-date computer tools (graphics hardware and software - for drawing, painting, layout, typography, scanning, and photography).

Course Learning Objectives: By the end of the course, students will be able to:

- 1. State the primary role of Photoshop as a premier graphic design and image editing tool
- 2. Productively utilize the use of Photoshop environment, including the use of Layers, Panels, Channels, Path, the Toolbox and Option bar
- 3. Utilize effectively multiple methods of manipulating the exiting artwork and workspace

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- 4. Apply painting, retouching, airbrushing, filters, and adjustment and layer style methods
- 5. Understand the difference between raster and vector graphics, and its progressive evolution to the photoshop space
- 6. Show understanding of multiple image types and the best application of each for graphic design, print and the web
- 7. Be introduce to advance theories including the mask, alpha channels and clipping path
- 8. A certificate, diploma and the skills necessary to gain entry-level position in Graphic Design and Animation
- 9. The knowledge to create images and graphics in Photoshop
- 10. Understand Typography principles and techniques for creative text design.
- 11. Prepare and optimize images for web or pre-press output using appropriate file formats and settings.
- 12. Learn basic Video Editing techniques within Photoshop for simple video clips.
- 13. These core concepts will provide a strong foundation to develop Photoshop skills and create stunning visual compositions

Course Content

Introduction: Raster vs. Vector, Creating new images, Saving files for print, Saving files for web/screen, Working with Adobe Bridge

Getting to Know the Work Area: Using the tools, Using the options bar and other panels, Undoing actions in Photoshop, Customizing the workspace, Tools panel overview

Basic Photo Corrections: Strategy for retouching, Resolution and image size, Adjusting the color in Camera Raw, Straightening and cropping the image in Photoshop, Replacing colors in an image, Adjusting saturation with the Sponge tool, Repairing areas with the Clone Stamp tool, Using the Spot Healing Brush tool, Using content-aware fill, Applying the Unsharp Mask filter

Working with Selections: About selecting and selection tools, Using the Quick Selection tool, Moving a selected area, Manipulating selections, Using the Magic Wand tool, Selecting with the lasso tools, Rotating a selection, Selecting with the Magnetic Lasso tool, Cropping an image and erasing within a selection, Refining the edge of a selection

Layer Basics About layers: Using the Layers panel, Rearranging layers, Applying a gradient to a layer, Applying a layer style, Flattening and saving files

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Masks and Channels: Working with masks and channels, Creating a mask, Refining a mask, Creating a quick mask, Manipulating an image with Puppet Warp, Working with channels

Typographic Design: About type, Creating a clipping mask from type, Creating type on a path, Warping point type, Designing paragraphs of type Lesson

Final Project

Mode of Evaluation

Student performance in this course will be evaluated through continuous assessment and end of program examination. The end of program examination shall constitute 60% and shall not be less than two (2) Hours duration. The continuous assessment (40%) shall be in the form of quizzes, short tests, team or individual assignments, oral presentations, reports, practical hands-on and mid-semester examination.

Mode of Delivery:

Instructional approaches employed in this course include the following:

- 1. **Lectures:** The lecturers will provide information, guide, explain concepts where necessary, lead a face-to-face lecture or discussions, facilitate learning in the classroom and lead a hands on practical sessions where necessary.
- 2. **Students learning responsibility:** Students will be responsible for their own learning, expected to read the relevant chapters, supplementary materials for scheduled lectures, participate in class discussions, take notes, listen more in class, avoid memorization of facts and seek to understand and do all required assignments.
- 3. **Interactive learning:** Students will be put into study groups for group discussions, presentations and also to comment on individual assignments. Students' contribution to this visual learning will increase their skills in peer reviews and debates.