

General Information

Author(s):	David Pai Rosenstreich, Lisa
Proposal Start:	Fall 2019
Distance Education Approved:	Yes
TOP Code:	0614.60
TOP Code Name:	Computer Graphics and Digital Imagery
CIP Code:	11.0803
CIP Code Name:	Computer Graphics
SAM Code:	D = Possibly Occupational

DAM110 - Digital Image Manipulation in Adobe Photoshop

Course Description:

This course will serve as an in-depth exploration of pixel-based graphics using the current version of Adobe Photoshop, its tools, techniques and essential features. Students use Photoshop to create images in the most effective manner for print, web publishing and fine art applications. Students develop digital projects and learn appropriate file formats and terminology to effectively communicate with colleagues, printers, web developers in the field; learn how to apply visual design elements and principles; discover their personal style. They are also introduced to the evolving role of the Photoshop artist and designer working professionally today.

Submission Rationale:

Change to Content

Mode of Delivery: No value

Course Family: No Value

Faculty Minimum Qualification Requirements

Master Discipline Preferred: No value

Bachelors or Associates Discipline Preferred: Commercial Art (Sign making, lettering, packaging, rendering) Graphic Arts (Desktop publishing) Photographic Technology/ Commercial Photography

Additional Bachelors or Associates Discipline: No value

Course Development Options

Course Basic Skill Status	Allowed Number of Retakes	Grade Options
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Course is not a basic skills course.	0	Pass/No Pass Letter Grade methods
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Allow Students to Gain Credit for Prior Learning

No

Retake Policy Description	Allow Students To Audit Course
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Not repeatable	No
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Course Prior to College Level

Not applicable.

Associated Programs

Associated Program	Award Type
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No value	No value
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Transferability & Gen. Ed. Options

Request for Transferability	Transferability Status
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Transferable to CSU only	Approved
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Units and Hours: Default Units and Hours

Summary

Minimum Credit Units	3
Maximum Credit Units	3
Total Course In-Class (Contact) Hours	85
Total Course Out-of-Class Hours	68
Total Student Learning Hours	153

Detail

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	2	4
Laboratory Hours	3	0
Activity Hours	0	0

Course Student Hours

Course Duration (Weeks)	17
Hours per unit divisor	51
Course In-Class (Contact) Hours	
Lecture Hours	34
Laboratory Hours	51
Activity Hours	0
Total	85

Course Out-of-Class Hours

Lecture Hours	68
Laboratory Hours	0
Activity Hours	0
Total	68

Units and Hours: Default Units and Hours - Weekly Specialty Hours

Activity Name

No value

Type

No value

In Class

No value

Out of Class

No value

Requisites

No value

Entrance Skills

Skill

No value

Rationale

No value

Limitations on Enrollment

Limitation	Provide Rationale
No value	No value

Specifications

Methods of Instruction Rationale

Instruction

Lecture

Lab

Other Skills demonstrations, individual assistance

Assignments Writing Assignment -

Students will write a detailed project summary that includes rationale for selection of design elements and reflection on their final design upon completion of selected projects. Additionally, a detailed self-evaluation at the end of the course, and analysis describing PhotoShop procedures, methods and effects identified and observed in professional examples from print and online sources.

Assignments -

1. Development of projects, from inception to final design.
2. Initiation of a Photoshop portfolio.

Reading Assignment -

Course readings will include chapters in the text, online resources, and handouts.

Outside Assignments -

Students will be required to assemble a reference file of examples of successful image manipulations, images created with image-processing software, and images used in advertising and illustration in both print and online media.

Methods of Evaluation Rationale

Evaluation

Exams/Tests Examinations including: multiple choice, true/false, essay questions, and applied skills demonstrations.

Lab Skill demonstrations including: create new document; properly name and organize layers, styles and

Activities actions; restore damaged photographs; create a photo montage; create images using layer masks

Home Work Computational problem solving demonstrations. Including: correct use of PhotoShop tools and techniques to create assigned projects, analyses of professional images

Class Participation in class critiques.

Participation

Projects Completion of simple Photoshop projects, from inception to final design.

Oral

Presentation

- Papers Writing assignments including project summaries, self-evaluation, image analyses.
- Portfolios Discussion and initiation of a Photoshop portfolio.
- Quizzes
- Other

Equipment No value

Textbooks

Author	Title	Publisher	Date	ISBN
1. Faulkner, A., C. Chavez	Adobe Photoshop CC Classroom in a Book (2015 release)	Adobe Press	2015	

Learning Outcomes and Objectives**Course Objectives**

- ✓ Create original images using the tools and features of PhotoShop.
- ✓ Use terminology to effectively communicate with colleagues, commercial printers, and web developers.
- ✓ Put into practice the elements and principles of visual design on a flat surface: line, value, texture, color, shape; positive and negative space, composition, balance symmetry, pattern, rhythm, repetition.
- ✓ Understand the order of operations when sizing images of various resolutions and how images are prepared differently for various final output media.
- ✓ Use Adobe Bridge to organize images and understand the importance of effective file workflow and management.
- ✓ Integrate images and use peripheral devices in order to optimize their production process and improve their image-making.
- ✓ Modify images in the following ways: color correct and enhance; select and blend edges; composite, paint, apply layers, channels, masks and filters.
- ✓ Prepare images for use in web pages.
- ✓ Create photomontages using layers and masks.
- ✓ Demonstrate basic photo restoration techniques using PhotoShop.

CSLOs

Create and modify digital images by effectively using the elements and principles of visual design.

Expected SLO

Performance: 75

Develop idea sketches that reflect a personal style

Expected SLO

Performance: 75

Size images of various resolutions and for various final output media by following an effective order of operations.

Expected SLO

Performance: 75

Integrate images and use peripheral devices in order to optimize the production process and improve image-making.

Expected SLO

Performance: 75

Define project specifications with consideration of the project audience.

Expected SLO

Course Outline

Course Outline

1. Overview of Visual Design Principles
 1. Line, value, color, texture, shape
 2. Positive and negative space
 3. Composition, balance, symmetry, pattern, rhythm, repetition
 4. Application to original photo illustrations
2. Effective file management
3. Workspace
 1. Tools, options bar and other panels
 2. Undo actions in Photoshop
 3. Customize the workspace
 4. Find resource for using Photoshop
 5. Check for updates
4. Basic Photo Corrections
 1. Strategies for retouching
 2. Set resolution and image size
 3. Adjust color in Camera Raw
 4. Straighten and crop an image in Photoshop
 5. Replace colors in an image
 6. Adjust saturation with the Sponge tool
 7. Repair areas with the Clone Stamp tool
 8. Spot Healing Brush tool.
 9. content-aware patch
 10. Apply the Unsharp Mask filter
 11. Save the image for four-color printing.
5. Working with Selections
 1. Quick Selection, Lasso and Magic Wand tools
 2. Move, rotate and manipulate a selected area.
 3. Crop an image and erase within a selection.
6. Layer Basics
 1. Layers panel, rearrange layers, apply a gradient to a layer.
 2. Apply a layer style, add an adjustment layer and update layer effects.
 3. Add a border and flatten and save files.
7. Correcting and Enhancing Digital Photographs.
 1. Process files in Camera Raw.
 2. Advanced color correction
 3. Correct digital photograph
 1. Correct image distortion and add depth of field.
8. Masks and Channels
 1. Create and refine a mask
 2. Create a quick mask and manipulate an image with Puppet Warp.
9. Typographic Design

1. Work with type
 2. Clipping mask from type.
10. Vector Drawing Techniques
1. Bitmap images
 2. Vector graphics.
 3. Paths in artwork
 4. Vector objects
 5. Import Smart Object.
11. Advanced Compositing
1. Montages of images
 2. Hand-color selections on a layer
 3. Smart Filters
 4. Drop shadows,
 5. Match color schemes across images
 6. Stitch a panorama
 7. Finish an image.
12. Painting with the Brushes
1. Work with the Brush tools
 2. Select brush settings
 3. Mix colors
 4. Create a custom brush preset
 5. Mix colors with a photograph.
13. Prepare files for the Web
1. Select file formats
14. Producing Consistent Color and Preparing for Printing
1. Color management
 2. Color mode settings
 3. Prep an image for proofing or printing
 4. Out-of-gamut colors

Lab Outline

Students will engage in hands-on pc-based lessons that will give students practice in the subjects covered in lecture. For example, students will practice adjusting color, updating layer effects, processing files in Camera Raw, manipulating images with Puppet Warp, importing a Smart Object, applying Smart Filters, automating multistep tasks, and preparing files for the web.