COURSE SYLLABUS
DSN 140 Digital Images I

Course Description

This course introduces students to image-editing software as a design tool. Emphasis placed on the application of design principles in the production process and the optimization of project workflow. Specific topics covered include properly scanning and digitizing artwork, enhancing and color correcting photographic images, optimizing images for web delivery, manipulating graphics, and applying advanced effects to enhance existing art or create new art.

General Course Information

Number of Units/Weeks	4/10
#Hours Lecture/#Hours Laboratory/#Hours Homework	30/20/40
Prerequisite(s)	None
Co-requisites (s)	None
Course Developer(s)	Jeanne Burch, B.S.
Date Approved / Last Review	March 2010 / October 2014

Learning Outcomes

Upon successful completion of this course, students will be able to:

- Understand resolution-dependent graphics
- Evaluate and convert graphics to appropriate file types
- Use basic editing processes such as color correction, masking, paths and selections
- Demonstrate understanding of digital typography's unique challenges
- Develop navigation graphics
- Utilize appropriate 3-D graphics
- Analyze raw graphics to determine suitable enhancement techniques

Instructional Methods Employed in this Course

- Lecture and Reading Assignments
- Hands-on Exercises and Labs
- Practical application of theory and skills in authentic Design Projects
- Build on prior knowledge and experience of students to enhance richness of class activities
- Research

Information Resources for this Course

Textbook

Faulkner, Andrew. Photoshop CC Classroom in a Book. Adobe Press, 2015.

ISBN: 9780133624442

eBook: 9780133924466

Other Materials

Coleman College. The College Writer’s Guide. San Diego: Coleman College, 2009.

Drawing tools

Sketchbook

Table/Topics & Assignments

Types of Assignments:

Lecture -
Considered Lecture Hours

Classroom Discussion -
Considered Lecture Hours

In Class Critique -
Considered Lecture Hours

Delivering Oral Presentations -
Considered Lecture Hours

In Class (IC) Exercise -
Considered Lecture Hours

Reading -
Considered Homework (HW), work done outside of class

WebClass lesson (non-online courses) -
Considered Homework (HW), work done outside of class

Lab Work -
Considered Lab Hours

Quiz, Midterm or Final -
Considered Lecture Hours

Week 1

Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 1A	Introduction to the course	1	--	--	--	
LEC 1B	File management, Photoshop interface, Resolution dependent Graphics	2	--	--	--	
LAB 1A	Exercise 1: Compositing	--	2.5	--	20	Week 2
LAB 1B	Project 1: Coloring line art	--	2	--	150	Week 3
HW 1A	Read Chapter 2 (25 pages)	--	--	2.5	--	Week 2
HW 1B	Reading summary	--	--	.5	10	Week 2
Total Week 1		3	4.5	3	180	

Week 2

Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 2A	Working with selections, Web safe color	2.5	--	--	--	
LAB 2A	Exercise 2-3: Selection Tools/Selections & Effects	--	3	--	50	Week 3
HW 2A	Read Chapters 5-6 (75 pages)	--	--	7.5	--	Week 3
HW 2B	Reading summary	--	--	.5	10	Week 3
Total Week 2		2.5	3	8	60	

Week 3

Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 3A	Layers and masks	2	--	--	--	
LAB 3A	Exercise 4-5: Using Layers & Quick Mask	--	3	--	50	Week 4
LAB 3B	Project 2: Splash	--	1	--	150	Week 6
HW 3A	Read Chapter 8 (31 pages)	--	--	3.1	--	Week 5
HW 3B	Reading summary	--	--	.5	10	Week 4
Total Week 3		2	4	3.6	210	

Week 4

Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 4A	Channels (masks, selections, textures)	2	--	--	--	
LAB 4A	Exercise 6-7: Masking Hair/Creating a Rocking	--	4	--	50	Week 5
LAB 4B	Complete Project 1	--	1	--	--	Week 5
HW 4A	Read Chapter 9 (27 pages)	--	--	2.7	--	Week 5
HW 4B	Reading summary	--	--	.5	10	Week 5
Total Week 4		2	5	3.2	60	

Week 5

Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 5A	Clipping paths, transparent graphics	2.5	--	--	--	
LAB 5A	Exercise 8-9: Clipping paths (soccer ball), “Jump”	--	3.5	--	50	Week 6
LAB 5B	Work on Project 2	--	2	--	--	Week 6
HW 5A	Read Chapter 10 (21 pages)	--	--	2.1	--	Week 6
HW 5B	Reading summary	--	--	.5	10	Week 6
Total Week 5		2.5	5.5	2.6	60	

Week 6

Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 6A	Digital images and typographic effects	2	--	--	--	
LAB 6A	Exercise 10-11: Neon Sign & Metallic Type	--	4	--	50	Week 7
HW 6A	Project 3: Multiple Screen Design	--	--	5	150	Week 10
HW 6B	Read Chapter 11 (23 pages)	--	--	2.3	--	Week 7
HW 6C	Reading summary	--	--	.5	10	Week 7
Total Week 6		2	4	7.8	210	

Week 7

Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due

LEC 7A	Adjustment layers and blending modes	3	--	--	--	
LAB 7A	Exercise 12-13: Changing clothing color, using adjustment layers	--	6	--	50	Week 10
LAB 7B	Continue Project 3	--	1	--	--	
HW 7A	Continue Project 3	--	--	5	--	Week 8
HW 7B	Reading summary	--	--	.5	10	Week 8
Total Week 7		3	7	5.5	6	

Week 8

Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 8A	Navigation & Rollover Graphics	3	--	--	--	
LAB 8A	Exercise 14-15: Kite Website & 3D Postcard	--	8	--	50	Week 9
HW 8A	Read Chapter 12 (32 pages)	--	--	3.2	--	Week 9
HW 8B	Continue Project 3	--	--	2	--	Week 9
HW 8C	Reading summary	--	--	.5	10	Week 9
Total Week 8		2	4	5.7	60	

Week 9

Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 9A	Animation	4.5	--	--	--	
LAB 9A	Complete Project 3	--	3	--	--	
HW 9A	Read Chapter 13 (32 pages)	--	--	1.4	--	Week 10
HW 9B	Reading summary	--	--	.5	10	Week 10
Total Week 9		4.5	3	1.9	10	

Week 10

Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 10A	3D Graphics	2	--	--	--	
LEC 10B	Final Exam	2			90	
Total Week 10		4	0	0	90	

Course Hours Summary

Week	Topic	LEC Hours	LAB Hours	HW Hours
1	Photoshop interface	3	4.5	3
2	Working with selections, Web safe color	2.5	3	8
3	Layers and masks	2	4	3.6
4	Channels (masks, selections, textures)	2	5	3.2
5	Clipping paths, transparent graphics	2.5	5.5	2.6
6	Digital images & typographic effects	2	4	7.8
7	Adjustment layers & blending modes	3	7	5.5
8	Navigation & rollover graphics	2	4	5.7
9	Animation	4.5	3	1.9
10	3D graphics	4	0	0
Total		27.5	40	41.3

Table/Point Breakdown

Week	Assignment	Possible Points	Percent of Grade
1	Exercise 1: Compositing	20	2%
1	Project 1: Coloring line art	150	15%
1	HW 1B: Reading Summary	10	1%
2	Exercises 2-3: Selection Tools/Selections & Effects	50	5%
2	HW 2B: Reading Summary	10	1%
3	Exercises 4-5: Using Layers & Quick Mask	50	5%
3	Project 2: Splash Page/Opening	150	15%
3	HW 3B: Reading Summary	10	1%
4	Exercises 6-7: Masking Hair/ Creating a Rock	50	5%
4	HW 4B: Reading Summary	10	1%
5	Exercises 8-9: Clipping paths (soccer ball), “Jump”	50	5%
5	HW 5B: Reading Summary	10	1%
6	Exercises 10-11: Neon Sign & Metallic Type	50	5%
6	Project 3: Multiple Screen Design	150	15%
6	HW 6C: Reading Summary	10	1%
7	Exercises 12-13: Changing color, using adjustment layers	50	5%
7	HW 7B: Reading Summary	10	1%
8	Exercises 14-15: Kite Website & 3D Postcard	50	5%
8	HW 8C: Reading Summary	10	1%
9	HW 9C: Reading Summary	10	1%
10	Final Exam	90	10%
Total		1000	100%

Your Grades for this Course

Your final grade for this course will be based on an assessment by the Instructor of your performance on a number of course activities, which may include objective tests, classroom exercises, laboratory demonstrations, project papers, or other types of activities. The chart below indicates in what activities you will engage, how many possible points can be earned for each activity, and the percentage of your final grade that will be accounted for by each activity.

Students in this course should be graded following Coleman University assessment practices and policies. A point system is used in the University to indicate student performance on various required activities or projects. For this course, it is recommended that points be distributed as follows:

Coleman University Grade Assignment Policy:

Percent	Letter Grade	Grade Points
94-100	A	4
90-93	A-	3.67
87-89	B+	3.33
84-86	B	3
80-83	B-	2.67
77-79	C+	2.33
74-76	C	2
70-73	C-	1.67
67-69	D+	1.33
64-66	D	1
60-63	D-	0.67
N/A	INC	0
N/A	W	0
60 or above	CR	0
59 or below	NC	0
N/A	I	0
N/A	W	0
N/A	AU	0
N/A	TR	0
N/A	WV	0

Legend	
CR = Credit	NC = No Credit
I = Incomplete	W = Course Withdrawal
AU = Audit	TR = Transfer Credit

WV = Waiver	

Academic Accommodation / Adjustment Policy:

In accordance with Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act (ADA), Coleman University offers accommodations to students with documented physical, psychological, and/or cognitive disabilities. Coleman University will adhere to all applicable federal, state, and local laws, regulations, and guidelines with respect to providing reasonable accommodations as required to offer equal educational opportunities to qualified disabled individuals.

To qualify for an academic accommodation under ADA, the student must provide adequate documentation of a disability. Students seeking academic accommodations should contact the campus ADA Coordinator at 858-966-3953 or via email at ada@coleman.edu. The ADA Coordinator will review the documentation provided and verify ADA coverage. Students covered under ADA must meet with the ADA Coordinator at the beginning of every term to determine the appropriate academic accommodations. Failing to meet with the ADA Coordinator at the beginning of every term may impact the availability of accommodations.

After the academic accommodations have been determined, the students' instructors will be notified by the ADA Coordinator. If any problems or concerns regarding the provision of accommodations occur, the student must inform the ADA Coordinator. If the student feels accommodation is not being made appropriately, the student may follow the published Student Grievance Procedures.