Course Outline for GDDM 70

PHOTOSHOP AND LIGHTROOM FOR PHOTOGRAPHERS

Effective: Spring 2018

I. CATALOG DESCRIPTION:
GDDM 70 — PHOTOSHOP AND LIGHTROOM FOR PHOTOGRAPHERS — 3.00 units

Learn to use Lightroom and Photoshop in a workflow designed for digital photographers. Learn Best practices for digital workflows, database management, non-destructive parametric editing, color management, and output to print, web, slideshows, and photo book. Students who have completed, or are enrolled in, PHTO 70 may not receive credit.

1.50 Units Lecture 1.50 Units Lab

Prerequisite
PHTO 56 - Introduction to Digital Photography
with a minimum grade of C
(May be taken concurrently)

Grading Methods:
Letter or P/NP

Discipline:
- Graphic Arts or
- Photographic Technology/Commercial Photography

	MIN
Lecture Hours:	27.00
Lab Hours:	81.00
Total Hours:	108.00

II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: 1

III. PREREQUISITE AND/OR ADVISORY SKILLS:
Before entering the course a student should be able to:

A. PHTO56
1. Capture digital photographic image and make simple imaging corrections using imaging software
2. Use the vocabulary and terminology of digital imaging and photography
3. Utilize techniques used in photography to control digital image levels, contrast, hue and saturation, composition, lens flare, light, motion, gray scale and color balance
4. Employ digital imaging tools
5. Demonstrate selection techniques for minor adjustments and alterations of photographic images
6. Describe different methods for digital capture including how and when use of digital camera is best, its advantages and limitations
7. Demonstrate digital printing and image uploading for the web

IV. MEASURABLE OBJECTIVES:
Upon completion of this course, the student should be able to:

A. Demonstrate using Photoshop Lightroom to import and manage a growing library of photos using keywords, star system, flags, collections, smart collections, and facial recognition in a photo database
B. Apply Lightroom's Camera Raw editing capabilities to modify and edit Photos
C. Output a collection of photos to the web, photo printer, or 3rd party photo printing service
D. Employ photographic tools within Photoshop for advanced editing

V. CONTENT:
A. The Gear
    1. The Digital SLR Camera
        a. Megapixels
        b. Storage Cards
        c. Raw vs JPG
        d. Camera Settings Checklist
        e. Historgram
B. The Computer

1. Choosing your hardware
2. Setting up your digital darkroom environment
   a. Your Monitor
   b. Monitor Calibration solutions
C. Streamlining your workflow with Lightroom
   1. Basic Concepts of Lightroom and workflow
      a. Why Lightroom is what it is
      b. Naming files
      c. The six basic elements of the workflow
         1. Capturing images
         2. Transferring images to your computer
         3. Organizing and sorting
         4. Editing
         5. Developing or enhancing
         6. Presenting and sharing
      d. The Editing Process
   2. Setting Lightroom's Preferences
      a. General Preferences
      b. Presets preferences
      c. Import Preferences
      d. External Preferences
      e. File Handling Preferences
      f. Interface Preferences
      g. Choosing Your catalog system
         1. A single Catalog System
         2. Multiple Catalog Workflow (MCW)
      h. Catalog Settings
         1. General Settings
         2. File Handling Settings
         3. Metadata Settings
         4. Metadata Formats
   3. The Display Options
      a. The Five Rules
         1. Module Picker
         2. Panels
         3. Filmstrip
         4. Key Commands
         5. Enjoy
      b. Workspace Overview
         1. Menu Bars
         2. Identity Plate Editor
      c. Central Image Display Area
         1. Grid View
         2. Loupe View
         3. Compare View
         4. Survey View
         5. Zooming
         6. Lights Out View
         7. Secondary Display
      d. Importing Your Images
         1. Creating a new Lightroom catalog
         2. Importing images from a memory Card
            a. Previews
            b. File Handling
            c. Backup To
            d. File Naming
            e. Information to apply
            f. Importing Images from a folder
      e. Organizing images in the library
         1. The library's left panel
            a. Catalog
            b. Folders
            c. Collections
            d. The library's right panel
               1. Histogram
               2. Quick develop
               3. Keywording
               4. Keyword list
               5. Metadata
               6. The toolbar
            e. Editing images in the library module
               1. View options
               2. Flags
               3. Star ratings
               4. Image editing (rounds)
               5. Stacking images
               6. Creating virtual copies
D. Image Processing with Lightroom's Develop Module
   1. Overview of the develop Module
   2. Develop Module's left panel
      a. Navigator panel
      b. Presets
      c. Snapshots
      d. History
      e. Copy and paste
   3. The Develop Module's Right Panel
      a. Histogram
      b. Shadows and highlight clipping
      c. Local adjustment toolbar
      d. Basic, tone curve, HSL/Color/Grayscale, and Split Toning

  e. Detail, Vignettes, and camera calibration
  f. The Develop Toolbar
  g. Before and After view mode
 4. Global Develop Corrections
  a. Basic Images adjustments
  b. Tone curve adjustments
  c. Hue, saturation and luminance adjustments
  d. Split toning adjustments
  e. Detail adjustments
  f. Vignettes
 5. Local adjustments
  a. Crop overlay
  b. Spot removal
  c. Red eye correction
  d. Masking and local adjustments
   1. Graduated filter tool
   2. Apply graduated filter effects
   3. Reining your graduated filter adjustment
  e. Local adjustment brush correction
   1. Brush characteristics
   2. Applying adjustments with a brush
 6. Exporting images from lightroom
  a. Color information management
  b. Exporting images
   1. Exporting files
   2. Export location
   3. File naming
   4. File settins
   5. Image sizing
   6. Output sharpening
   7. Metadata
   8. Post-Processing
  c. Exporting images to Photoshop
   1. Lightroom external editing preferences
   2. Photoshop preferences and color settings
   3. The external Editor round-trip process
E. Photoshop: The Digital Darkroom
 1. Simply Photoshop
  a. Assembling Panoramic images in photomerge
  b. Multiple Images as layers from Lightroom to Photoshop
  c. Quick Compositing separate image elements
  d. HDR and HDR Processing
  e. Smart Objects
 2. Photoshop Adjustment Layers
  a. Creating Selection based adjustment layers
  b. Brush based adjustment layers
  c. Fine Tuning your mask adjustments
 3. Multiple Raw Image Processing
  a. Raw and paint with light process
  b. Raw and Smart Object Layers
 4. Layer Blend Mode Magic
  a. Multiply
  b. Screen
  c. Overlay
  d. Color
  e. Luminosity
 5. Photography effects with Photoshop
  a. Selective focus with lens blur
  b. Diffusion effects
 6. Black and white in Photoshop
  a. Seeing in black and white
  b. Black and white adjustment layer conversion

VI. METHODS OF INSTRUCTION:
 A. **Projects** -
 B. **Classroom Activity** -
 C. **Lecture** -
 D. **Individualized Instruction** -
 E. **Demonstration** -

VII. TYPICAL ASSIGNMENTS:
 A. Ongoing Assignment: Lightroom Catalog
  1. Students are expected to create and maintain a database of their photos using Adobe Lightroom and build on it through out the semester. Students will be able to
   a. Import photos from various formats and locations
   b. Understand where the database stores metadata information and how to edit information
   c. Effectively use star ratings, colors, collections, smart collections, file naming, groups, flags, picks, and keywords to create a catalog that can be easily maintained, expaned upon, and searched through.
   d. Back up and export their images to external devices and third party services.
 B. Ongoing Assignment: Photo Processing and Development
  1. Students will be able to use Lightrom to process their images (raw/jpg, movies)
   a. Undertand the difference between various image formats
   b. Use Adobe Camera Raw controls in Lightroom and Photoshop
    1. Histogram (whites, highlights, midtones, shadows, darks)
    2. Curves
    3. Saturation/Vibrance
    4. HSL
    5. Camera corrections
    6. Post processing effects

7. Gradient filter
                    8. Touch up tool
                    9. Brush effects
                    10. Crop overlay tool
            c. Use and Create presets. Be able to apply a consistant look-and-feel across a series of images
            d. Understand and use various views (comparison, survey, grid view) to help select the best photo to work from
            e. Create virtual copies of photos for different processes
            f. Export files with color profiles for accurate prints
    C. Assignment: Slideshow Presentation
            1. Students will use Lightroom's Slideshow functions to create a looping slideshow from a series of imags.
                    a. Create and customize Identity Plate in Lightroom
                    b. Be able to select music and create a collection for slideshow
                    c. Present a coherent photo series demonstrating the student's favored style, subject matter, or theme
    D. Assignment: Web Presentation
            1. Students will use Lightroom's Web functionalities to create a web gallery (either online or locally hosted) for users to browse.
                    a. Create, customize or import web templates in Lightroom
                    b. Customize metadata fields (descriptions, keywords, titles) that will appear as part of the web gallery
                    c. Export web gallery
    E. Assignment: Photoshop For Photographers Round Trip
            1. Students will export images from lightroom into Photoshop in a round-trip process (to maintain integrity of the catalog).
                Students will use Photoshop to create photographic effects not possible in lightroom such as:
                    a. Double Exposure
                    b. Tilt-Shift effect and artificial depth-of-field
                    c. Assembling Panoramic images in photomerge
                    d. Multiple Images as layers from Lightroom to Photoshop
                    e. Masking techniques
                    f. Quick Compositing separate image elements
                    g. HDR Processing
    F. Assignment: Prints
            1. Students will either use Lightroom's built in Book module functionality to build a Blurb book, or use a third party vendor to
                create a photobook. Students may also choose to print out a series of images as part of their portfolio.
    G. Assignment: Thethred Shooting
            1. Students will shoot directly into their Lightroom catalog, art directors, clients, and photographers to immediately review
                images and provide feedback

VIII. EVALUATION:
    A. **Methods**

            1. Oral Presentation
            2. Projects
            3. Class Participation
            4. Class Work
    B. **Frequency**

            1. Oral Presentation - As needed per project requirements
            2. Projects - 4-6 Major projects throughout the Semester
            3. ClassParticipation - Weekly
            4. Class Work - Weekly

IX. TYPICAL TEXTS:
            1. *The Adobe Photoshop Lightroom CC Book for Digital Photographers.* 1 ed., New Riders / Peachpit Press, 2015.
            2. *Adobe Lightroom CC and Photoshop CC for Photographers Classroom in a Book.* 1 ed., Adobe, 2016.
            3. *Adobe Photoshop CC for Photographers: 2016 Edition.* 2016 ed., Focal Press, 2016.
            4. https://helpx.adobe.com/pdf/lightroom_reference.pdf
            5. https://helpx.adobe.com/pdf/photoshop_reference.pdf

X. OTHER MATERIALS REQUIRED OF STUDENTS: