

Las Positas College
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Course Outline for GDDM 58

PHOTOSHOP II

Effective: Spring 2018

I. CATALOG DESCRIPTION:

GDDM 58 — PHOTOSHOP II — 3.00 units

Technical and design skill development course using Photoshop to create and manipulate images, illustrations, text and animations. Emphasis on intermediate- through advanced-level techniques and tools used to create photo-realistic composites, special effects, custom brushes, and Photoshop rendered imagery for print and screen.

1.50 Units Lecture 1.50 Units Lab

Prerequisite

GDDM 53 - Photoshop I
with a minimum grade of C
and

Strongly Recommended

GDDM 50 - Graphic Design/Digital Media Fundamentals

Grading Methods:

Letter or P/NP

Discipline:

- Graphic Arts

	<u>MIN</u>
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. GDDM53

Before entering this course, it is strongly recommended that the student should be able to:

A. GDDM50

1. Create digital compositions that use the primary design principles of unity, variety, hierarchy (dominance), the supporting principles of scale, balance, rhythm, repetition, economy, and proximity; and the plastic elements of design as compositional content—i.e. shape, space, line, size, color, texture, and type
2. Create Illustrator and Photoshop documents at the most basic level;
3. Write and speak using design terminology.
4. Apply the elements and principles of design in finished digital images and time-based works
5. Produce digital images and time-based work through various digital media input and output methods using vector or raster-based software
6. Safely handle and maintain digital imaging hardware and materials
7. Evaluate and critique digital images and time-based works utilizing relevant terminology and concepts

IV. MEASURABLE OBJECTIVES:

Upon completion of this course, the student should be able to:

- A. Create accurate electronic files for delivery to screen (web, app development, multimedia) and print (prepress, photo prints).
- B. Generate special effects in Photoshop using filters, adjustment layers, layer masks, and layer effects.
- C. Apply design principles in relationship to digital image painting manipulation, illustration and other composition tasks.
- D. Compose and manipulate a variety of images from various sources into photorealistic composites.

V. CONTENT:

- A. Review Photoshop basics

- B. Working with color
 - 1. Convert a color image to grayscale.
 - 2. Create a duotone.
 - 3. Multiple images
 - 4. Painting Images
 - 5. Create original painted image.
- C. Working with Layers
 - 1. Create a new adjustment layer.
 - 2. Create and edit a layer mask.
 - 3. Mask a layer with contents of another layer.
 - 4. Convert a layer style to individual layers.
 - 5. Add special effects to a layer.
- D. Working with channels and masks
 - 1. Color channels
 - 2. Alpha channels
 - 3. Managing channels
 - 4. Additional channel techniques
 - 5. Quick mask mode
 - 6. Quick mask option
- E. Editing images
 - 1. Move a specified distance.
 - 2. Align objects.
 - 3. Transform objects.
 - 4. Sharpen or blur details.
 - 5. Intensify or tone down an area.
 - 6. Duplicate an image.
 - 7. Save a snapshot.
 - 8. Lay an image over another image.
 - 9. Remove a moiré pattern from a scan.
 - 10. Erase an image's background.
 - 11. Making notes within an image.
 - 12. Cropping
 - 13. Adjusting colors and tones
 - 14. Brighten or darken an image.
 - 15. Increase or decrease contrast.
 - 16. Adjust overall tones.
 - 17. Equalize bright and dark areas.
 - 18. Invert an image.
 - 19. Create high contrast B&W image.
 - 20. Locate and correct colors that won't print correctly.
 - 21. De-saturate an area.
 - 22. Increase color saturation of an area.
 - 23. Adjust image's color balance.
 - 24. Change hue and saturation.
 - 25. Change individual colors.
 - 26. Reduce number of colors in an image.
 - 27. Adjusting color by mixing channels.
 - 28. Adjusting an image based on thumbnails.
- F. Filter Groups
 - 1. Artistic Effects
 - 2. Image-Retouching
 - 3. Distort and Stylize
 - 4. Render
 - 5. Type and Lighting effects
 - 6. Texture fill command
 - 7. Additional filters and plug-ins
 - 8. Other filter information
- G. Transparency
- H. Advanced Techniques for Web
 - 1. Slice images into selections.
 - 2. Create animations.
 - 3. Create image maps.
 - 4. Create image maps from layers.
 - 5. Create rollovers.
 - 6. Preview image in a web browser.
 - 7. Adjust image's gamma value.
 - 8. Optimize, save for web.
 - 9. Creating background images
- I. Using Vanishing Point to create perspective
- J. Brightness and contrast
- K. Hue and saturation
- L. Color picker options
- M. Creating vector shapes
- N. Printing and proofing set ups
- O. Saving, importing and exporting file formats for a variety of media
- P. Troubleshooting documents

VI. METHODS OF INSTRUCTION:

- A. **Lecture** -
- B. **Discussion** -
- C. **Demonstration** -
- D. Practical exercises on and off the computer
- E. Peer-to-peer discussion of technology techniques
- F. Viewing examples of student and professional work
- G. Computer lab time with direct instructor and cooperative peer support
- H. **Field Trips** - to industry seminars, conventions and conferences if available
- I. Student critique sessions
- J. Tutorials and self-paced assignments in Help in textbook and online

VII. TYPICAL ASSIGNMENTS:

- A. Photorealistic composite using a variety of image sources.
- B. UI/UX mockup and clickthrough.
- C. Custom texture and paint brushes.
- D. Produce web advertisign sets at various sizes with web optimized images.
- E. Generate textures, effects and objects using Photoshop only with no source images.

VIII. EVALUATION:

A. **Methods**

1. Oral Presentation
2. Projects
3. Class Participation
4. Class Work
5. Home Work

B. **Frequency**

1. Oral presentation - at the end of each major projects
2. Projects - 4-5 major projects per semester
3. class participation - daily
4. class work - daily
5. homework - as necessary

IX. TYPICAL TEXTS:

1. Faulkner, Andrew, and Conrad Chavez. *Adobe Photoshop CC Classroom in a Book (2017 release)*. 1 ed., Adobe Press, 2017.
2. Weinmann, Elaine, and Peter Lourekas. *Photoshop CC: Visual QuickStart Guide (2015 release)*. 1 ed., Peachpit Press, 2015.
3. Eismann, Katrin, Wayne Palmer, and Dennis Dunbar. *Adobe Photoshop Restoration & Retouching*. 4 ed., New Riders, 2017.
4. Variety of online resources such as adobe.com
5. Online Help

X. OTHER MATERIALS REQUIRED OF STUDENTS:

- A. Required list of supplies to complete all of the assigned studies