Adobe Photoshop CS5—Revealed

SYLLABUS

Digital Imaging
Zama American High School

Website: http://zahscarver.wikispaces.com/

Course Description:

In this course, you will learn the most important topics of Adobe Photoshop CS5. You will first learn how to get started and work with Photoshop, including using Adobe Bridge and Mini Bridge. Next, you will learn how to work with layers, make selections, incorporate color techniques, and place type in an image. You will then focus on using painting tools, working with special layer functions, creating special effects with filters, using Vanishing Point, and enhancing specific selections. Finally, you will learn about adjusting colors, using clipping masks, paths, and shapes, transforming type, liquifying an image, performing image surgery, annotating and automating an image, creating images for the Web, and working with animation, video, and photography.

Text/Materials:

Text: Liz Reding, *Adobe Photoshop CS5—Revealed*, Delmar, 2011.
Data Files: Instructor will provide instructions for obtaining the Data Files.
Software: A current browser, such as Internet Explorer or Firefox, Adobe Photoshop CS5, and Windows 7 will be used. Macintosh Leopard may be used, but students may notice some differences in the appearance of certain dialog boxes.
Handouts: Additional handouts may be required. Instructor will provide information on obtaining this material.

Teaching Methods:

1. Lectures/Demonstrations: Important material from the text and outside sources will be covered in class. You should plan to take careful notes as not all material can be found in the texts or readings. Discussion is encouraged as is student-procured, outside material relevant to topics being covered.

2. Assignments: Concepts Reviews, Skills Reviews, Independent Challenges and other projects and readings will be periodically assigned to help support and supplement material found in the lessons. These assignments may require the application of various software applications.

3. Quizzes: Occasional scheduled or unscheduled quizzes will be given to help ensure you stay up with assigned material.

4. Exams: Three exams will be given. The exams will be closed book/note and will test assigned readings and material discussed in class. Review sheets will be provided before the exam day. The final exam will not be comprehensive in nature. However, the instructor reserves the right to retest on material that was not appropriately comprehended. These items will be noted on exam review sheets.

5. Internet Support: Check the class Web page for additional information or to post a question about this course.

Grading:

		TOTAL POSSIBLE POINTS	YOUR SCORE	FINAL LETTER GRADE	TOTAL POINTS
Chapters	Chapter 1	24		A	90% - 100%
18 @ 24 points each	Chapter 2	24		B	80% - 89%
	Chapter 3	24		C	70% - 79%
	Chapter 4	24		D	60% - 69%
	Chapter 5	24		F	Below 60%
	Chapter 6	24			
	Chapter 7	24			
	Chapter 8	24			
	Chapter 9	24			
	Chapter 10	24			
	Chapter 11	24			
	Chapter 12	24			
	Chapter 13	24			
	Chapter 14	24			
	Chapter 15	24			
	Chapter 16	24			
	Chapter 17	24			
	Chapter 18	24			
TOTAL:		432			
Bonus Exercises		50			
Exams					
3@ 100 points each		300			
Class Participation		50			
TOTAL:		**832**			

Course Policies:

Missed Classes: You are responsible for obtaining material, which may have been distributed on class days when you were absent. This can be done through contacting a classmate who was present or by contacting the instructor during his office hours or other times. Missed or late quizzes cannot be made up under any circumstances but with good cause and adequate notice, an early quiz may be given. One quiz (lowest score) will be dropped at the end of the semester. There are no make-up exams. Students missing exams due to a pre-arranged, excused absence will be allowed to count the final as 200 points. Only official excuses will be accepted. **Any uncoordinated, unexcused missed exam will result in a score of 0 for that exam.**

Assignments: All assignments are due at the beginning of class on the date due. Late submission of assignments will be assessed a penalty of 10% per day. No exceptions are made.

Academic Dishonesty: Plagiarism and cheating are serious offenses and may be punished by failure on exam, paper or project; failure in course; and or expulsion from the University. For more information, refer to the "Academic Dishonesty" policy in the University Undergraduate Catalog.

Need for Assistance: If you have any condition, such as a physical or learning disability, which will make it difficult for you to carry out the work as I have outlined it, or which will require academic accommodations, please notify me as soon as possible.

Posting of Grades: Final grades will not be posted. If you wish to have your final grade sent to you, please bring a self-addressed, stamped envelope to the final exam.

Course Outline

Week	Chapter Name	Material
1	**Getting Started with Adobe Photoshop CS5**	• Start Adobe Photoshop CS5 • Learn how to open and save an image • Examine the Photoshop window • Close a file and exit Photoshop • Learn design principles and copyright rules
2	**Learning Photoshop Basics**	• Use organizational and management features • Use the Layers and History panels • Learn about Photoshop by using Help • View and print an image
3	**Working with Layers**	• Examine and convert layers • Add and delete layers • Add a selection from one image to another • Organize layers with layer groups and colors
4	**Making Selections**	• Make a selection using shapes • Modify a marquee • Select using color and modify a selection • Add a vignette effect to a selection
5	**Incorporating Color Techniques**	• Work with color to transform an image • Use the Color Picker and the Swatches panel • Place a border around an image • Blend colors using the Gradient tool • Add color to a grayscale image • Use filters, opacity, and blending modes • Match colors
6	**Placing Type in an Image**	• Learn about type and how it is created • Change spacing and adjust baseline shift • Use the Drop Shadow style • Apply anti-aliasing to type • Modify type with the Bevel and Emboss style • Apply special effects to type using filters • Create text on a path
7	**Using Painting Tools**	• Paint and patch an image • Create and modify a brush tip • Use the Smudge tool • Use a library and an airbrush effect
8	**Working with Special Layer Functions**	• Use a layer mask with a selection • Work with multiple masked layers • Control pixels to blend colors • Eliminate a layer mask • Use an adjustment layer • Create a clipping mask
9	**Creating Special Effects with Filters**	• Learn about filters and how to apply them • Create an effect with an Artistic filter • Add unique effects with Stylize filters

		• Alter images with Distort and Noise filters • Alter lighting with a Render filter • Use Vanishing Point to add perspective
10	**Enhancing Specific Selections**	• Create an alpha channel • Isolate an object • Erase areas in an image to enhance appearance • Use the Clone Stamp tool to make repairs • Use the Magic Wand tool to select objects • Learn how to create snapshots • Create multiple-image layouts
11	**Adjusting Colors**	• Correct and adjust color • Enhance colors by altering saturation • Modify color channels using levels • Create color samplers with the Info panel
12	**Using Clipping Masks, Paths, and Shapes**	• Use a clipping group as a mask • Use pen tools to create and modify a path • Work with shapes • Convert paths and selections
13	**Transforming Type**	• Modify type using a bounding box • Create warped type with a unique shape • Screen back type with imagery • Create a faded type effect
14	**Liquifying an Image**	• Use the Liquify tools to distort an image • Learn how to freeze and thaw areas • Use the mesh feature as you distort an image
15	**Performing Image Surgery**	• Delete unnecessary imagery • Correct colors in an image • Tweak an image
16	**Annotating and Automating an Image**	• Add annotations to an image • Create an action • Modify an action • Use a default action and create a droplet
17	**Creating Images for the Web**	• Learn about Web features • Optimize images for web use • Create a button for a web page • Create slices in an image
18	**Working with Animation, Video, & Photography**	• Create and play basic animation • Add tweening and frame delay • Modify video in Photoshop • Use Camera Raw features • Fix common photography problems