

**CS 70.11B Course Outline as of Spring 2011****CATALOG INFORMATION**

Dept and Nbr: CS 70.11B Title: ADOBE PHOTOSHOP 2

Full Title: Adobe Photoshop 2

Last Reviewed: 4/27/2020

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	4	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: CIS 73.22

**Catalog Description:**

Adobe Photoshop topics covered in this class include: layer, channel and mask manipulation; web graphics including animation; image repair and adjustment; vector graphics and type; actions; and filters.

**Prerequisites/Corequisites:**

Course Completion of CS 70.1A ( or CS 70.11A or CIS 73.21 or CIS 73.31)

**Recommended Preparation:****Limits on Enrollment:****Schedule of Classes Information:**

Description: Adobe Photoshop topics covered in this class include: layer, channel and mask manipulation; web graphics including animation; image repair and adjustment; vector graphics and type; actions; and filters. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion of CS 70.1A ( or CS 70.11A or CIS 73.21 or CIS 73.31)

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;

Repeatability: Two Repeats if Grade was D, F, NC, or NP

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:

<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
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<b>CSU Transfer:</b>	Transferable	Effective:	Spring 2006	Inactive:
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<b>UC Transfer:</b>	Effective:	Inactive:
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**CID:**

**Certificate/Major Applicable:**

Certificate Applicable Course

## **COURSE CONTENT**

### **Outcomes and Objectives:**

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

1. Differentiate among the various masks in Photoshop: quick mask, alpha channels, layer masks, and clipping masks.
2. Compare and contrast color channels, alpha channels, layers and masks.
3. Create at least two images containing a layer mask, an alpha channel, and a clipping mask.
4. Assess image tonality and improve image appearance by using the Shadow/Highlight, Exposure, Replace Color, and Match Color commands.
5. Compare the Healing Brush and Patch tools with the Spot Healing and Clone Stamp tools, and use all of them to repair image defects.
6. Examine the uses and limitations of the toning and focus tools, and use them to improve image focus and tone.
7. Differentiate between pixel-based and vector-based images, and create a document using only vector elements.
8. Create, format, and edit text using the Type Tool and Character and Paragraph palettes.
9. Create simple animations in GIF format for use on the Web.
10. Create and manage brush presets, including those with sampled brush tips.
11. Experiment with at least five Filter Gallery filters to create special effects in an image.
12. Choose which of the default Photoshop actions will provide a given desired result, and apply that action to an image.
13. Examine at least two techniques for colorizing grayscale images, and use these techniques to colorize a grayscale image.
14. Create a complex Photoshop document that includes vector elements, adjustment layers, type, filters, and at least three different types of masks.

## **Topics and Scope:**

### **I. Selection refinements and masking**

- A. Quick Mask mode
- B. Color Range command
- C. The Channels palette
- D. Alpha channels
- E. Layer masks
- F. Clipping masks
- G. Extract filter

### **II. Image adjustments continued**

- A. Shadow/Highlight and Exposure commands
- B. Replace Color and Match Color commands
- C. Lens Correction filter
- D. Noise Reduction filter
- E. Smart Sharpen filter

### **III. Touch-ups**

- A. Healing brush, Patch tool
- B. Toning tools
- C. Focus tools
- D. History brush

### **IV. Vector theory and shapes**

- A. Vectors vs. pixels
- B. Fill layers
- C. Shape layers
- D. Shape tools and options
- E. Layer styles
- F. Guides and grids
- G. Alignment

### **V. Web graphics and animations**

- A. Web file formats: Joint Photographic Experts Group (JPEG) and GIF
- B. Indexed color
- C. Save for Web command
- D. Creating simple animations

### **VI. Filters**

- A. Filter gallery
- B. Vanishing point filter
- C. Rasterizing vectors and type before applying filters

### **VII. Actions and automation**

- A. Action sources
- B. Running actions
- C. Saving and loading actions
- D. Default action libraries
- E. Batch processing

### **VIII. Color and shades of gray**

- A. Colors vs. grayscale
- B. Desaturate command
- C. Grayscale mode
- D. Converting gray to color
- E. Color replacement
- F. Match Color command

- G. Photo filter command
- IX. Complex Photoshop documents
  - A. Layers palette revisited
  - B. When to merge layers or flatten documents
  - C. Building a composite layer
  - D. Print file formats that preserve document capabilities
    - 1. PSD (Photoshop document)
    - 2. EPS (Encapsulated PostScript)
    - 3. TIFF (Tag Image File Format)
    - 4. PDF (Portable Document Format)
- X. Type
  - A. Entering and editing
  - B. Formatting point and paragraph type
  - C. Warping type
  - D. Creating special effects

### **Assignment:**

1. Demonstrate the proper usage of masks by utilizing the correct mask type in each image produced.
  2. Use the Histogram and Info palettes to evaluate the overall tonality and exposure of an image and apply the appropriate adjustment command(s) to repair any problems found.
  3. Make modifications to image tonality and exposure via the use of adjustment layers and appropriate adjustment commands.
  4. Create at least two images containing both pixel-based and vector-based elements, including one that contains only scalable vector elements.
  5. Create a simple animation, containing at least eight frames, and save with appropriate Web optimization settings.
  6. Explore the proper usage of filters, including those used for special effects and image retouching, via use of the Filter Gallery.
  7. Explore the libraries of default Photoshop actions to determine which will produce a given desired result, and run that action on at least two images.
  8. Convert a color image into grayscale, using at least two different conversion methods.
  9. Colorize a grayscale image, using at least two different colorization methods.
  10. Create a complex document that contains both pixel and vector elements, adjustment layers, at least two filters, formatted type, and at least three different types of masks.
  11. Create at least three new brush presets, including at least two sampled brush tips.
  12. Take objective examinations, including at least two quizzes, a midterm, and a final examination.
- Each image produced will be accompanied by a written procedural documentation form and evaluation.

### **Methods of Evaluation/Basis of Grade:**

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Written procedural documentation

Writing  
5 - 10%

**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Creation, manipulation, repair and analysis of images

Problem solving  
10 - 20%

**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Weekly assignments and course project(s)

Skill Demonstrations  
30 - 50%

**Exams:** All forms of formal testing, other than skill performance exams.

Multiple choice, True/false, Completion, Short answer

Exams  
25 - 45%

**Other:** Includes any assessment tools that do not logically fit into the above categories.

Participation

Other Category  
0 - 10%

### **Representative Textbooks and Materials:**

"Adobe Photoshop CS5 Classroom in a Book", by Adobe Creative Team - Peachpit Press 2010