

Adobe *Photoshop CS5*



Instructor: Dr. James Allen Watrous – “Jim Watrous” – Phone: 686-7539

Email: James.Watrous@rcc.edu

Web-Site: www.InlandEmpireCycling.com/College/rcc/

Class Time M: 9:35 - 11:00 am; BE100

Lab Time M: 11:15 am - 2:00 pm; MLK 219

Office Hour Time & Location:

Friday, 5:30 to 9:30 pm - BE 100

First, I want to thank you for taking my class. I look forward to seeing each of you succeed.

Prerequisites

No prerequisites are established for this course. However, students need competency in the basic Windows Operating System functions of: starting and closing programs, locating, creating, opening and storing files & folders along a specified path. Familiarity with the internet is recommended. This class comes with 18 hours in the MLK Computer Center, which is a requirement. Both BE 100 and the MLK 219 computer Center provides access to Adobe Photoshop CS5, Bridge CS5, Fireworks CS5, Flash CS5 Pro, Illustrator CS5, Dreamweaver CS5 and the rest of the Adobe Web Premium Suite. Additional MLK time can be arranged to improve your skills. (See below)

Course Description

Adobe CS5 Photoshop, Dreamweaver, Fireworks, Illustrator, and Flash are powerful programs used for web graphics design, development and deployment. Photoshop CS5 Extended (a combination of bitmap and vector graphics) is one of a set of 5 programs & courses that provide a base of knowledge for progression in the fields of Web Design, Engineering, Medicine, & Desk Top Publishing. The other four are: Fireworks for enhanced Web page placements and animated gifs; Illustrator for vector graphics and logos, Flash for basic interactive animation, & Dreamweaver for Web page/site production and deployment. This basic course is designed to familiarize the student with the many *tools and functions* of Photoshop, Bridge & Camera Raw. Additionally, *image repairing & retouching techniques* are covered at various levels that enable students to repair & retouch common problems with digitized images, and a short intro into Web page creation and layout designs. *Three projects* are assigned at various points to emphasize many of the key learning objectives specified on the first pages of each textbook lesson from Group A and Group B.

Student Learning Outcomes

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

1. use the tools as well as know the locations and function of each
2. understand digital graphic terminology
3. use Camera Raw in Bridge and Photoshop to modify and convert raw images into appropriated digital format for use in Desktop Publishing, Printing, or on the Web
4. use a variety of techniques to touch up images or repair damaged images for printing or web publishing
5. select portions of an image for use with other images as part of image composition
6. change the color, employ effects, or modify quality of an image
7. design Web page layouts with links to other Web pages with or without animations

Please take lots of notes throughout the semester. These notes will greatly help you learn and improve your skills.

Materials

Text: *“Adobe Photoshop CS5 – one-on-one”*, by Deke McClellan, deke Press, O’Reilly ISBN: 9780596807979. You will not have time to complete all assignments in class. The average time out of class ranges from 7 to 11 hours per week. You must have access to Adobe Photoshop CS5, and Bridge CS5. You will need CD-Rs for assignment turn-ins and 2 flash data drives for backups. Backing up is a requirement. Flash data drives are great for day to day work flow and easy transport from college to home or work. These flash data drives vary in size and cost. Sizes range from 4 G to over 32 GB. Not all CD-R’s burn correctly. Make sure that you check your CD-R for proper burning by removing and re-inserting the CD-R. Then check that the files are **present** and can be **opened from the CD-R**. DO NOT use Windows OS to burn CD’s at RCC or at home. Use software like Nero, Creator or others of your choice. References: The CS5 Photoshop Bible, by Stacy Cates, Simon Abrams, & Dan Moughamian (Pub. Wiley, 2010 – ISBN: 978-0-470-58474-3) is highly recommended and useful for those who wish to delve into the many capabilities of Photoshop. The two books by Katrin Eismann (one on Restoration & Retouching, and the other on Masking & Compositing) and the two books by Deke McClelland are excellent. Additional references will be handed out in the middle of the course.

Dropping

It is your responsibility to perform or drop. Any student that has not performed at a passing level by Oct 10th will be dropped. The performance level will be reevaluated Oct 31st and any student not passing will be dropped.

Grading Criteria

10 Quizzes: 200 points; Assignments: 900 points; 3 Projects: 300 points; Midterm: 200 points & Final: 400 points; and Extra Credit: up to 400 optional points.

| | | |
|---|----------------|---|
| A | 1800 - 2000 | <p><i>Please notice that it is possible to obtain sufficient points to pass this course with assignments, participation & extra credit and without the Final and Projects.</i></p> <p><i>Unfortunately, the Final and the Projects must be completed to pass with a grade higher than an F.</i></p> |
| B | 1600 - 1799 | |
| C | 1400 - 1599 | |
| D | 1200 - 1399 | |
| F | Less than 1199 | |

Participation

Regular, prompt attendance and participation in class discussions are expected. Roll will be taken at the beginning of each class.

Communication Note: *all email communication is through your RCC email.*

Registration includes 18 hours in the MLK Lab.

The 18 hours of MLK lab time is a requirement of this class and is where all quizzes must be done. The MLK Computer Lab has all the software you need for this class as well as many other classes. Room 219 in the MLK Lab is the room that has computers reserved for CIS classes. Let your instructor or the MLK Lab Instructor know if you need more computer hours when the 18 hours is completed. You can get additional time through the use of ILA 800 sessions for extending and improving your skills.

Handing-in work

Assignments, projects and exams are due at the ***beginning*** of the class listed on the schedule. Late assignments will be accepted, but I will deduct 4 % from the maximum possible score, each day it is late for up to 10 days or 40 %. If you have any questions about an assignment, make sure you ask them or send an email, before the work is due. When you email your question, it is often useful to send your file of concern as a email attachment. However, the files need to be placed in a WinZip file and then attached to your email. If the WinZip file is too large, then you will have to use a different approach due to email attachment limits. You can use the Web site, www.YouSendIt.com, for sending your large WinZip files. If you use the Lite version, then it is free of cost, but you must register.

Important:

All completed assignments will be turned in on a CD-R. There are printouts required for many of the assignments. All CD-Rs must have a folder named Photoshop_Homework_78A. Inside this folder, put sub-folders named YourLastName_FirstInitial_AssignmentName. Inside the assignment sub-folder is where you put the completed exercise files to be graded. The specific requirements and due dates are listed below. I will only look in the Graphics_Homework_78A folder for the appropriate assignment sub-folders on your disk and nothing else on the disk. If it is not in the right place it does not get graded. Be sure to **write your name and Photoshop 78A directly on the disk with a proper felt tip marker!** I receive many CDs containing dozens of folders and files. If I cannot identify your work, I cannot give you credit!

Quizzes (12)

All quizzes must be done in the MLK lab online as part of the 18 hour Lab requirement. The quizzes are designed to test your knowledge of terminology & tool functionality. The questions come directly from the Group A and Group B assignments and the associated textbook material.

Assignments (21)

You will notice that each lesson only takes you to a point in a piece that demonstrates the objective and provides you the opportunity to continue on your own. If you wish to use your imagination and ability to improve upon the image feel free to do so, this goes for lessons from the textbook (Group A) and handouts (Group B). Additionally, feel free to use the techniques found on the many Photoshop web sites to augment or enhance your image. If you use something not in the textbook or handout be sure to document the Web address with brief discussion in a MS Word file and include this file in your assignment folder. The piece should look something like the sample as far as being complete but differ as your imagination dictates and the techniques generate. Remember, the objective is to demonstrate knowledge of the lesson objectives listed in the first part of each lesson.

Projects (3)

The Projects afford you the opportunity to combine many of the tools and techniques you have developed to that point into a viable image. I will look for completeness, imagination and your adeptness at combining techniques. You will receive a handout, during the week listed on the schedule, detailing the requirements for each Project. You can also find assignment sheets for each project on my Web site. The Project Handout provided in class has priority. Each project image must be completely documented and include a description of each layer, the associated effects, features and tools. A sample word document will be handed out that you can use as a template and we will choose an assignment to practice on generating the proper documentation in a word document. We will use a journal style.

Current Class Schedule

Basic rules: Always turn in a **copy** of your finished assignment file or files in Photoshop .psd in a folder named "YourLastName_FirstInitial_AssignmentName". Backing up your files and folders is a requirement. **ALWAYS save and turn in the Un-flatten** Photoshop file with file type ".psd". You may also need to turn in flattened, merged &/or smart object Photoshop files along with the un-flattened Photoshop file. You may also need to turn in ".jpg", ".gif" and ".tiff" files along with the ".psd" Photoshop files.

| Wk | Dates | CLASS ACTIVITY | What's Due | Points |
|----|---------|---|--|-----------------|
| 1 | Aug 29 | Intro / Syllabus / Files and Folders / Burning CD-R's / Need for Two Flash data drives / WinZip Usage / http://www.YouSendIt.com / Preferences | | |
| 2 | Sept 5 | HOLIDAY – LABOR DAY | | |
| 3 | Sept 12 | LessonA01, Open and Organize LessonB01, Color Basics Introduction to Camera Raw Wacom Tablet Discussion | | |
| 4 | Sept 19 | Project 1 Handout and Documentation Handout LessonA09, Pro Photography Tools (Camera Raw) LessonA02, Straighten, Crop, and Size | LessonA01 LessonB01 | 40 40 |
| 5 | Sept 26 | LessonA03, Making Selections LessonA04, Retouch, Heal, and Enhance | LessonA09 LessonA02 | 40 40 |
| 6 | Oct 3 | Project 2 Handout LessonA05, Working with Layers LessonA11, Text and Shapes | LessonA03 LessonA04 | 40 40 |
| 7 | Oct 10 | LessonB02, Fun with Fonts [up to 40pts EC] LessonB03, Scanning & Retouching Images [80pts EC] | LessonA05 LessonA11 | 40 40 |
| 8 | Oct 17 | Take Home Midterm Handout LessonA06, Adjusting Color and Luminance LessonB04, Repairing Images [up to 40pts EC] | LessonB02 LessonB03 | 40 70 |
| 9 | Oct 24 | Take Home Midterm Due LessonB05, Tips and Techniques [up to 40pts EC] LessonB07, Gradients and Clones | Midterm LessonA06 | 200 40 |
| 10 | Oct 31 | Project 1 Presentations – In Class LessonA07, Sharpening and Smart Objects LessonB06, Web files | Project 1 LessonB05 LessonB07 | 100 40 40 |
| 11 | Nov 7 | LessonB08, Pen Basics & Vector Drawing Techniques Project 3 Handout | LessonB04 LessonA07 | 40 40 |
| 12 | Nov 14 | LessonB09, Painting & Editing LessonA08, Transform & Distort | LessonB06 LessonB08 | 40 40 |
| 13 | Nov 21 | Project 2 Presentations – In Class LessonA10, Creating & Applying Masks | Project2 LessonA08 | 100 40 |

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ALWAYS save and turn in the Un-flatten Photoshop file with file type “.psd”. You may also need to turn in flattened, merged &/or smart object Photoshop files along with the un-flattened Photoshop file. You may also need to turn in “.jpg”, “.gif” and “.tiff” files along with the “.psd” Photoshop files.

| Wk | Dates | CLASS ACTIVITY | What's Due | Points |
|----|--------|---|-----------------|--------|
| 14 | Nov 28 | Take Home Final Exam Handout LessonA12, Printing and Web Output | LessonB09 | 70 |
| | | | LessonA10 | 40 |
| 15 | Dec 5 | Review and Wrap-up | LessonA12 | 40 |
| 16 | Dec 12 | Project 3 Presentation – In Class | Project3 | 100 |
| | | Take Home Final Exam Due at Beginning of Class | FINAL | 400 |

Need Help?

Please use RCC email to send your questions and use www.yousendit.com to send the actual file or files that has been placed in a WinZip container file for me to reference. Do not wait to the last minute.

NET-iquette

Like being in a face-to-face situation, students must be able to discuss and debate divergent views without ridicule or personal attack. An important part of learning is considering the broad range of views possible on any one subject. You will be engaging in on-line discussions on topics that may yield a diversity of opinion. Any behavior that is considered offensive in a classroom setting will be considered offensive on-line. This includes, but is not limited to the use of profanity, racial, sexual, or religious epithets, harassing or disrespecting another person on-line. Remember, all discussions are monitored daily and the internet is very public. Imagine yourself on stage in Central Park, New York and the audience all have video and sound recorders.

Adobe CS5 Software and Software Suites

Students may purchase personal copies of Photoshop and other Adobe products or Suites from www.collegesoftware.org (software & graphics software distributor for FCCC, current discount is 80%) or from the following educational Web sites: www.CreationEngine.com, www.studica.com, or www.JourneyEd.com at discounts that range from 35% to 65%. There are four main suites: Web Premium; Design Premium; Production Premium and Master Premium Collection that includes all the software. Currently, RCC (Riverside) has the Web Premium suite of 11 different programs, of which Photoshop, Flash, Illustrator, Dreamweaver, Fireworks, & Acrobat Pro are part of the 11 software programs.

DETAILS FOR ASSIGNMENT EXERCISES AKA TURN-IN REQUIREMENTS

Basic rules: Always turn in a *copy* of your original Photoshop file or files in a folder named "yourlastname_firstinitial_lessonname" and **Never, Never, Never, Never** flatten a Photoshop file. You may need to turn in a flattened Photoshop file along with the multi-layer Photoshop file, plus .jpg, .tif, and .pdf. In Deke's lessons where he has listed extra credit are not extra credit, but considered part of the whole assignment. That is, you do all pages in his textbook. There is Extra Credit in this class, but it is not in Deke's textbook.

A01: Do all of Deke's Lesson 01 including all of his extra credit. Properly rename his lesson 01 folder and burn it on a CD-R to hand in at the beginning of class.

B01: From Instructors Web site. Read through all 11 listed Web sites. Print out the Questions.pdf file and hand print the answers on that printed output. Turn in this sheet of questions answers at the beginning of class.

A09: Do all of Deke's Lesson 09. Properly rename his lesson 09 folder and burn it on a CD-R to hand in at the beginning of class.

A02: Do all of Deke's Lesson 02. Properly rename his lesson 02 folder and burn it on a CD-R to hand in at the beginning of class.

A03: Do all of Deke's Lesson 03. Properly rename his lesson 03 folder and burn it on a CD-R to hand in at the beginning of class.

A04: Do all of Deke's Lesson 04. Properly rename his lesson 04 folder and burn it on a CD-R to hand in at the beginning of class.

A05: Do all of Deke's Lesson 05. Properly rename his lesson 05 folder and burn it on a CD-R to hand in at the beginning of class.

A11: Do all of Deke's Lesson 11. Properly rename his lesson 11 folder and burn it on a CD-R to hand in at the beginning of class.

B02 - FunWithFonts: From Instructors Web site. Read through all the .pdf files. Do any five font tutorials for 40 points. Do any other five font tutorials for up to 40 extra credit points. Properly rename this lesson B02 folder and burn this assignment on a CD-R to hand in at the beginning of class.

B03: Scanning and Retouching - From Instructors Web site. This assignment will have sub-folders Part A and Part B. This entire assignment is 70 points. You can earn up to 80 extra credit points.

Part A - read the three .pdf files in this part. Do any five of the image tutorials furnished in the image sub-folder and a scanned color image of your head and shoulders from a real picture, retouched as needed using the basic retouching tutorial. Name it (your last name) face1.psd. Do any other five image tutorials for up to 40 extra credit points.

Part B - read the two .pdf files in this part B. Do any five of the image tutorials furnished in the image sub-folder and retouched as needed using the basic retouching tutorial a digital color image of your head and shoulders from a different picture of yourself. Name it (your last name) face2.psd. Do any other five image tutorials for up to 40 extra credit points. Properly rename this lesson B03 folder and burn this assignment on a CD-R to hand in at the beginning of class.

DETAILS FOR ASSIGNMENT EXERCISES AKA TURN-IN REQUIREMENTS

Basic rules: Always turn in a *copy* of your original Photoshop file or files in a folder named "yourlastname_firstinitial_lessonname" and **Never, Never, Never, Never** flatten a Photoshop file. You may need to turn in a flattened Photoshop file along with the multi-layer Photoshop file, plus .jpg, .tif, and .pdf. In Deke's lessons where he has listed extra credit are not extra credit, but considered part of the whole assignment. That is, you do all pages in his textbook. There is Extra Credit in this class, but it is not in Deke's textbook.

A06: Do all of Deke's Lesson 06. Properly rename his lesson 06 folder and burn it on a CD-R to hand in at the beginning of class.

B04: Repairing Images. Read the .pdf file. Do any five of the image tutorials furnished in the image sub-folder. Next, choose either Gamma or Uncle William and then repair and retouch Gamma or Uncle William as needed. Do any other five image tutorials for up to 40 extra credit points. Properly rename this lesson B04 folder and burn this assignment on a CD-R to hand in at the beginning of class.

B05: Tips and Techniques. Turn in water splashes, multi-layered 3-D ring, looking through glass and then turn in any other two tips tutorials. Do any other five image tutorials for up to 40 extra credit points. Properly rename this lesson B05 folder and burn this assignment on a CD-R to hand in at the beginning of class.

B07: Gradients and Clones. Turn in all the files in this folder assignment which includes vanishing, your own original gradient files and a cloned tower between the two original towers. The middle tower is on its own layer using the option all layers not current layer in the option bar. Properly rename this lesson B07 folder and burn it on a CD-R to hand in at the beginning of class.

A07: Do all of Deke's Lesson 07. Properly rename his lesson 07 folder and burn it on a CD-R to hand in at the beginning of class.

B06: Web page and Animations Creation.

Part A - Converting a graphic design into a Web page with links to other pages. In this case, a home page design is to be converted to a Web page with a gif animation and links to eight other existing Web pages.
Part B - Exploring three basic approaches for creating gif animations in Photoshop. In this set of three animation exercises, the animations are three specific elements that are part of a Web page layout. You will not create the actual Web page layout. There is an additional write up for 40 points of extra credit. This extra credit portion involves using Dreamweaver to create rollover states for the eight links. Properly rename this lesson B06 folder and burn it on a CD-R to hand in at the beginning of class.

B08: Pen Basics & Vector Drawing Techniques. Properly rename this lesson B08 folder and burn it on a CD-R to hand in at the beginning of class.

A08: Do all of Deke's Lesson 08. Properly rename his lesson 08 folder and burn it on a CD-R to hand in at the beginning of class.

B09: Painting and Editing, Link the layers then shift drag them to the pattern. Work through the brush presets addendum and turn in your landscape along with your painting. Properly rename this lesson B09 folder and burn it on a CD-R to hand in at the beginning of class.

A10: Do all of Deke's Lesson 10. Properly rename his lesson 10 folder and burn it on a CD-R to hand in at the beginning of class.

A12: Do all of Deke's Lesson 12. Properly rename his lesson 12 folder and burn it on a CD-R to hand in at the beginning of class.