

## GRDSN 158 PHOTOSHOP I

### **COURSE LEARNING OUTCOMES**

#### Where Images Come From

- CP-05.29 Convert all analog images to a digital format before working on them in Photoshop.
- CP-05.30 Use various devices to capture and convert images for use in your layout.
- CP-05.31 Use different file formats in Photoshop.
- CP-05.32 Understand the number of variables that affect the quality of images.
- CP-05.33 Use Calibration and Color Models.

#### A Photoshop Document

- CP-05.34 Use the Toolbox palette and its different variables for graphic modifications.
- CP-05.35 Use the different palettes and the controls they bring.
- CP-05.36 Adjust and save preferences.
- CP-05.37 Save your documents in different formats.

#### Getting Around

- CP-05.38 Use pop up sliders.
- CP-05.39 Use help Wizards.
- CP-05.40 Use the Selections tools.
- CP-05.41 Use the Action and History palettes.
- CP-05.42 Adjust the Image view.
- CP-05.43 Use the Painting and Drawing tools.
- CP-05.44 Use the Photo Effects tools.
- CP-05.45 Use the Type and Type Mask tools.
- CP-05.46 Use the Photoshop menu bar.

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- CP-05.46 Use the PhotoShop menu bar.
- CP-05.47 Use keyboard navigation to increase efficiency.

### **Images: Sizes and Resolutions**

- CP-05.48 Use PPI and line screen.
- CP-05.49 Resize an image with the Cropping tool and the Canvas Size command.
- CP-05.50 Use tones to affect image quality.
- CP-05.51 Use Bit Depth and Video Bit Depth to affect image quality.

### **Basic Selection Techniques**

- CP-05.52 Use the basic selection tools: the Marquee tools, Lasso tools, Freehand lasso tool, Polygon lasso tool, Magnetic Lasso tool, and other selection commands.
- CP-05.53 Use the Rectangular Marquee.
- CP-05.54 Move and manipulate selections.
- CP-05.55 Flip and rotate selections.
- CP-05.56 Copy and paste selections.
- CP-05.57 Fill and stroke selection areas.
- CP-05.58 Create Mirrored tiles.
- CP-05.59 Use the Elliptical Marquee.
- CP-05.60 Add and remove portions of a selection.
- CP-05.61 Create a type mask.

### **Working With Type**

- CP-05.62 Use type tools and layers.
- CP-05.63 Use the layers panel and apply it to a type layer.
- CP-05.64 Use the type mask tool.
- CP-05.65 Use the type layer and its format.

### **Painting Tools**

- CP-05.66 Use the Brushes palette and learn its various sizes, shapes, angles, spacing, and hardness of available brushes.
- CP-05.67 Add or edit brushes in the Brush Options dialog box.
- CP-05.68 Use the Pencil tools, paintbrush, and airbrush.
- CP-05.69 Use the Line tool, Paint Bucket tool, and Gradient Fill tool.
- CP-05.70 Use the special Eraser tool.
- CP-05.71 Use the History brush.
- CP-05.72 Use the Rubber stamp and Pattern stamp.

## **Blending Modes**

- CP-05.73 Use Normal and Dissolve modes.
- CP-05.74 Use modes that work with Highlight and Shadow.
- CP-05.75 Use the Lighten, Darken, Difference, and Exclusion modes.
- CP-05.76 Use Color Dodge and Burn.
- CP-05.77 Use Blending modes.

## **Complex Selections**

- CP-05.78 Use the Magic Wand tool, to smooth a selection.
- CP-05.79 Preserve selection information.
- CP-05.80 Use Feathered selections and apply them.
- CP-05.81 Create vignettes.
- CP-05.82 Create a composite with selections.

## **Channels and Masks**

- CP-05.83 Use Color and Alpha channels.
- CP-05.84 Manage Channels.
- CP-05.85 Use a Quick Mask channel.
- CP-05.86 Mask a portion of an image with a channel.

## **Working with Layers**

- CP-05.87 Create layers.
- CP-05.88 Work with multiple layers.
- CP-05.89 Create a new layer from a selection.
- CP-05.90 Create a Multimedia button.
- CP-05.91 Create a composite using layers.
- CP-05.92 Distort elements and layer effects.
- CP-05.93 Apply various blending modes to individual layers.

## **Calibrating Your System**

- CP-05.94 Predict output color, and compensate for the many variables involved in the printing process.
- CP-05.95 Identify ambient lighting, monitors, video cards, the ability of the scanner operator adjusting your scan, and other variables.
- CP-05.96 Use the gamma program to compensate for the visual difference in your perception of color on a monitor.

## **Adjusting Brightness and Contrast**

- CP-05.97 Use tools for tonal corrections and color adjustment.
- CP-05.98 Use the three-step process for adjusting brightness and contrast.
- CP-05.99 Choose highlights and shadows from an image.

## **Filters**

- CP-05.100 Access filters.
- CP-05.101 Use all thirteen filter groups.
- CP-05.102 Create buttons for interactive projects.

## **Basic Color Correction**

- CP-05.103 Use the Color Wheel to help understand the relationship between color and color modes.
- CP-05.104 Create a Color Wheel.
- CP-05.105 Mix colors.
- CP-05.106 Use subtractive primary and subtractive secondary colors.
- CP-05.107 Manipulate color in an image.
- CP-05.108 Create and use a full spectrum color wheel.

## **Creating and Managing Paths**

- CP-05.109 Create selections and clipping paths.
- CP-05.110 Use the Paths palette.
- CP-05.111 Draw simple paths.
- CP-05.112 Use the Pen tool.