

Spokane Falls Community College  
**COURSE LEARNING OUTCOMES AND OUTLINE**

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Prefix and Course Number  
Course Title

GRDSN 166  
PhotoShop II

Last Modified: Fall 2004

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### Course Learning Outcomes

**By the end of this course, a student should be able to:**

- Access the Mode setting for an image.
- Define each of the eight different color models supported by PhotoShop.
- Use color gamuts, or the range of colors that can be achieved from each of the available color models.
- Change an image from one mode to another.
- Convert images from RGB to CMYK color.
- Understand how different color models affect color correction.
- Use Levels to affect the appearance of your images.
- Read a Histogram.
- Understand the differences between shadows, midtones, and highlights, and how these values affect the appearance of your images.
- Adjust levels in different types of images to improve their appearance.
- Use levels for other effects, such as cleaning up an image with rough edges.
- Use the Curves dialog box, and understand how the graphic it presents relates to various tonal ranges within an image.
- Understand the relationship between Curves and Levels, and when each technique is most effective.

### Course Outline

#### **I. Color Modes**

- A. Access the Mode setting for an image
- B. Define each of the eight different color models supported by PhotoShop
- C. Use color gamuts, or the range of colors that can be achieved from each of the available color models
- D. Change an image from one mode to another
- E. Convert images from RGB to CMYK color
- F. Understand how different color models affect color correction

#### **II. Advanced Image Adjustment**

- A. Use Levels to affect the appearance of your images
- B. Read a Histogram
- C. Understand the differences between shadows, midtones, and highlights, and how these values affect the appearance of your images
- D. Adjust levels in different types of images to improve their appearance
- E. Use Levels for other effects, such as cleaning up an image with rough edges
- F. Use the Curves dialog box, and understand how the graphic it presents relates to various tonal ranges within an image

G. Understand the relationship between Curves and levels, and when each techniques is most effective

**III. Practical Color Correction**

- A. Use the Color Balance dialog box to aid in color correction
- B. Use the Levels command in both RGB and CMYK images to balance specific color ranges
- C. Use the Curves dialog box, to control the balance of one color against another
- D. Use Hue and Saturation commands to change colors within specific ranges
- E. Balance the neutral tones in an image as the key to professional, high-quality color correction

**IV. Transforming Images**

- A. Use the Transform commands in three ways, and understand how the transformation applies to layers
- B. Use grids and guides to make precision alignments of images
- C. Scale with Free Transform while maintaining aspect ratio
- D. Transform 2-dimensional artwork into a 3-dimensional object with the 3D Transform filter

**V. Advanced Channel Operations**

- A. Create depth in your images
- B. Create special Alpha channels, and combine them to create special effects or complex masks
- C. Use the Calculations dialog box, and understand how to use calculations to create special effects
- D. Use the Apply Image command to blend the image and channel of an image into the active file image
- E. Mix channels of an image using the Channel Mixer

**VI. Advanced Selections Techniques**

- A. Creating selections using a variety of selection techniques
- B. Use the Magic Wand tool, and understand how to adjust the Magic Wand's selection sensitivity with the Tolerance setting
- C. Create custom Mezzotints using Density Masking
- D. Use the Color Range command
- E. Use the Quick Mask command

**VII. Layers**

- A. Understand when it is to your best advantage to use Layers on your images
- B. Make changes to a layered image
- C. Blend layers
- D. Use layer masks to create composites
- E. Use Clipping Groups to link multiple layers
- F. Use Adjustment Layers and Layer Effects

**VIII. Retouching**

- A. Master the techniques of the Rubber Stamp tool functions
- B. Analyze and implement the proper method to retouch an image
- C. Approach repairs in a structured manner
- D. Use the correct tools and brushes used for retouching and repairing an image
- E. Use the correct filters for retouching

**IX. Blurring and Sharpening Images**

- A. Use the Gaussian and Smart Blur filters
- B. Use the Special Effects Blur filters (Motion Blur and Radial Blur)
- C. Use the Sharpen filters, paying close attention to Unsharp Mask (USM), the most powerful Sharpen filter
- D. Understand Sharpening with Luminosity Only

**X. The Remapping Commands**

- A. Use the Invert command to create the photographic negative of an image
- B. Use the Equalize command and understand how it reads the brightness level of each pixel in each channel to remap and calculate every pixel in an image to redistribute the brightness values along a curve
- C. Use the Threshold command converts images to black and white pixels to give you control over how much detail is retained
- D. Use the Posterized command, which is similar to the Threshold command, except that it maps color rather than black-and-white

**XI. Shadows and Other layer Effects**

- A. Apply a Drop Shadow and Inner Glow to a Type layer
- B. Create Multimedia buttons
- C. Apply Soft Embosses and Glows
- D. Use the Layer Effects to easily make dynamic effects

**XII. Creating Patterns and Textures**

- A. Use basic tiling and alternating tiles
- B. Create Offset Graphic tiles
- C. Create Rubber Stamp tiles
- D. Create Mirrored tiles
- E. Create Textured and generic backgrounds

**XIII. The Render Filters**

- A. Use the Clouds and Difference Clouds filters to generate random color values based on the Foreground and Background colors
- B. Use the Lens Flare filter to simulate the refraction in a camera lens and creates “sunspots,” which can add a sense of light, action, or motion to a photograph
- C. Use the Lighting Effects filter to create light sources, set colors of light, choose types and styles of lighting, and apply texture to an image
- D. Use the Texture Fill command

**XIV. Importing and Exporting**

- A. Save files in JPEG and GIF formats
- B. Save a file with Transparency
- C. Understand that creating images for the Web is different than creating images for print production

**XV. Working Smarter**

- A. Use the Actions palette to allow the recording of a series of commands for playback and application to files or file groups
- B. Understand how the History palette brings to you the ability to revert up to 100 actions and steps backward to correct an image or task
- C. Use the Contact Sheet
- D. Understand the Conditional Mode Change

**XVI. Special Effects**

- A. Import an EPS illustration
- B. Create jungle, Soft "Pillow" type, Type cutouts, and how to carve line art out of the Background
- C. Use Photo edges to create Vignette borders and Strokes, Rippled borders, Wood Weathered Decoupages, and Burnt Edges
- D. Color images with Duotones, Tritones, and Quadtones
- E. Create a "Pegboard" image