LINC 73: ADOBE PHOTOSHOP OVERVIEW

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2022
Units:	1
Hours:	1 lecture per week (12 total per quarter)
Advisory:	Basic computer skills and knowledge of Macintosh or Windows operating systems; familiarity using web browsers, email, bookmarking, searching and downloading; students may enroll in LINC 73 or 73B, but not both, for credit; not open to students with credit in LINC 230.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Student Learning Outcomes

- Compare appropriate and inappropriate uses for multimedia in education, business, or entertainment industries
- Perform basic color enhancements to digital images
- Operate photo touch-up tools to perform simple and complex corrections to digital images
- A successful student will identify the Photoshop interface: tools, control panel, palettes.

Description

Explore digital imaging with hands-on experiences that integrate image media with teaching and learning. Emphasis is given to creating student-centered projects or activities using Photoshop. Learn to enhance image color and contrast, touch-up photos, create collages that tell stories, paint with the paint tools, create layouts with text, apply filters and special effects, automate work-flow. Learn to communicate with compelling layouts.

Course Objectives

The student will be able to:

a. Compare appropriate and inappropriate uses for multimedia in education, business, or entertainment industries
b. Perform basic color enhancements to digital images
c. Operate photo touch-up tools to perform simple and complex corrections to digital images
d. Create collages by manipulating layers and using the selection tools
e. Paint with the paint tools, brushes, patterns and swatches
f. Explore typography with the type tools
g. Create enhanced images and layouts with filters and layer styles
h. Operate work-flow automation tools such as actions and batch processing
i. Create and edit a multimedia project using multimedia authoring software
j. Analyze and critique multimedia projects using established characteristics of good multimedia design

Course Content

a. Multimedia in education, business, and entertainment
    i. Types and uses
    ii. Philosophy and rationale
    iii. Best practices
b. Perform basic color enhancements to digital images
    i. Auto functions
    ii. Image adjustment levels and curves panels
    iii. Image adjustment with brightness/contrast, color balance, and hue/saturation panels
c. Operate photo touch-up tools to perform corrections to digital images
    i. Clone stamp tool
    ii. Spot healing and healing brush tools
    iii. Patch tool
    iv. Content aware panel
    v. Tint a black and white image
d. Create collages by manipulating layers and using selection tools
    i. Selection/move tool with transform controls
    ii. Marquees with feather controls
    iii. Lassos with feathering, add to, subtract from selections
    iv. Magic wand with tolerance and feather controls
    v. Layers: add, delete and arrange layers in the layer panel
e. Paint with paint tools, brushes, patterns and swatches
    i. Marquees, strokes and fills, color picker
    ii. Brushes and brushes panel
    iii. Create custom brushes, patterns and swatches
    iv. Paint with blend options
f. Explore typography with type tools
    i. Horizontal line and textbox type
    ii. Vertical line type
    iii. Type masks
    iv. Type layer effects
    v. Type filters
    vi. Warped type
    vii. Type on a path
g. Create enhanced imagery and layouts with filters and layer styles
    i. Type filter recipes
    ii. Image filter recipes
h. Operate work-flow automation tools such as actions and batch processing
    i. Record actions
    ii. Batch processing
i. Design and develop a Photoshop project
    i. Analyze purpose of Photoshop project
    ii. Select Photoshop tools, resources
    iii. Design project

j. Critique multimedia project
   i. Analyzing a multimedia project
   ii. Critique/feedback process
   iii. Writing a project reflection/review

Lab Content

Not applicable.

Special Facilities and/or Equipment

1. When offered on/off campus: Lecture room equipped with overhead projector, white/black board, and a demonstration computer connected online. Computer laboratories equipped with online PCs and Macintosh computers, network server access, and printers.
2. When taught via the internet: Students must have current email accounts and ongoing access to internet capable computers that can download and run software.

Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

Develop a photo project
Present the project to peers
Constructive contributions to class discussions

Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

Lecture presentation and class discussion using the terminology of multimedia
Instructor-led demonstration and student practice of software and hardware
In-class presentations and peer review to critique multimedia project

Representative Text(s) and Other Materials

Chavez, Conrad, and Andrew Faulkner. Adobe Photoshop Classroom in a Book. 2021.

Instructor-assigned notes and materials.
When course is taught online: Additional information, notes, handouts, syllabus, assignments, tests, and other relevant course material will be delivered via the course learning management system, and discussion may be handled with internet communication tools.

Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

a. Topical unit lectures covering subject matter from course resources. Class discussion is encouraged
b. In-class demonstrations and computer exercises: Each exercise may include individual or group participation and covers assigned reading and lecture topics
c. When taught online these methods may take the form of video, audio, animation and webpage presentations. Computer-based assignments and demonstrations will be submitted online as well

Discipline(s)

Instructional Design/Technology