GROSSMONT COLLEGE

OFFICIAL COURSE OUTLINE

Curriculum Committee Approval: 04/20/2021

GCCCD Governing Board Approval: 05/18/2021

COMPUTER SCIENCE INFORMATION SYSTEMS 151– INTRODUCTION TO PHOTOSHOP

1. Course Number Course Title Semester Units

CSIS 151 Introduction to Photoshop 3

Semester Hours

3 hours lecture 48-54 total hours 96-108 outside-of-class hours 144-162 total hours

2. Course Prerequisites

None

Corequisite

None

Recommended Preparation

None

3. Catalog Description

This course provides the student with step-by-step instructions on how to create cutting-edge graphics and special effects with Photoshop. Using hands-on real-world projects, the student will learn the optimal use of layers, layer effects, photo retouching, color adjustments, working with masks and layers, and composites. The student will learn how to create images of different formats for different applications and how to create files for the array of digital devices available today.

This is not an artistic design course, but emphasizes tools used by the Photoshop software application.

4. Course Objectives

The student will:

1. Use the basic design elements within a computer environment, to form and create digital images.
2. Analyze the variety of current computer graphic technologies and devices and analyze the proper usage of various digital graphic file formats.
3. Demonstrate Photoshop software features as it pertains to the retouching and processing of existing images and the creation of new images.
4. Compare the benefits and limitations of vector vs. bitmap graphics.
5. Create images in resolution suitable for the intended output media including the web, for a computer device (including smartphones and digital tablets) or for print.
6. Explain color management and device (display, printer) color profiles
7. Discuss the outlets for computer expression in the game art, fine art and commercial world.
8. Analyze the possible trends in digital graphic uses and design.

5. Instructional Facilities

A classroom with multimedia instructor workstation and overhead projector.

6. Special Materials Required of Student

Removable storage media compatible with lab computers.

7. Course Content

1. Design theory for the digital device
2. Digital file formats and resolution solutions.
3. Dissection of the Photoshop user interface
4. Use of layers, layer effects
5. Image retouching
6. Color adjustments
7. Masks, channels
8. Comparison of solutions for the type of digital device or print.
9. Web and game image considerations.
10. Trends in digital graphics and design

8. Method of Instruction

a. Lecture and demonstration in a traditional classroom or via electronic means.

b. Discussion of current image editing trends and issues

c. System design exercises.

d. Extensive hands-on computer usage.

e. Individual projects

9. Methods of Evaluating Student Performance

a. In-class written exams and exercises.

b. Hands-on performance evaluations and a written final exam.

c. Written quizzes and exams that measure students’ ability to describe image editing principles, as well as the ability to analyze an image and a goal of changing that image and choosing among the alternative paths.

d. Scenario-based lab activities that measure students’ ability to design, edit and create computer-based images.

10. Outside Class Assignments

* 1. Read and study course text and supplemental material.
  2. Problem solving hands-on projects.
  3. Complete Study Guides provided covering major topics.
  4. Troubleshoot/analyze imposed image scenarios, investigate potential alternatives, and implement action to achieve a determined result.
  5. Complete and pass section quizzes.
  6. Read and analyze instructor assigned case studies; post analysis and comments to the class discussion board.
  7. Respond to other students’ analysis and comments on the class discussion board.

11. Representative Texts

* 1. Representative Text(s):

Adobe Systems, Inc. *Adobe Photoshop Classroom in a Book*. Berkeley, CA: Adobe Press, 2020**.**

b. Supplementary texts and workbooks:

None

Addendum: Student Learning Outcomes

Upon completion of this course, our students will be able to do the following:

* 1. Analyze image usage of digital graphic file formats.
  2. Investigate, analyze and demonstrate basic proficiency in image enhancement and correction.
  3. Analyze and interpret the function and structure of the software user interface.
  4. Describe the uses of vector vs. bitmap graphics.