

College of San Mateo Course Outline

- New Course
 Update/No change
 Course Revision (Minor)
 Course Revision (Major)

Date: 10/7/10

Department: Digital Media Number: 213
Course Title: Media Design III: Advanced Illustrator & Photoshop Units: 3
Total Semester Hours Lecture:48 Lab: 16 Homework: 80 By Arrangement: 0

Length of Course

- XX Semester-long
 Short course (Number of weeks ___)
 Open entry/Open exit

Grading

- Letter
 Pass/No Pass
 Grade Option (letter or Pass/No Pass)

Faculty Load Credit (To be completed by Division Office; show calculations.):
FLCS 3.7 Calculations: Lecture: $(48 \div 16) = 3$ Lab: $(16 \div 16) = 1 \times .7$

1. **Prerequisite** (Attach Enrollment Limitation Validation Form.)

DGME 211 (Media Design I: Illustrator) and DGME 212 (Media Design II: Photoshop) or equivalent.

2. **Corequisite** (Attach Enrollment Limitation Validation Form.)

3. **Recommended Preparation** (Attach Enrollment Validation Form.)

4. **Catalog Description** (Include prerequisites/corequisites/recommended preparation. For format, please see model course outline.)

DGME 213 Media Design III: Advanced Illustrator & Photoshop

(3) (Pass/No Pass or letter grade) Minimum of 48 lecture hours and 16 lab hours per term.

Prerequisite: DGME 211 (Media Design I: Illustrator) and DGME 212 (Media Design II: Photoshop) or equivalent. Creating and manipulating digital photographs and illustrations destined for digital media applications such as print, web or multimedia using Adobe Photoshop and Adobe Illustrator. Students complete a challenging series of projects using some of the more advanced features of Illustrator and Photoshop. A materials fee shown in the Schedule of Classes is payable upon registration. (May be taken twice for a maximum of 6 units) (AA, CSU)

5. **Class Schedule Description** (Include prerequisites/corequisites/recommended preparation. For format, please see model course outline.)

DGME 213 Media Design III: Advanced Illustrator & Photoshop

Creating and manipulating digital photographs and illustrations destined for digital media applications such as print, web or multimedia including using Adobe Photoshop and Illustrator. Students complete a challenging series of projects using some of the more advanced features of

Illustrator and Photoshop. A \$xx.xx materials fee is payable upon registration. Prerequisite: DGME 211 (Media Design I: Illustrator) and DGME 212 (Media Design II: Photoshop) or equivalent. (Pass/No Pass or letter grade) (May be taken twice for a maximum of 6 units) (AA, CSU)

6. **Student Learning Outcomes** (Identify 1-6 expected learner outcomes using active verbs.)

Upon successful completion of the course, the student will be able to:

1. Skillfully produce and edit digital photographs and illustrations into photo montages and designs of an advanced level of difficulty
2. Use Adobe Photoshop and Illustrator with a professional level of accuracy
3. Acquire advanced color correction and photographic touch-up skills
4. Create raster and vector-based artwork efficiently for either print or web
5. Create Illustrator and Photoshop drawings, either from scanned pencil sketches or written directions, with great attention to detail and directions
6. Synthesize an original illustration using acquired digital drawing and photo editing skill set

7. **Course Objectives** (Identify specific teaching objectives detailing course content and activities. *For some courses, the course objectives will be the same as the student learning outcomes. In this case, "Same as Student Learning Outcomes" is appropriate here.*)

Same as Student Learning Outcomes.

8. **Course Content** (Brief but complete topical outline of the course that includes major subject areas [1-2 pages]. Should reflect all course objectives listed above. In addition, a sample course syllabus with timeline may be attached.)

1. Advanced vector techniques in Photoshop
 - Vector tools
 - Vector layers
 - Vector masks
2. Advanced layer techniques
 - Advanced layer masking techniques
 - Advanced adjustment layer techniques
 - Advanced layer style techniques
 - Copying, pasting and importing vector art from Illustrator
3. Advanced selection techniques
 - Advanced Chrome and Embossing effects
 - Applying Gradient overlays
4. Adjusting Images
 - Analyzing grayscale images
 - Exploring Hue/Saturation
 - Posterizing
5. Levels and Curves
 - Using Levels and Curves to color adjust images
 - Channel mixing

Soft proofing
Color management and profiles

6. Designing with Multiple Images
From concept to poster:
How to create an effective photo montage
Advanced Retouching and Enhancing of images
Red Eye tool
Sponge tool
Clone and healing tools
Overlay blending mode

7. Working with Type, Shape Layers and Filters
Creating special effects on type: chiseled,
plastic, recessed and eroded
Masking images with type

8. Investigating Production Tricks and Techniques
Lab Color
Unsharp mask
High pass filter and grain effects
Creating monotoes and duotoes
Preparing work for print & Web
Bleeds, crop marks
Process color builds and spot color
Printing composites and separations

9. Creating Special Effects
Mezzotint and Halftone effects
Image mapping
Flame effects
Neon effects
Ripped effects
Solarize effects

10. Advanced Blending Modes
Blending photo montages
Using blending modes in calculations
Overlay, Screen, Hard Light, Multiply, Color,
Soft Light blending modes
Combining blending modes with color fills
Textures

11. Blended texture gradients
Making regularly spaced patterns with the blend tool
Uses for spaced blends
Controlling blend path and spacing

12. Transforming
The shear tool
Precisely locating and sizing
Non-uniform scaling
Scaling strokes and effects
Precisely reflecting and rotating
Envelope warping

Top object, warp, mesh

13. File placement
Linking vs. embedding

14. 3D from 2D
Using 3D Extrude and Bevel Options feature

15. Snap to grid
Math strategies for grid and intervals
Making a scaled drawing
Using snap to grid

16. Time savers
Graphic Styles palette
Symbol sprayer
Live trace
Actions palette

17. Combining/dividing shapes
Pathfinder
Scissors tool
Masking

18. Creating perspective
Free distort feature
Filters
Roughen, corner and smooth
Zig Zag

9. **Representative Instructional Methods** (Describe instructor-initiated teaching strategies that will assist students in meeting course objectives. Describe out-of-class assignments, required reading and writing assignments, and methods for teaching critical thinking skills. **If hours by arrangement are required, please indicate the additional instructional activity which will be provided during these hours, where the activity will take place, and how the activity will be supervised.**)

Lectures with supporting visuals and audio.
Reading and practical textbook assignments to be completed and turned in.
Instructor-designed projects and a student-designed project to be completed and turned in.

10. **Representative Methods of Evaluation** (Describe measurement of student progress toward course objectives. Courses with required writing component and/or problem-solving emphasis must reflect critical thinking component. If skills class, then applied skills.)

Letter grades are determined by analyzing the quality of execution, attention to detail, ability to follow directions, evidence of software competency and number and severity of errors on projects and assignments.

11. **Representative Text Materials** (With few exceptions, texts need to be current. Include publication dates.)
Adobe Photoshop CS5 Advanced Revealed; ISBN-13: 978-1-4354-4187-3, 2010

Prepared by: _____
(Signature)

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Submission Date: _____