

College of San Mateo
Official Course Outline

1. **COURSE ID:** DGME 110 **TITLE:** Photoshop Fundamentals
Units: 0.5 units **Hours/Semester:** 8.0-9.0 Lecture hours; and 16.0-18.0 Homework hours
Method of Grading: Grade Option (Letter Grade or Pass/No Pass)

2. **COURSE DESIGNATION:**

Degree Credit
Transfer credit: CSU

3. **COURSE DESCRIPTIONS:**

Catalog Description:

This introductory course is designed to provide an overview of Photoshop tools and techniques. Students will learn the fundamentals of digital imaging concepts and compositing techniques. Adobe Photoshop is an industry standard for many different disciplines including desktop publishing, multimedia design, web design, and digital video editing. Photoshop is used in many digital media courses and is an important tool in the digital media industry. Assignments require the use of Adobe Creative Cloud® outside of class hours. Software: Adobe Creative Cloud®

4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**

Upon successful completion of this course, a student will meet the following outcomes:

1. Identify Photoshop interface elements.
2. Identify and explain digital imaging concepts.
3. Demonstrate compositing techniques.

5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**

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

1. Identify Photoshop interface elements.
2. Identify and explain digital imaging concepts.
3. Demonstrate compositing techniques.

6. **COURSE CONTENT:**

Lecture Content:

1. Getting Started with Photoshop

- What is Photoshop?
- The Workspace
- Mac and Windows Differences
- Opening Documents
- Creating New Documents
- Artboards
- Working with Panels
- Customizing Panels and the Toolbar
- Keyboard Shortcuts and Menu Commands
- Using Workspaces
- Screen Modes
- Working with Multiple Documents
- Tab Preferences
- Document Navigation
- Preferences Dialog Box

2. Digital Imaging Concepts

- Understanding File Types
- Reviewing RAW Formats
- Bitmaps vs. Vectors
- Understanding Resolution
- Resize vs. Resample Images
- Printing Resolution
- Web Resolution
- Understanding Color Modes

3. Making Selections and Basic Compositing

- Selection Tool Overview
- Practical Marquee Selection
- Copy and Paste
- Scaling the Image
- Modifying Selections
- Quick Selection and Magic Wand Tools
- Quick Mask Mode
- Saving Selections

4. Layers & Masks

- Undo and Redo
- Background Layer
- Opening Images to Layers
- Layer Basics
- Selecting Layers
- Layer Panel Options
- Locking Layers
- Distribute and Align Layers
- Layer Groups
- Layer Opacity Options
- Understanding Blend Modes
- Layer Mask Basics
- Layer Styles
- Rasterize and Flatten Layers

5. Crops and Transformations

- Using the Crop Tool
- Non-Destructive Crops
- Crop to Add Canvas
- Canvas Size Dialog Box
- Perspective Crop Tool
- Straighten an Image
- Transform

6. Adjustments

- Reviewing the Histogram
- Adjustment Layers
- Levels Adjustment
- Adjustment Layer Mask
- Clipping to the Adjustment Layer
- Curves Adjustment
- Hue/Saturation Adjustment

7. Photo Retouching

- Toning Tools
- Spot Healing Brush
- Healing Brush
- Patch Tool
- Eraser Tools
- Sharpening an Image

8. Type, Guides, and Grids

- Type Tool
- Area Type Tool
- Displaying Rulers
- Using Guides
- Add a Guide Layout
- Smart Guides
- Showing the Grid
- Using Columns

9. Libraries, Output and Updates

- Creative Cloud Libraries
- Shared Libraries
- Save Files

- Quick Export

7. REPRESENTATIVE METHODS OF INSTRUCTION:

Typical methods of instruction may include:

- Lecture
- Critique
- Discussion
- Guest Speakers
- Observation and Demonstration
- Other (Specify): A. Lecture/Discussion Encompassing in-class demonstrations & explanations on course topics - B. Reading assignments Students will be given reading assignments to become familiar with the material presented in a corresponding lecture. C. Project assignments Students will be given a project assignments to demonstrate their knowledge of the software and theory.

8. REPRESENTATIVE ASSIGNMENTS

Representative assignments in this course may include, but are not limited to the following:

Writing Assignments:

- Reflection Assignment

Reading Assignments:

- Required Textbook
- Online Resources
- Instructor Resources

Other Outside Assignments:

- Software exercises
- Project assignment

9. REPRESENTATIVE METHODS OF EVALUATION

Representative methods of evaluation may include:

- Class Work
- Exams/Tests
- Group Projects
- Homework
- Oral Presentation
- Papers
- Portfolios
- Projects
- Quizzes
- Projects: Student will be assigned projects to execute to specifications. Students will be graded on performance of these projects. Quizzes/Midterm/ Final Exam: Students will be tested on their retention of important principles In-class Demonstrations: Students will be asked to make presentations and demonstrate course topics

10. REPRESENTATIVE TEXT(S):

Possible textbooks include:

- Chavez, Conrad. *Adobe Photoshop Classroom in a Book*, 1st ed. Adobe Press, 2021

Origination Date: November 2021

Curriculum Committee Approval Date: December 2021

Effective Term: Fall 2022

Course Originator: Vera Fainshtein