

**College of San Mateo**  
**Official Course Outline**

1. **COURSE ID:** DGME 212    **TITLE:** Media Design II: Photoshop  
**Units:** 3.0 units    **Hours/Semester:** 48.0-54.0 Lecture hours; and 16.0-18.0 Lab hours  
**Method of Grading:** Grade Option (Letter Grade or P/NP)
  
2. **COURSE DESIGNATION:**  
**Degree Credit**  
**Transfer credit:** CSU  
**AA/AS Degree Requirements:**  
    CSM - GENERAL EDUCATION REQUIREMENTS: E5d. Career Exploration and Self-Development
  
3. **COURSE DESCRIPTIONS:**  
**Catalog Description:**  
    Creating and manipulating digital photographs and illustrations destined for digital media applications such as print, web or multimedia using Adobe Photoshop. Color models, layering techniques, masks, channels, filters, and color correction will be explored. A materials fee in the amount shown in the Schedule of Classes is payable upon registration.
  
4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**  
    Upon successful completion of this course, a student will meet the following outcomes:
  1. Acquire complex selections in a Photoshop image using the various selection tools; copy and paste these selections to create a photo montage.
  2. Create and manipulate multi-layered Photoshop images.
  3. Work with Quick Mask mode, save selections (masks) in channels, update the channel masks and create channel masks from scratch.
  4. Use the various painting tools within Photoshop to paint and/or fill areas in images with painterly or fine art type effects.
  5. Render type treatments and layer styles in Photoshop for web and print purposes.
  6. Accomplish simple photo corrections and basic retouching and repairing of images using Healing tools and manual color correction features.
  7. Explain the differences between the various resolutions pertaining to digital images for web and print, as well as answer questions regarding all of the Photoshop features listed in SLOs 1-6
  
5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**  
    Upon successful completion of this course, a student will be able to:
  1. Acquire complex selections in a Photoshop image using the various selection tools; copy and paste these selections to create a photo montage.
  2. Create and manipulate multi-layered Photoshop images.
  3. Work with Quick Mask mode, save selections (masks) in channels, update the channel masks and create channel masks from scratch.
  4. Use the various painting tools within Photoshop to paint and/or fill areas in images with painterly or fine art type effects.
  5. Render type treatments and layer styles in Photoshop for web and print purposes.
  6. Accomplish simple photo corrections and basic retouching and repairing of images using Healing tools and manual color correction features.
  7. Explain the differences between the various resolutions pertaining to digital images for web and print, as well as answer questions regarding all of the Photoshop features listed in SLOs 1-6
  
6. **COURSE CONTENT:**  
**Lecture Content:**
  1. Basic competencies
    - A. Photoshop work area, menus and palettes
    - B. Viewing, navigation
    - C. Using Adobe Bridge
    - D. Viewing, editing files
    - E. Naming, deleting files
    - F. Automating routine tasks

2. Basic Photo Corrections
  - A. Resolution
  - B. Basic color correction methodology
  - C. Basic color correction tools
  - D. Saving images for four-color printing
  - E. Retouching and Repairing Images
  - F. Clone Stamp tool
  - G. Healing tools
  - H. History Palette
3. Selections
  - A. Selection tools
  - B. Transforming selections
  - C. Cropping images
  - D. Channels
4. Layer Basics
  - A. Creating, rearranging and flattening layers
  - B. Layer styles
  - C. Masks and Channels
  - D. Saving and loading selections
5. Quick Mask mode
  - A. Editing masks
  - B. Filter effects
  - C. Gradient masks
6. Correcting and Enhancing Digital Photographs
  - A. Camera raw
  - B. Correcting digital photographs
  - C. Vanishing-point perspective
  - D. Correcting distorted images
  - E. Creating a pdf portfolio
  - F. Color theory
7. Typographic Design
  - A. Creating and Editing type
  - B. Type Clipping masks
  - C. Warping type
  - D. Photoshop Vector Tools
  - E. Bitmap and vector graphics
8. The Pen tool
  - A. Creating and editing paths
  - B. Creating Shape layers
  - C. Working with custom shapes
  - D. Smart Objects
9. Advanced Layer Techniques
  - A. Layer sets
  - B. Clipping paths and groups
  - C. Applying layer styles
  - D. Layer masks
  - E. Adjustment layers
10. Advanced Compositing
  - A. Actions
  - B. Automating tasks
  - C. Hand tinting
  - D. Applying filters
  - E. Creating a Web Design Composite
11. Creating Links Within an Image for the Web
  - A. Slice tool
  - B. Image maps
  - C. Saving linked images in HTML
  - D. Creating Rollovers Web Visuals
  - E. Rollover states and remote rollovers
  - F. Saving the page as HTML

- G. Creating Animated GIF Images for the Web
- 12. 3-D Image Editing
- 13. Producing and Printing Consistent Color
  - A. Reproducing colors
  - B. Color Management
  - C. Color proofing
  - D. Out-of-Gamut colors
  - E. Color separations
  - F. Printing

**Lab Content:**

Students use Lab time to work on projects under the guidance of instructor.

**7. REPRESENTATIVE METHODS OF INSTRUCTION:**

Typical methods of instruction may include:

- A. Lecture
- B. Lab
- C. Directed Study
- D. Observation and Demonstration
- E. Other (Specify): 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.

**8. REPRESENTATIVE ASSIGNMENTS**

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

**Writing Assignments:**

Reading and practical textbook assignments to be completed and turned in.

**Reading Assignments:**

Weekly readings from the assigned textbook

**Other Outside Assignments:**

Instructor-designed projects to be completed and turned in.

Student designed projects to be completed and turned in.

**9. REPRESENTATIVE METHODS OF EVALUATION**

Representative methods of evaluation may include:

- A. 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.

**10. REPRESENTATIVE TEXT(S):**

Possible textbooks include:

- A. Toland, T. and Hartmann, A.. *Exploring Adobe Photoshop CS6* , ed. Cengage Learning, 2012

**Origination Date:** November 2014

**Curriculum Committee Approval Date:** January 2015

**Effective Term:** Fall 2015

**Course Originator:** Kevin Henson