COURSE DISCIPLINE :   CS/IS

COURSE NUMBER :   126

COURSE TITLE (FULL) :   Digital Imaging

COURSE TITLE (SHORT) :   Digital Imaging

CATALOG DESCRIPTION

CS/IS 126 introduces and teaches the concepts of digital imaging needed in business to edit and manipulate images using Photoshop. This course does not cover the basic design concepts but focuses on the use of Photoshop application. Students use various features of Photoshop such as selection tools, layers, channels, masks, and other tools. Students apply these concepts to create and manipulate images.

Total Lecture Units: 2.00

Total Laboratory Units: 1.00

Total Course Units: 3.00

Total Lecture Hours: 36.00

Total Laboratory Hours: 54.00

Total Laboratory Hours To Be Arranged: 0.00

Total Contact Hours: 90.00

Total Out-of-Class Hours: 72.00

Recommended Preparation: CS/IS 101.

ENTRY STANDARDS

	Subject	Number	Title	Description	Include
1	CS/IS	101	Introduction To Computer And Information Systems	describe the Internet and Internet services; describe the evolution of e-business and understand how to do business on the Internet; identify Web development tool and authoring systems; create a simple Web page using Hypertext Markup Language (HTML), explain organizational implications of the pervasiveness of the Internet;	Yes
2	CS/IS	101	Introduction To Computer And Information Systems	describe distinctions between system software and application software; explain common functions of system software; identify types of application software; understand how to evaluate software when planning a system; compare open vs. proprietary software;	Yes
3	CS/IS	101	Introduction To Computer And Information Systems	describe ethical concerns associated with information systems including privacy, access, reliability, legal, ethical, and accuracy; identify types of computer crime; select, access, and use appropriate sources;	Yes

EXIT STANDARDS

1   Use an image editing program to demonstrate essential input techniques;
2   explain the basic color essentials and electronic color models;
3   analyze and apply tonal correction and color correction fundamentals;
4   demonstrate the use of sharpening, making paths, channels and masks;
5   use an image editing program to demonstrate essential output techniques.

STUDENT LEARNING OUTCOMES

1   demonstrate the ability to plan, collect, and execute a layered composition using textures, images, and filters;
2   demonstrate the use of Adobe Photoshop's selections, layers, masks to edit an image;
3   apply critical analysis and synthesis in using Adobe Photoshop's tools to create a complete visual presentation.

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COURSE CONTENT WITH INSTRUCTIONAL HOURS

	Description	Lecture	Lab	Total Hours
1	Course Introduction: • Explore Adobe Photoshop program. • Use Photoshop to open, save, and close images. • How to reset default workspace and Photoshop settings • Explore basic Photoshop tools including zoom • Select foreground and background color. • Use the Help Center to get assistance.	2	3	5
2	Working with Photo Corrections: • Correct a damaged image • Perform color adjustments on an image • Straighten, crop, and resize an image	2	3	5
3	Working with Selections: • Make and modify a selection • Positioning image on an Artboard • Move image between layers	6	8	14
4	Working with Brushes: • Selecting and modifying a brush • Using Mixer Brush Tool	2	3	5
5	Working with Layers: • Moving, naming, organizing, hiding, viewing, and locking layers. • Moving layers between files	4	8	12
6	Using Filters: • Smart Filters, and Content-Aware move tools	2	3	5
7	Working with Masks: • Using a clipping mask, quick mask, layer mask, and channel mask	6	8	14
8	Working with Typographic Design: • Using 3D text tool Placing text on a vector path	2	3	5
9	Working with Vector Art: • Modifying vectors by adding or deleting anchor points and adjusting anchor handles.	4	6	10

10	Working with Bridge and Camera Raw: • Organize and tag images in Bridge • Use Camera RAW to process a RAW file. Apply RAW processing settings to multiple RAW files	2	3	5
11	Creating Web Documents: • Use of slice tool Selecting and saving slices • File sizing for the web image	2	3	5
12	Final Project: • Create an images that tell a story. • This can be a magazine cover, a movie poster, a bill board or a flyer	2	3	5
				90

OUT OF CLASS ASSIGNMENTS

1   Chapter lessons in the book that teaches students the tools and concepts;
2   Project examples: Create a realistic image, use mask and channels, other project;
3   Final Project.

METHODS OF EVALUATION

1   book lessons. Student will follow the lessons in the book and submit the finished lessons;
2   projects. Student will apply the skills learned in each lesson to create an image/project and submit the finished project;
3   mid-term examination. Students will have two hours to apply the skills learned to create an image;
4   final project. a capstone project and presentation.

METHODS OF INSTRUCTION

☑ Lecture

☑ Laboratory

☐ Studio

☑ Discussion

☑ Multimedia

☐ Tutorial

☐ Independent Study

☑ Collaboratory Learning

☑ Demonstration

☐ Field Activities (Trips)

☐ Guest Speakers

☑ Presentations

TEXTBOOKS

Title	Type	Publisher	Edition	Medium	Author	IBSN	Date
Adobe Photoshop CC Classroom in a Book	Required	Adobe Press / Pearson	1		Faulkner	978-0136447993	2020