

EASTERN ARIZONA COLLEGE

Basic Photoshop I

Course Design

2016-2017

Course Information

Division Fine Arts
Course Number ART 187A
Title Basic Photoshop I
Credits 2
Developed by Jeff Henley
Lecture/Lab Ratio 0 Lecture/6 Lab

Transfer Status

ASU	NAU	UA
ART Dept Elective, GIT Dept Elective	VC Departmental Elective	ART Departmental Elective

Activity Course No
CIP Code 50.0400
Assessment Mode Portfolio
Semester Taught Upon Request
GE Category None
Separate Lab No
Awareness Course No
Intensive Writing Course No

Prerequisites

None

Educational Value

Students and community members who are interested in learning to manipulate digital images.

Description

Maximizing the quality of graphic images by adjusting color or image in parts of that picture. Improving the ability to print the picture after it has been modified. Instruction utilizes Adobe Photoshop software.

Supplies

Jump drive

Competencies and Performance Standards

1. Work with selections.

Learning objectives

What you will learn as you master the competency:

- a. Use proper tool to select different elements.
- b. Deselect elements.

Performance Standards

You will demonstrate your competence:

- o in class activities and projects

Your performance will be satisfactory when:

- o learner uses proper tool to select different elements
- o learner deselects elements

2. Work with layers.

Learning objectives

What you will learn as you master the competency:

- a. Create and view layers.
- b. Select artwork on layers
- c. Rearrange layers.
- d. Apply layer styles.

Performance Standards

You will demonstrate your competence:

- o in class activities and projects

Your performance will be satisfactory when:

- o learner uses layers to isolate different parts of an image
- o learner organizes artwork on layers

3. Work with masks and channels.

Learning objectives

What you will learn as you master the competency:

- a. Create quickmask.
- b. Edit quickmask.
- c. Save selection as mask.
- d. Edit a mask.
- e. Load a mask.

Performance Standards

You will demonstrate your competence:

- o in class activities and projects

Your performance will be satisfactory when:

- o learner creates quickmask
- o learner edits quickmask

- learner saves selection as mask
- learner edits a mask
- learner loads a mask

Types of Instruction

Lecture

Classroom Participation

Grading Information

Grading Rationale

Portfolio Evaluation.

Student may choose to receive a grade or a pass/fail.

Grading Scale

A	100-90%
B	89-80%
C	79-70%
D	69-60%
F	59% and below