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:
<table>
<thead>
<tr>
<th>ASU</th>
<th>NAU</th>
<th>UA</th>
</tr>
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<tbody>
<tr>
<td>ART Dept Elective, GIT Dept Elective</td>
<td>VC Departmental Elective</td>
<td>ART Departmental Elective</td>
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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**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>A</td>
<td>100-90%</td>
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<tr>
<td>B</td>
<td>89-80%</td>
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<tr>
<td>C</td>
<td>79-70%</td>
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<tr>
<td>D</td>
<td>69-60%</td>
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<tr>
<td>F</td>
<td>59% and below</td>
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