

EASTERN ARIZONA COLLEGE

Basic Photoshop II

Course Design

2016-2017

Course Information

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

Transfer Status

| ASU | NAU | UA |
|---|-----------------|------------------------------|
| ART Dept Elective, GIT Dept Elective | Elective Credit | 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

Prior or concurrent enrollment in ART 187A required

Educational Value

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

Description

Using a variety of tools and commands for improving the quality of a photographic image. Transforming ordinary images into extraordinary digital artwork. Creating graphics by modifying image data using Adobe Photoshop software.

Supplies

Jump drive

Competencies and Performance Standards

1. Modify digital images.

Learning objectives

What you will learn as you master the competency:

- a. Crop and image.
- b. Adjust tonal range.
- c. Replace color.
- d. Remove unwanted objects.
- e. Replace part of an image.

Performance Standards

Competence will be demonstrated:

- o in class projects and activities

Criteria - Performance will be successful when:

- o learner crops an image
- o learner adjusts tonal range for image
- o learner replaces color for image
- o learner removes unwanted image
- o learner replaces part of an image

2. Create special effects.

Learning objectives

What you will learn as you master the competency:

- a. Hand color selections.
- b. Combine move selections.
- c. Colorize selection.
- d. Uses filters.

Performance Standards

Competence will be demonstrated:

- o in class projects and activities

Criteria - Performance will be successful when:

- o learner combines move selections
- o learner colorizes selection
- o learner uses filters

3. Paint and edit.

Learning objectives

What you will learn as you master the competency:

- a. Fill background with colors.
- b. Blend images with backgrounds.
- c. Save selection as mask.
- d. Paint and smooth edges.

- e. Create glow and texture effects.

Performance Standards

Competence will be demonstrated:

- o in class projects and activities

Criteria - Performance will be successful when:

- o learner edits image by painting and drawing

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 |
| P | 100-70% |