COMPUTER GRAPHICS/PHOTOSHOP 1   FALL 2001

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REQUIRED MATERIALS:

        3 ZIP Disks (100 megs each)
        (You must keep a disk with your own copy of all files handed in)
        One 3-hole loose-leaf binder for class handouts (8 1/2" x 11")
        One 3-hole portfolio book with acetate protectors for 8 1/2" x 11" prints
        TEXT: **Visual Quickstart Adobe Photoshop 6**

GRADING:

        ALL PROJECT UNITS **MUST BE COMPLETE** , PRINTED, AND PRESENTED IN
        ACETATE SLEEVES AT EACH OF THE EVALUATION DAYS LISTED.
        If a unit is complete and graded on the due date, you may redo, correct problems and
        hand in for a better grade before the next unit due date.
        No grades will be given for a unit which is incomplete on the date and time due.
        A late unit (*if it is handed in _before_ the next unit due date*) will be graded down a
        full letter grade from what it would have gotten if on-time, i.e.: A to B, B+ to C+, etc.
        (if the unit is still incomplete it will be graded down more...see sample grade sheet)
        Units not handed in by the next unit due date will get a "zero".

FINAL EXAM:

        There will be a two hour final exam during finals week (see finals schedule). This will consist of
        problems to be solved with the program, and written analysis of how you solved the design
        problems. Be sure to let your professor know if you have a final exam conflict with another
        course!

CLASS CUTTING POLICY:

        YOU ARE EXPECTED TO BE AT EVERY CLASS (AND ON TIME)
        You must be in class in order to participate and to demonstrate that the work
        you are handing in is your own, therefore:
        Each unexcused absence over 1 will result in the loss of 1/2 letter on your
        final grade for the course. i.e.: A to B+, B+ to B, etc.
        Three lates count as one absence!!
        You will receive a late grade for leaving class early.

OUTSIDE HELP:

    I am in school only for this class, but you can make an appointment with me if you need extra help.

Students should note that the work given cannot be properly completed during class time.
You will need approximately 4 additional hours per week on the computer.
PLAN YOUR SCHEDULES SO YOU ARE ABLE TO USE THE AVAILABLE
COMPUTER OPEN LAB HOURS in T-142 & 142A. (to be announced)   or
You may work in AAB 403 where there are also Pentium computers, scanners, zip drives, and
access to the central art student drive. Times will be posted soon.

COMPUTER GRAPHICS/PHOTOSHOP 1   FALL 2001 (MON CLASS)
Adobe Photoshop 6 for PC Platform

DAY 1 <u>9/5</u>   **In Class:**
Introduction, materials, text, basic overview
Work on **1A** *SELECTION TUTORIAL (Frames)*
          (label: **SELECT TUT your name**)

Homework: Read pages on tools and palettes
Review toolbox icons and play.   Finish 1-A

DAY 2 <u>9/12</u>   **In Class:**
Eval. of 1-A (start of class)
Work on **1-B** *COLOR RANGE & QUICK MASK TUTORIAL (Fruit &*
          flowers) (label: **WANDTUT your name**)
Work on **1-C** *CLONE STAMP & COMPOSITE B&W PHOTO (Top hat)*
          (label: **B&W PHOTO your name**)

Homework: Read about use of magic wand, clone stamp tools, and color range
Finish 1-B and 1-C *Tutorials*

DAY 3 <u>9/19</u>   **In Class:**
Eval. of 1-B , 1-C (start of class)
Work on **1-D** *CREATING A COMPOSITE PHOTO (Girl)*
          (label: **COMP PHOTO your name**)
Demo of *2-A: LAYERMASK AND TRANSPARENCY TUTORIAL (Mallorca)*
          (label**: LAYERMASK your name**)

Homework: Read about layers   Finish 1-D Tutorial, if caught up, work on 2A.

DAY 4 <u>9/26</u>   **In Class:**

      ** HAND IN OF ALL OF <u>UNIT 1</u> FOR GRADING (Must be in portfolio binder)**

          ____**1A: Selection Tutorial** (frames)
          ____**1B: Color Range Tutorial** (fruit and flowers)
          ____**1C: Clone Stamp Tutorial** (top hat)
          ____**1D: Comp Photo Tutorial** (girl in window)
          ____ **Test (done this class)**

          Take *Test on Tools and Palettes*
          Work on *2-A: LAYERMASK AND TRANSPARENCY TUTORIAL (Mallorca)*
                    (label**: LAYERMASK your name**)
          Work on *2B: LAYERS TUTORIAL (Leaf)*
                    (label: **LAYERS TUT your name**)

Homework: Read about Layer Masks and layer mode options
Finish 2-A *and 2-B Tutorials*

COMPUTER GRAPHICS/PHOTOSHOP 1   **FALL 2001 continued**

DAY 5   10/3   **In Class:**
                    Eval. of 2-A and 2-B   (start of class)
                    Work on **2-C** *RETOUCHING, COLOR CORRECTING (Vermeer girl, etc.)*
                          (label: **RETOUCH 1(2,3, etc) your name**)
                    Demo of **3-A: COLORIZING A PHOTO (Hands)**
                          (label: **COLORIZE your name**)

Homework: Read about color adjustment options, noise filter options,
                    Finish 2-C and work on 3-A if caught up

DAY 6   10/10   **In Class:**

      ** **HAND IN OF ALL OF <u>UNIT 2</u> FOR GRADING (Must be in portfolio binder)**

           _____2A: Layermask Transp Tutorial (Mallorca)
           _____2B: Layers Tutorial (leaf)
           _____2C: Retouch, Color Correction Tutorial (Vermeer Girl, etc.)
            Last chance for a grade on Unit 1 !!

            Work on **3-B: FILTERS TUTORIAL** (label: **FILTERS 1-7 your name**)
            Work on finishing **3-A: COLORIZING A PHOTO (Hands)**

Homework: Read about filters
                    Finish 3-A and 3-B Tutorials
                    Find Material for 3-C: Music CD Design problem

DAY 7   10/17   **In Class:**
                    Eval. of 3-A, 3-B, and photo sources (start of class)
                    Work on **3-C: MUSIC CD DESIGN** (label: **CD your name**)

Homework:
                    Finish 3-C
                    Find Material for 3-D: CREATIVE FILTER PROJECT

DAY 8   10/24   **In Class:**
                    Eval. of 3-C (start of class)
                    Work on **3-D: CREATIVE FILTER PROJECT**
                    (label: **FILTER PROJECT 1,2,3, your name)**

Homework:
                    Finish 3-D: CREATIVE FILTER PROJECT

DAY 9 10/31   **In Class:**

    ** HAND IN OF ALL OF UNIT 3 FOR GRADING (Must be in portfolio binder)
        ____3-A: Colorize Photo Tutorial (hands)
        ____3-B: Filters Tutorials 1-7
        ____3-C: Music CD Design Proj
        ____3-D: Creative Filter Projects 1, 2,3
        last chance for a grade on Unit 2

    Work on *4A: PAINTING TUTORIAL* (label: **PAINTING your name**)
    Work on *4-B LIGHTING EFFECTS, OVERLAYS (*label: **EFFECTS your name**)
    Discuss Fine Art Emulation project

Homework: Read about lighting effects filter options
                Finish **4-A** and **4-B**
                Find Material for 4-C, D,Book Illust and Ads Projects

DAY 10 11/7   **In Class:**
                Eval. of 4-A and 4-B start of class)
                Work on: *4C: BOOK ILLUSTRATION SERIES*.....3 pages, ie: A, D, F, using multiple photos of images to denote letters (ie: D is for Dog, Dustpan, and Dia d).
                  4D: ADVERTISING DESIGN SERIES....3 variations on an ad for the same product with photo images and text

Homework:
                Work on 4-C, D

DAY 11 11/15   **In Class:**
                Work on 4-C, D, E
                Discuss Unit 5 Projects

Homework:
                Finish Projects 4-C and4-D
                Find Material for Unit 5 Fine Art Emulation Project

DAY 12 11/29   **In Class:**

    ** HAND IN OF ALL OF <u>UNIT 4</u> FOR GRADING ....
       ____4-A: Painting Tutorial
       ____4-B: Lighting Effects/Overlays Tutorial
       ____4-C: 3 Book Illustration pages
       ____4-D: 3 Ad Variations
         Last chance for a grade on Unit 3 !!
   Work on:
      5A: FINE ART EMULATION (label: **FINEART your name**)

Homework: Work on 5A

DAY 13 12/6   **In Class:**

      Work on **5-A, B, C**

Homework:

      Work on **5-A, B, C**

DAY 14 12/13   **In Last Class:**
      Finish 5-A, B, C by end of class

** HAND IN OF ALL OF <u>UNIT 5</u> FOR GRADING (must be in binder)
    5A: FINE ART EMULATION (label: **FINEART your name**)
    5B: VARIATION (your own version of C using same color and style
        (label: **VARI 1 your name**)
    5C: VARIATION USING COLOR MANIPULATION, FILTERS AND
       EFFECTS (label: **VARI 2 your name**)
       Last chance for a grade on Unit 4 !!

FINAL EXAM: (2 hours during exam week) You must take the exam and present your finished and complete portfolio. *(Last chance for a grade on Unit 5)*
Check the Final Exam Schedule for conflicts with other course exams! You must report conflicts to your professor in advance so arrangements can be made for you to take conflicting exams.