DIGITAL IMAGING I: ADOBE PHOTOSHOP

Pierce County Careers Connection Dual Credit Articulation Agreement

Upo	on completion of a full year of high school or equivalen	it to the fo	
	Start-up, Help, and File Management		Basic Color Correction
	Perform		Understand Color Space and Gamut
	Opening Adobe Photoshop		Analyze Correction Needs
	Restoring Default Preferences		 Identify a sequence of tasks for image color correction
	 Using Photoshop Help and Adobe Online Services 		 Adjust the process for the intended use; web, print, multi-
	Saving and Exporting Images		 media , etc.
	Demonstrate Navigation, Previewing, Searching and Managing		 Aware of soft-proofing colors for print
ш	Files in Adobe Bridge		 Determine and adjust the resolution and image size
	Viewing and editing files		Crop the image
	Embedding information for easy identification		Apply Adjustments and Sharpen
	Searching for files		Use a histogram
	 Organizing files as Favorites and Collections 		Use adjustments for overall contrast/tonal range (shadow/
	Creating a web photo gallery		highlight, levels)
	Creating a pdf portfolio		Use adjustments for overall color cast
	Acquiring stock photography		Use adjustments for color and tone in specific parts of
	Prepare Workspace		image (replace color, dodge, sponge tools)
	Adjust the monitor display color		Use levels dialog box
	Use Info Palette		Use curves dialog box
	Use Navigation Palette		Use hue/saturation command
	ooo nangaton atotto		Use color balance command
	Work with color		Apply special color effects to images
	Consistent Color		Use channel mixer
	Aware of color management		Sharpen the final image applying a filter (unsharp mask)
	Aware of color work spaces		ondiport the infar infage apprying a mor (unonalp masit)
	Aware of different color settings		Layers: Basic and Advanced
	3		Using the Layers Palette
	Color Modes	_	Rename and copy layers
	Understand the color wheel		Merge and flatten layers
	Understand the difference between RGB, CMYK, lab,		View individual layers
	bitmap, grayscale, Duotone, indexed color and multi-		Rearrange layers
	channel modes		Lock layer; image, transparent, total
	Use Mode based on intended final use		Change layer and fill opacity
	Converting RGB image to Grayscale		Link layers
	Apply monochrome, duotone, tritone, or quadtone to gray		Create layers and layer sets
ш	scale		Transform layers
	Channel Palette		
	 Understand color channels 		 Smart objects – grouping layers into smart objects Choose Layer Blending Mode and Options
	Create an alpha channel		
	Create a spot channel		Explain base, blend, and result colors during blending Select appropriate blend modes for intended leak
	 Selecting and editing channels 		Select appropriate blend modes for intended look
	Color picker		Group blend effects
	 Set Toolbox foreground, background, default color 		Specify knockout options
	Select and choose color picker hue and fill or shape layer	_	Restrict blending to channels
	Gradient editor, layer styles, shapes or pen tool		Use Layer Effects and Styles
	Eyedropper tools		Scale, copy, paste, clear
	Use color field an slider	_	Select options structure, elements, etc.
	Use numeric values		Use Adjustment and Fill Layers
	Work in RGB, HSL, and Lab		Create, edit, and merge adjustments and fills
	Use Web-Safe colors	_	Clip adjustments to layer
	Alert to warning for non-printable colors		Work with Layer Comps: create, view, apply, and delete
	Aware of custom color choices		Mask Layers and Create Clipping Mask
	- /waie of custoff color offores		Create and edit a layer mask
			 Create and edit a vector mask

Unlink

Revised: 8/2022

	Apply and discard		Use the liquefy filter			
	Select opaque area		Painting			
	Work with Selections		Use paint tools Use history and art history brush tools			
	Choose selections method appropriate for object and intended use		Work with brushes Set options for painting and editing			
	Use geometric selections:Marquee		Erase			
	Use freehand selections: Lasso		Use the gradient tool			
	Use color-based selections: Magic Wand, Color Range,		Use the paint bucket tool			
	Replace color. Use extract filter		Fill and stroke selections and layers Use the pattern maker			
	Move and duplicate selected pixels to current or different Layer		Hand color selections			
	Reposition selection while creating it. Feather the selection		Apply painting effects			
	Erase and add to a selection		Correcting and Enhancing Digital Photographs			
	Rotate and size a selection		*Camera Raw (Optional for Photoshop I)			
	Use pen tool to create path – convert to selection		 Process Camera Raw Files 			
			 Adjust white balance and exposure 			
_	Work with Masks		Apply Sharpening			
	Create and edit a quick mask View a mask using the channels palette		Synchronize settings across images			
	Save a selection as mask – load a mask as a selection		Save camera raw changes Correcting Digital Photographs			
	Apply filter effect to a masked selection		Correcting Digital Photographs			
	Create and apply effects using a gradient mask		Making shadow/highlight adjustments Correcting radius.			
			Correcting red eyeReducing noise			
_	Retouching and Repairing		Sharpen edges			
	Repairing flaws and removing unwanted objects		Editing Image with a Vanishing-Point Perspective			
	 Identifying repair and retouching needs Replace pixels using clone tool and selections 		Correcting Image Distortion			
	Make blend repairs and retouching using spot heating,					
	heating brush, and patch tools		<u>Typography</u>			
	Use history palette to restore states		Create type			
	Retouch Portraits		Work with type layers			
	 Place retouching on separate layers 		 Use interactive formatting controls Check for spelling errors 			
	Patch and soften using separate layers		 Check for spelling errors Add point and paragraph type 			
	 Use history palette snapshots 		Find and replace text			
	Draduaing and Printing Consistent Color		Create a clipped mask from type			
	Producing and Printing Consistent Color Reproducing colors		Add guides for positioning			
i	Specifying color – management settings		Create a design element from type			
	Proofing an image		Warping point type			
	Identifying out-of-gamut colors		Apply text to a path			
	Adjusting and image and printing a proof		Descripe			
	Saving the image as a separation		Drawing Create vector chicate using change tools			
	Printing		Create vector objects using shape toolsEditing shapes			
	<u>Filters</u>		Use pen tools			
	Basic use of filters		Work with and manage paths			
	Aware of Memory consumption by filters		Add color to paths			
	Rasterize for filtration					
	Apply filters individually Define undistorted areas					
Ц	Denine unuistorieu areas					
A stude	A student earning a "C" grade or better may earn college credit at the following college:					
	<u>College</u>	<u>Course</u>	<u>Credits</u>			

GTC 132 (CIP Code: 10.0303)

4

Revised: 8/2022

Clover Park Technical College