



Advanced Electronic Imaging  
**GRA 2207C**  
Advanced Application Training with

# Adobe Photoshop

**School of Entertainment and Design Technology**  
Miami-Dade College, North Campus  
11380 N.W. 27th Avenue  
Miami, Florida 33167  
Office 3242-65  
(305) 237-1186  
Revised DWS 2005-2  
All Rights Reserved  
david.smith@mdc.edu

# **GRA 2207C** Advanced Electronic Imaging

## **Course description**

This advanced course is designed for the experienced electronic publisher, graphic designer, web designer, or creative professional who wants to learn new creative methods of compositing images and new digital special effects. Students will learn advanced methods of image selection, masking, tone and color correction, special effects type, imaging for the Internet, and batch processing. Also reviewed will be special effects filters, lighting, histories, and textures. It is recommended for students in the degree programs of the Associate of Science or Associate of Arts in Graphic Arts, Graphic Design, Graphic Internet Technology Multimedia Animation or Photography majors. It is also recommended for creative professional working in the advertising, graphic communications, Internet publishing or print publishing business who wish to learn advanced digital imaging. Students will also learn the basics of a motion graphics application and will produce an animated Quicktime CD portfolio. Prerequisite(s): GRA 1280c, and GRA 2577c, or the PSAV equivalents.

### **Competencies**

1. Students will learn the CPU, Hard Disk, Video and Ram requirements of Image editing applications.
2. Students will learn the use of the tool bar and tools and their new features, options and associated dialog options.
3. Students will learn the advanced use of the palettes such as loading and saving presets and job specific info in the the following palettes: history, actions, info, layers, color, styles, presets, and channels.
4. Students will learn how to use digital gels for tinting of various photos or digital media.
5. Students will learn the concept of adjustment layers and adjustment layer masks to produce artistic images.
6. Students will demonstrate techniques of creating textures for use with digital images and other applications.
7. Students will demonstrate advanced methods of image selection with levels and color range.
8. Students will learn the how to load, create and edit Actions to create special effects and batch process images.
9. Students will demonstrate how to produce reflections and shadows and apply them to digital images.
10. Students will learn how to produce seamless backgrounds to the requirements of Internet web browsers.
11. Students will learn how and when to to use image transformations to manipulate digital artwork.
12. Students will learn how to adjust tone and color correct digital images and digital photographs.
13. Students will demonstrate knowledge of the concept of color pallets and gamuts for the Internet.
14. Students will demonstrate the concept of layer masking and alpha-channels to produce special effects images.
15. Students will learn file formats required to import digital pictures and artwork into other applications such as web browsers, page layout programs and digital video applications such as Adobe After Effects.
16. Students will learn the use of pallets, tools, and associated dialog boxes in Image editing application.
17. Students will learn how to prepare Image editing application files for use in web video animations.
18. Students will use digital cameras to produce quick images for use with Image editing application.
19. Students will use various output devices for proofing and presentation in low and high resolution.
20. Students will be responsible for producing a printed and an animated portfolio of all the demonstrated creative techniques along with their creative examples.

### **TEXTBOOK**

The required textbook to be used for this course is:

The Adobe Photoshop 7.0 WOW Book by Jack Davis ISBN # 0-321-1297-2

### **SUPPLIES**

The following supplies will be required for this course:

1. One loose leaf binder.
2. Loose-leaf filler paper, 100 sheets.
3. Ball point pens.
4. USB drive.

### **CLASS ATTENDANCE GRADE**

Students are expected to attend every class and to arrive on time for each class. Excessive absences and tardiness will affect the student's final grade. It is the student's responsibility to make up class work and notes when absent or late for class. The attendance grade will be expressed as a percentage of the number of hours the class meets during the semester and will constitute 15% of the student's final grade.

## **QUIZ & PROJECT GRADES**

Quizzes will be given during the first half of the semester. If you do not take the quiz on the assigned date, you will be given a make-up quiz and will lose 10 percent of your grade. If you are absent and excused, you will be given a make-up quiz and will not lose 10% of your grade.

## **PROJECT GRADES**

This course will have numerous digital design projects which each building on prior learning. Projects will have an assigned due date to be completed. If they are not handed in on time they will lose one letter grade of the project grade. The projects will be graded on their neatness, completeness and accuracy of following instructions, and how well you completed the project objectives and your creativity.. All projects are two part. Each project will cover a technique or process in Image editing application. You are to use the provided images to learn the technique or process and produce a finished printed project. Then you are to produce a portfolio piece of your design with your own images. You are to keep a digital copy of all your work not flattened in your server folder. These will be used later to make an animated portfolio. Quiz and project grades will be 85% of your final grade including your portfolios.

## **FINAL GRADES & EXAM**

A midterm or final exam may be given. The option of giving a midterm or final will be determined by the instructor as to how the class as a whole is learning the assigned material. Final grades will be determined by attendance, the average grade of all the quizzes and projects and EXAM if given. If you do not take the final exam on the required date you must make special arrangements with the instructor to take a make-up final exam which will be longer in length and you will lose 20 percent. The Final Exam grade may constitute 10 percent of your grade. GRA 2207C is a four-credit course which meets weekly for 2 hr. of Lecture, and 4 hr. Lab ( 81.5 total minimum Hrs.) during the semester. Enough time is scheduled to complete the assigned projects during the regular hours of the course.

### **Note**

Special concessions, such as reserved computer workstations, will be made for the physically challenged students. In an effort to preserve the environment, recycling boxes are located in room 3213 for white refuse paper.

## **GRADING SCALE**

The grading scale for all elements of this course is as follows:

A = 100 - 93

B = 92 - 84

C = 83 - 70

D = 69 - 62

F = below 62.

## **SAFETY**

Please observe the following safety guidelines:

1. Note evacuation routes and procedures posted by doors inside the labs.
2. A fire alarm consists of a triple horn/buzzer effect. When a fire alarm is sounded, please exit orderly and quickly.
3. Please enter and exit only through designated doorways. All other entrances are emergency exits only and an

alarm will sound if they are opened.

4. Please use due care when operating flat bed and drum scanners and digital cameras.
5. Never eat, drink, or smoke in the computer labs.
6. Never touch any cabling without supervision or connect any external device without asking approval from your Professor or Lab Manager.
7. Never cover the computer's ventilation holes with books, papers, etc.
8. Never expose diskettes to extreme temperatures or magnetic fields. Never touch the disk media with your hands.
9. Do not bring computer games or other programs to the lab.
10. Please be respectful of your fellow students.

### **PERIODICALS**

1. Electronic Publishing/Computer Artist, monthly magazine.
2. MacWorld, monthly magazine.
3. Print, six issues per year.
4. HOW/Electronic Design, monthly magazines.

### **RESOURCES**

A. Anyone doing digital imaging, color scanning, color correction, or compositing of images needs a foundation of information they can resource. The best informational books are as follows:

- Visual Quick Start, Photoshop 7.0  
By Weinman and Lourekas, Peach Pit Press
- Real World Photoshop 7.0.  
by Blatner/Fraser. from Peach Pit Press