MISSION VALLEY REGIONAL OCCUPATION PROGRAM

Digital Imaging 1 Course Outline 2023-24

1. Course Title:
> Digital Imaging 1

2. CBEDS Title:
> Arts, Media, And Entertainment

3. CBEDS Number:
> 7219 (Intro)

4. Course Length:
> Year-long course, two-semester, five credits each semester
> One hour per day

5. Course Description/Goals:

Students will learn the basic knowledge, skills, abilities, and processes required for graphic design and multimedia production. Their hands-on activities will include digital compositing, digital drawing, 2D animation, and graphic design. Students are encouraged to express their thoughts and experiences using basic design elements. They will discover the application of digital art to media such as print, web, television, games, and emerging technologies.

Digital Imaging is a largely project-based class. Instruction focuses on both the fine arts and the applied arts (mainly graphic design); topics covered include, but are not limited to: the elements and principles of design, basic rules of composition, photo-editing, the design process, art history, basic advertising, typography, and illustration. Students create artwork and design pieces using software programs that are the industry standards for 2D design such as Photoshop, Illustrator, and InDesign.

Overall Student Objective: Gain an overall understanding of different aspects, practices, and technology of the Graphic Design career. Students are evaluated through a series of hands-on projects.

6. Instructional Units:

Content Area Skills	Hours
Unit 1 Introduction To Photoshop Description: a) Introductions, course scope, objectives, procedures. Copyright and ethics issues. Photoshop: Interface, beginning tools, palettes, brushes, painting options, color mixing and blending modes. b) Traditional art vs Digital Student debate, can an image created in a computer have the same impact and passion a hand-created one does? Should it be in a museum? c) Paper and Pencil design d) Basic tools (continued). Navigation, resolution, bit depth, color spaces,	20 hours

gamuts, image modes, file formats, canvas size. Basic keyboard shortcuts. e) Selections, introduction to the manual selection tools. The Magic Wand, Quick Selection Tool, and the Lasso Tool. **Learner Outcomes:** • Students will familiarize themselves with the Photoshop interface • Students will learn the basics of Bitmapped graphics • Students will make basic selections and learn to colorize an image non-destructively	
Unit 2 a) Scanning, image size and resampling. Output devices and requirements. Setting preferences. Flip, rotate and transformation controls. Basic layer management. b) Creating and working with layers c) Smart Objects d) FX Layers e) Intro into Compositing f) Elements of art: Line shape/form Texture, Color, Space, Scale g) Color Theory h) Using the brush tool, create a stroke that represents a dancer's movement i) Specialty Brushes Finding and Loading **Learner Outcomes** • Students will learn the importance of working to size with source imagery • Students will be introduced to the Image Size Dialog and learn it importance • Students will learn to manipulate images using the Transformation Controls • Students will make basic selections and learn to colorize an image non-destructively • Students will be introduced to basic compositing and the use of layers	20 hours
Unit 3 a) Tonal range adjustment controls:. b) Color adjustment controls: c) Color cast and color correction techniques. d) Layer Masking e) Non-destructive Dodge & Burn f) The elements of design **Learner Outcomes:** • Students will learn how to read and use the Info Palette for understanding Color • Students will be introduced to the tonal controls and learn to read a histogram • Students will learn how to color correct an image and Color Grade for impact	20 hours

• Students will be introduced to the elements of design	
Unit 4 **Description:** Students will learn a) Alpha Channels b) Working with Quick Masks c) The New AI Selection Tools Select and Mask d) Alpha Channel Selections e) An introduction to page layout, Text Blocks and UX f) Students will create an online portfolio, (Wix) to showcase their work **Learner Outcomes:** • Students will learn when to use Quick Masks to refine a selection • Students will learn some advanced Layer Masking Techniques • Students will learn how to use the new and powerful AI features in Photoshop to make initial selections and then use the Select and Mask features to modify them. • Students will learn the basics of page layout and user experience	20 hours

Unit 5
Description: Students will
        a) Basic Retouching Clone Stamp
        b) The Healing Brush
        c) Spot Healing
        d) Copying and Pasting Source Material
        e) Painting vs Cloning or copying
        f) Pre-flight Soft Proofing
        g) Printing our assignments
        h) Illustrating detail that doesn't exist
 	
Learner Outcomes:
• Students will learn basic retouching
• Strategies for approaching complex retouching challenges
• Students will learn the importance of making a flawless image
• Students will also be introduced to pre-flight checks and Printing
	20 hours

Unit 6
Description: Students will learn
        a) Introduction to Typography
        b) Page layout
        c) Type Effects in Photoshop
        d) Creating Clipping Masks with Type
        e) Vector Shapes
 	
Learner Outcomes:
• Students will learn basics of typography
• Students will be introduced to setting type in Photoshop
• Students will learn how to control type using the Character Palette
	20 hours

Unit 7
Description: Students will
    a)   Retouching Techniques
    b)   Pen Tool Selections
    c)   Creating Complex Masks with Multiple Feathers
    d)   Color Blending and Textures
    E   Cinemagraphs
Learner Outcomes:
• Students will learn not to rely on "Artistic" Filters to make an image
• Students will learn how to process Raw Images and in turn use the Raw Filter
• Students will look at the new Neural Filters for quick image edits
• Students will learn how to incorporate multiple images into an overall theme
With the use of color grading, mode conversions, colorization and presets
	20 hours

Unit 8 **Description**: Introductory Lesson a) Production Filters: Gaussian Blur, Noise, and Unsharp Mask b) Smart Filters and Filter Gallery c) Liquify d) Neural Filters e) Camera Raw Filters f) Raw Processing in PSD **Learner Outcomes:** • Students will approach some real-world advanced retouching tasks • Students will learn how to combine multiple selections with different feathered edges • Students will master the Pen Tool, the most powerful selection tool in Photoshop and Illustrator	20 hours
Unit 9 Online Career Preparation Portfolio a) Using the Actions Palette b) Designing a Resume´ c) Creating Cover letter as well as a Thank You letter d) Finalizing web portfolio **Learner Outcomes:** • Students will learn Automation • Students will learn how to write complex actions • Students will create a resume´ and basic business correspondence They will finalize their web portfolio • Create a professional portfolio showcasing their projects for potential employers	20 hours
Total Hours	**180**

7. Instructional Strategies
- Group Instruction (Powerpoint/Lecture)
- Audio/Visual (Instructional Videos, Live Demonstrations)

8. Instructional Materials
- Computer
- Adobe Creative Cloud
- Tutorials

9. Assessments
- Observation
- Competency with tools and techniques, projects
- Portfolio

10. Certificate Competency List/Benefits:
- UC a-g "f"
- Certificate of Achievement for students earning a C or better

11. College Credit
Ohlone Articulated College credit is available for students who meet all requirements

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