COURSE TITLE:	Image Manipulation		
COURSE NUMBER:	GD 121	Section:	
MCO PREPARED BY:		Date:	Revised: 09/10
INSTRUCTOR NAME:	Jamal Sullivan	Syllabus Prep. Date:	
CREDIT HOURS:	3		
COURSE LENGTH:	11 weeks		
CONTACT HOURS:	Lab: 22 Lecture: 22		
COURSE SCHEDULE:	Office Hours: Monday 4:00 – 6:00 PM 10:00 – 10:30 PM Thursday 11:00 AM – 1:15 PM 5:15 – 5:45 PM Friday 11:15 – 11:45 AM 5:15 – 5:45 PM		
UNIT OF ACADEMIC MEASUREMENT:	Quarter System		
PREREQUISITES:	GD160 Introduction to Graphic and Web Design		
CO REQUISITES:	None		
CATALOG COURSE DESCRIPTION:	In this course students develop basic image manipulation skills in a raster-based computer environment. Emphasis is on mastering the fundamentals of scanning, color management, photo retouching, imaging, special effects, and filters and masks.		

	TEXTBOOKS AND MATERIALS	(CHECK ONE)	
		REQUIRED	OPTIONAL
TEXTBOOK(S)	*Photoshop CS4 Bible*, Fuller, Laurie U. and Fuller, Robert C., Wiley, 2007	X	
RESOURCES & SUPPLIES	Flash drive and CD media School library for research purposes. (See "Research Assignments" section below.)	X	

PERFORMANCE OBJECTIVES:

Upon completion of this course, the student should be able to do the following:

✓ 1. Apply the principles of design and composition to all projects

✓ 2. Utilize design strategies using professional digital techniques, methods, and approaches to visual problem solving

✓ 3. Using image manipulation as a creative tool for integrating textual and visual narrative structures to design assignments

✓ 4. Understand and use specialized file formats and meet technical requirements of professional service bureaus

✓ 5. Understand and use basic image manipulation software - Adobe Photoshop CS3 - use of tools, menus, keyboard commands and shortcuts to perform complex image selection techniques. Manipulate layers, channels, paths, filters, size, mode, ppi, color models, etc.

✓ 6. Produce B&W and color images using professional image manipulation techniques

✓ 7. Operate different kinds of peripherals, including printers, scanners, external drives.

INSTRUCTIONAL   .
METHODS: This course will be taught in a computer lab. New material will be presented by lecture and demonstration. Students will simultaneously duplicate techniques being taught. In each class, there will be in-depth critiques of students' projects in which principles and elements of design with be discussed. Most class days will begin with a quiz covering the last reading assignment, followed by a grading/review of the quiz material. Students will be required to complete homework, review assignments and do the reading.

RESEARCH   Course relevant topics for research assignments may be proposed by
ASSIGNMENTS: students but must always have the instructor's written approval.

                 The school library can be used to access extensive databases which contain scholarly/peer reviewed articles from professional journals and trade publications. At least three such journals are required and must be cited in support of direct museum research

GRADING: Participation/Attitude/Professionalism   5%
                 Attendance   10%
                 Assignments/Quizzes   10%
                 Project 1 – Visual Pun   15%
                 Project 2 – Layer Graphics Poster   20%
                 Project 3 – Android/Cyborg CD   20%
                 Midterm Exam   10%
                 Final Exam   10%

COURSE   See student handbook for school policies. You are expected to be
POLICIES: punctual. Lateness to class (and from breaks) may negatively impact your grade. Mobile telephones must be turned off during class.

PROFESSIONALISM Criteria:
   STANDARD: Attendance & punctuality
                     Active participation in discussion
                     Quality of work
                     Academic Integrity (No plagiarism)
                     Attention to detail
                     Classroom etiquette (cell phones/beepers off)
                     Respect for peers and instructor
                     Ethical decision-making

Mid-term Portfolio Review projects
1. **Visual Pun**
2. **Android/Cyborg**

WEEKLY Topical CLASS MEETING OUTLINE:

MEETING	DESCRIPTION OF CONTENT	HOME ASSIGNMENT
Week 1	Intro to class – Review course syllabus. Lecture on digital imaging, raster vs vector, interface, computer as a tool. Lecture: Intro to Photoshop – Open & Save Files, New Document, Viewing Images, File Browser, Tools + hidden tools, Option Bar, Palettes (expanding + collapsing), History, Navigator, Colors, Swatches, Type, Contextual menus, Help, Keyboard Shortcuts. Intro to toolbox and tools: Brushes, Eraser, Type tools. Resolution (print vs web). Raster vs Vector. Selections - Marquee, Lasso and Magic Wand Tools, and scanning.	Assignment: Visual Pun Roughs (size: 8.5" x 11"). Read: chapters 1, 2, 3 and pages 359-396 in *Photoshop CS3 Bible*.
Week 2	Working with Layers – Organizing, converting, naming, copying, viewing, rearranging, opacity, linking, layer sets, adding layers, adjustment layers, flattening & saving files. Creating Layer Masks.	Assignment: Visual Pun color Due: 10 thumbnail roughs of Visual Puns Read: chapter 13 in *Photoshop CS3 Bible*.

Week 3	Masks and Channels – Layer Masks, Quick Mask, Saving Alpha Channels, Selections as a Mask, extracting an Image, applying filters, filter gallery, smart filters, artistic effects, and gradient mask. Introduction to Layer Graphic project.	DUE: ASSIGNMENT: VISUAL PUN MOUNTED (SIZE: 8.5" X 11"). USE MASKS, EXTRACT FILTER TO ENHANCE YOUR VISUAL PUN. PRINT OUT YOUR BEST VISUAL PUN DESIGN IN COLOR AND MOUNT IT ON ¼" BLACK FOAMCORE. Read: chapters 9 in *Photoshop CS3 Bible*.
Week 4	Pen Tool, Paths,Vector Masks– Bitmap Images and Vector Graphics, Pen selection tool, deselecting Paths, clipping masks, and converting paths to selections.	Assignment: Design a poster that has at least 3 layers including a vector layer and type. Create 10 thumbnails. Work up 2 designs and bring to class 2 B+W prints. Study for Midterm Exam. Due: Visual Pun Mounted – Critique. Read: pages 397-418 in *Photoshop CS3 Bible*.
Week 5	Midterm Exam Lecture: Shapes Layers and Type. Type layers, fonts, character and paragraph palettes, editing text, adjusting spacing, kerning, tracing, warp text, changing attributes and applying layer styles, drop shadows, text on a path, vertical type, type on a path, warping text, text as shapes, and clipping masks.	Assignment: Layered Graphics Poster. Add Shape Layers and type to your poster design. Work up 2 different designs and bring to class 2 color prints; (size: 9" x 14") and your files. Read: pages 817-828; 851-860 in *Photoshop CS3 Bible*.

| Week 6 | Lecture:
Blending Modes, Colorizing and Displacement Maps. Combining images and creating special effects. | ASSIGNMENT : ADD BLENDING MODES, COLORIZING AND DISPLACEMENT FILTER TO YOUR POSTER DESIGN.

PRINT OUT YOUR BEST DESIGN IN COLOR AND MOUNT ON 1⁄4" BLACK FOAMCORE. CROP TO THE EDGE. NEATLY COVER WITH TRACING PAPER.

Bring in a CD with your PS document with all the layers. Do NOT flatten layers.

Next week: Bring to class a digital camera to take photographs.
Can one borrow from the cage on 2nd fl.

Read: pages 726-755; and 618-630 in *Photoshop CS3 Bible*. |

Week 7	Digital Photography – Using a digital camera, digital vs 35mm, camera features, megapixels, resolution, aperture, shutter, composition, rule of thirds, file formats (RAW). Importing images into the computer.	Assignment : Android/Cyborg CD - (4.75" x 4.75"). Create a cyborg self-portrait in a fictional world. Download your newly photographed images to use on your CD. Make 6 rough thumbnail sketches combining at least 3 images – one of them you as a Android/Cyborg in a surreal world. Bring in thumbnails and 2 B+W prints of your best designs. Read: chapter 5 in *Photoshop CS3 Bible*.
Week 8	Retouching: Using Clone Stamp, Healing Brush, Spot Healing, Patch and Red Eye tools.	Assignment 3b: Android/Cyborg CD - (4.75" x 4.75"). Retouch the photo and tweak your design. Create 2 versions of your design. Each should have at least 3 images – one must be you. Bring to class, 2 color prints. Read: chapter 7 in *Photoshop CS3 Bible*.

Week 9	Creating metallic effects using curves. Work Session. Moving forward on all projects. Open forum for review, all questions and all previously covered lessons.	Study for the exam. HOMEWORK: Android/Cyborg CD - (4.75" x 4.75"). Add the cyborg metallic effect to your photograph. Continue to tweak your designs. Bring to class color prints of 2 variations of your design. Read: pages 933-939 in *Photoshop CS3 Bible.*
Week 10	Final Exam	Assignment 3c: Android/Cyborg CD - (4.75" x 4.75"). Final Android/Cyborg CD cover is due next week. Print one CD design in color and present in a CD jewel case – do NOT mount on board. Hand in archive files on a CD showing layers. Do not flatten layers. Class time to work on final project. Due: Android/Cyborg CD Project – Critique
Finals Week	Android/Cyborg CD Project – Critique	

DELIVERABLE COURSE WORK

Visual Pun Roughs (size: 8.5" x 11"). Create 10 thumbnails of different visual puns. Bring photos (prints or digital) for your Visual Pun project to class next week. Using selection tools, begin working on the project. Bring photos to scan.

Visual Pun color proofs (size: 8.5" x 11"). Using the selection tools combine images from different documents. Work up 2 different Visual Puns and bring to class 2 black and white prints of your designs. Size: 8.5" x 11"; resolution: 300ppi.

VISUAL PUN MOUNTED (SIZE: 8.5" X 11"). USE MASKS, EXTRACT FILTER TO ENHANCE YOUR VISUAL PUN. PRINT OUT YOUR BEST VISUAL PUN DESIGN IN COLOR AND MOUNT IT ON 1/4" BLACK FOAMCORE. CROP TO THE EDGE. NEATLY COVER WITH TRACING PAPER. *QUALITY OF EXECUTION IS PART OF YOUR GRADE.*

Layer Graphics Poster (size: 9" x 14"). Design a poster that has at least 3 layers including a vector layer and type. Create 10 thumbnails. Work up 2 designs and bring to class 2 B+W prints. Bring in files and images (res: 300ppi) for your poster. Subject TBA.

: Layer Graphics Poster. Add type to your poster design. Work up 2 different designs and bring to class 2 color prints; (size: 9" x 14") and your files.

LAYER GRAPHICS POSTER. ADD BLENDING MODES, COLORIZING AND DISPLACEMENT FILTER TO YOUR POSTER DESIGN.

: Android/Cyborg CD - (4.75" x 4.75"). Create a cyborg self-portrait in a fictional world. Download your newly photographed images to use on your CD.

Make 6 rough thumbnail sketches combining at least 3 images – one of them you as an Android/Cyborg in a surreal world. Bring in 6 thumbnails and 2 B+W prints of your best designs.

:Android/Cyborg CD - (4.75" x 4.75"). Retouch the photo and tweak your design. Create 2 versions of your design. Each should have at least 3 images – one must be you. Bring to class, 2 color prints.

:Android/Cyborg CD - (4.75" x 4.75"). Final Android/Cyborg CD cover cyborg with metallic effect of you in a fictional world is due. Print one CD design in color and present in a CD jewel case – do NOT mount on board. Hand in archive files on a CD showing layers. Do not flatten layers.