

## FLORIDA STATE COLLEGE AT JACKSONVILLE

## COLLEGE CREDIT COURSE OUTLINE

COURSE NUMBER: GRA 2201

COURSE TITLE: Computer Application: Raster Graphics

PREREQUISITE(S): GRA 1100 or DIG 2000

COREQUISITE(S): None

CREDIT HOURS: 3

CONTACT HOURS/WEEK: 4

CONTACT HOUR BREAKDOWN:

Lecture/Discussion: 3

Laboratory: 1

Other \_\_\_\_\_:

FACULTY WORKLOAD POINTS: 3.7

STANDARDIZED CLASS SIZE ALLOCATION: 24

## CATALOG COURSE DESCRIPTION:

This course will introduce the student to the raster imaging software found on the Macintosh computer. Emphasis will focus on the development of the basic skills needed to create digital graphic design. Through the use of this software the student will prepare design solutions for various media applications such as print, web, and multimedia.

SUGGESTED TEXT(S): Adobe PhotoShop CS2 Classroom in a Book, Adobe Press, 2006.

PhotoShop CS2 Visual Quickstart Guide, Elaine Weinmann and Peter Lourekas, PeachPit Press, 2005

IMPLEMENTATION DATE: Fall Term, 1995 (961)

REVIEW OR MODIFICATION DATE: Fall Term, 2002 (20031)  
 Fall Term, 2007 (20081)  
 Fall Term, 2008 (20091) - Outline Review 2007

COURSE TOPICS	CONTACT HOURS <u>PER TOPIC</u>
I. Introduction to Adobe Photoshop	3
A. Starting Adobe Photoshop and Opening Files	
B. Using the Tools	
C. Viewing Images	
D. Working with Palettes	
E. Using Context Menus	
F. Using Online Help	
II. Working with Selections	3
A. Tool Overview	
B. Selecting with the Rectangular Marquee Tool	
C. Selecting with the Elliptical Marquee Tool	
D. Moving a Selection	
E. Selecting with the Magic Wand	
F. Selecting with the Lasso Tool	
G. Adding and Subtracting Selections	
H. Selecting with the Magnetic Lasso	
I. Transforming a Selection	
J. Combining Selection Tools	
K. Cropping the Completed Image	
L. Creating Buttons for a Web Page	
III. Layer Basic	3
A. Organizing Artwork on Layers	
B. Creating and Viewing Layers	
C. Selecting and Removing Artwork on a Layer	
D. Rearranging Layers	
E. Changing the Opacity and Mode of a Layer	
F. Linking Layers	
G. Adding a Gradient to a Layer	
H. Adding Text, Adding a Layer	
I. Flattening and Saving Files	

## COURSE TOPICS (CONTINUED)

CONTACT HOURS  
PER TOPIC

## IV. Painting and Editing

3

- A. Painting and Filling Images with Color
- B. Setting Up a Painting or Editing Tool
- C. Painting within a Selection
- D. Erasing
- E. Filling with the Paint Bucket Tool
- F. Using Custom Brushes
- G. Airbrushing and Smudging
- H. Creating Gradients
- I. Painting and Editing
- J. Painting and Filling Images with Color
- K. Setting up a Painting or Editing Tool
- L. Filling with the Paint Bucket Tool
- M. Creating Soft-Edged Effects
- N. Painting with Texture
- O. Defining a Brush
- P. Painting with Web-Safe Colors

## V. Masks and Channels

3

- A. Working with Masks and Channels
- B. Creating a Quick Mask
- C. Editing a Quick Mask
- D. Saving a Selection as a Mask
- E. Editing a Mask
- F. Loading a Mask as a Selection and Applying an Adjustment
- G. Extracting an Image
- H. Applying a Filter Effect to a Masked Selection
- I. Creating a Gradient Mask
- J. Effects Using a Gradient Mask

## VI. Photo Retouching

3

- A. Strategy for Retouching
- B. Resolution and Image Size
- C. Cropping an Image
- D. Adjusting the Tonal Range
- E. Removing a Color Cast
- F. Replacing Colors in an Image
- G. Adjusting Saturation with the Sponge Tool
- H. Adjusting Lightness with the Dodge Tool
- I. Removing Unwanted Objects
- J. Replacing Part of an Image
- K. Applying the Unsharp Mask Filter

COURSE TOPICS (CONTINUED)	CONTACT HOURS <u>PER TOPIC</u>
<ul style="list-style-type: none"> <li>L. Saving the Image for Four-Color Printing</li> <li>M. Art History Brush</li> </ul>	
VII. Combining Illustrator Graphics and Photoshop	3
<ul style="list-style-type: none"> <li>A. Images</li> <li>B. Combining Artwork</li> <li>C. Placing an Adobe Illustrator File</li> <li>D. Distorting the Graphic to Match the Photograph</li> <li>E. Using Blending Modes on the Graphic</li> <li>F. About Clipping Paths and Transparency</li> <li>G. Exporting the Image</li> <li>H. Transforming a Placed Image</li> <li>I. Web: Animating Illustrator Layers</li> </ul>	
VIII. Advanced Layer Techniques	6
<ul style="list-style-type: none"> <li>A. Adding Guides to Align Artwork</li> <li>B. Working with Layer Masks</li> <li>C. Aligning Images</li> <li>D. Aligning Layers</li> <li>E. Creating a Clipping Group</li> <li>F. Adding Adjustment Layers</li> <li>G. Adding Text</li> <li>H. Adding Multiple layer Effects</li> <li>I. Removing Layer Masks</li> <li>J. Flattening a Layer</li> <li>K. Web: Animated Layer Masks</li> </ul>	
IX. Creating Special Effects	3
<ul style="list-style-type: none"> <li>A. Saving and Loading a Selection</li> <li>B. Hand-Coloring Selections on a Layer</li> <li>C. Combining and Moving Selections</li> <li>D. Colorizing a Selection</li> <li>E. Using a Grid</li> <li>F. Changing the Color Balance</li> <li>G. Applying Filters, Improving</li> <li>H. Performance with Filters</li> <li>I. Web: Animated Rollover Button</li> </ul>	
X. Setting up the Monitor for Color Management	3
<ul style="list-style-type: none"> <li>A. Color Management</li> <li>B. Calibrating and Characterizing the Monitor</li> </ul>	

COURSE TOPICS (CONTINUED)	<u>CONTACT HOURS PER TOPIC</u>
C. Saving the Monitor Profile	
XI. Producing and Printing Consistent Color	3
A. Reproducing Colors	
B. Defining the RGB Color Space for Images	
C. Defining the CMYK Color Space for Images and Printing	
D. Compensating for Dot Gain in Grayscale Images	
E. Preparing Images for Print	
F. Preparing a Color Separation in Adobe Photoshop	
G. Strategies for Successful Printing	
H. Displaying Individual Channels	
I. Identifying Out-Of-Gamut Colors	
J. Previewing Printed	
K. Print Options	
L. Printing	
XII. Preparing Images for Two-Color Printing	3
A. Printing in Color	
B. Using Channels and the Channels Palette	
C. Mixing Color Channels	
D. Assigning Values to the Black and White points	
E. Sharpening the Image	
F. Setting Up for Spot Color	
G. Adding Spot Color	
H. Creating Two-Color Web Graphics	
XIII. Optimizing Images for Web Publication	3
A. Optimizing Images with Adobe Photoshop and Adobe Image-ready	
B. Optimizing a JPEG Image	
C. Optimizing a GIF Image	
D. Controlling Dither	
E. Creating an Image Map	
XIV. Software Application - Projects	21
A. Formal Elements	
1. Image Development	
2. Color Options	
3. Typography	
4. Format	
B. Applied Problem Solving - Collect, Select, Arrange	

COURSE TOPICS (CONTINUED)

CONTACT HOURS  
PER TOPIC

1. Conceptualization
2. Design
3. Implementation

PROGRAM TITLE: Graphic Design Technology

COURSE TITLE: Electronic Imaging I

CIP NUMBER: 0650.040200

LIST PERFORMANCE STANDARD ADDRESSED:

NUMBER(S): TITLES(S):

01.0 DEMONSTRATE EFFECTIVE COMMUNICATION SKILLS -- The student will be able to:

- 01.01 Demonstrate presentation skills.
- 01.04 Read and interpret written and oral instructions.

03.0 DEMONSTRATE SAFE AND EFFICIENT WORK PRACTICES -- The student will be able to:

- 03.01 Follow industry rules, safety regulations and policies.
- 03.02 Demonstrate proper use of toxic materials.

04.0 PERFORM ILLUSTRATION -- The student will be able to:

- 04.01 Create line art.
- 04.02 Demonstrate hard and soft line illustrations.
- 04.03 Demonstrate transparent and opaque techniques.
- 04.06 Develop illustration skills and techniques.

05.0 DEMONSTRATE STYLE/TECHNIQUES -- The student will be able to:

- 05.01 Select appropriate style or technique to problem solving.
- 05.02 Display creative talent and ingenuity.

08.0 APPLY DESIGN THEORIES -- The student will be able to:

- 08.01 Create a design in black and white or color.
- 08.02 Create various mockups and dummies.

13.0 PERFORM PASTE-UPS -- The student will be able to:

- 13.02 Perform cropping of photograph and sizing of illustration.

14.0 PRINTING PROCESS -- The student will be able to:

- 14.01 Analyze and identify method of proofing.
- 14.02 Determine methods of printing.
- 14.03 Select stocks and inks.

LIST PERFORMANCE STANDARD ADDRESSED: (CONTINUED)

NUMBER(S):            TITLES(S):

- 14.04 Explain color separation process.
- 14.05 Identify and specify half-tone and line negatives.
- 14.06 Interpret stripping procedures.
- 14.07 Identify specialty printing methods.

15.0 INTERPRET PRINTING PROCESS -- The student will be able to:

- 15.01 Identify special printing methods.
- 15.02 Explain basic print process.

16.0 CREATE AIR BRUSH ILLUSTRATIONS -- The student will be able to:

- 16.02 Determine proper air brush technique.
- 16.04 Apply masking materials.
- 16.05 Perform photo-retouching (color) (b/w).

17.0 DEMONSTRATE PROPER USE OF INDUSTRY TOOLS AND EQUIPMENT -- The student will be able to:

- 17.02 Utilize and read various scales.

19.0 DEMONSTRATE KNOWLEDGE OF CURRENT INDUSTRY STANDARDS, PRACTICES TECHNIQUES -- The student will be able to:

- 19.01 Explain copyright procedures.
- 19.02 Utilize industry terminology.
- 19.03 Identify industry practices and procedures.
- 19.04 Explain importance of meeting deadlines.
- 19.05 Acquire up-to-date in-field technology.
- 19.06 Learn how to cope with stress.
- 19.07 Adjust to work conditions.
- 19.09 Identify clip-art images.

20.0 DEMONSTRATE CREATIVE USE OF TYPOGRAPHY -- The student will be able to:

- 20.02 Develop knowledge of type styles.
- 20.03 Demonstrate knowledge of typographical specifications.
- 20.04 Develop knowledge of type construction design.
- 20.05 Allow proper letters and line spaces for typesetting.
- 20.06 Develop working knowledge of typespacing.

LIST PERFORMANCE STANDARD ADDRESSED: (CONTINUED)

NUMBER(S):            TITLES(S):

22.0 INTERPRET PHOTOGRAPHIC PROCEDURES -- The student will be able to:

- 22.02 Perform cropping and scaling.
- 22.06 Recognize proper use of specialty services (supplies, specialties).
- 22.07 Create an artistic photographic image.
- 22.08 Utilize the photographic procedures.
- 22.09 Produce a half-tone screen image.

24.0 APPLY COLOR THEORIES -- The student will be able to:

- 24.01 Use color for impact.
- 24.02 Apply color symbolically (psychology).
- 24.03 Develop knowledge of color theory.
- 24.04 Apply color theory and appropriate principles for use in design.

25.0 DESIGN INDUSTRY LEVEL PORTFOLIOS -- The student will be able to:

- 25.01 Demonstrate mounting and matting procedures.
- 25.02 Demonstrate industry presentation procedures and techniques.
- 25.03 Prepare industry level portfolios.

27.0 CREATE COMPUTER-AIDED LAYOUTS -- The student will be able to:

- 27.02 Create color graphics.
- 27.03 Create computer illustrations.



NOTE: Use either the Tab key or mouse click to move from field to field. The box will expand to accommodate your entry.

<b>Section 1</b>	
<b>COURSE PREFIX AND NUMBER:</b> <u>GRA 2201</u>	<b>SEMESTER CREDIT HOURS:</b> <u>3</u>
<b>COURSE TITLE:</b> <u>Computer Application: Raster Graphics</u>	

**Section 2**  
**TYPE OF COURSE: (Click on the box to check all that apply)**

<input type="checkbox"/> AA Elective	<input checked="" type="checkbox"/> AS Required Professional Course	<input type="checkbox"/> College Prep
<input checked="" type="checkbox"/> AS Professional Elective	<input type="checkbox"/> AAS Required Professional Course	<input checked="" type="checkbox"/> Technical Certificate
<input type="checkbox"/> Other _____		
<input type="checkbox"/> General Education: (For General Education courses, you must also complete Section 3 and Section 7)		

**Section 3 (If applicable)**  
**INDICATE BELOW THE DISCIPLINE AREA FOR GENERAL EDUCATION COURSES:**

<input type="checkbox"/> Communication	<input type="checkbox"/> Social & Behavioral Sciences	<input type="checkbox"/> Mathematics
<input type="checkbox"/> Natural Sciences	<input type="checkbox"/> Humanities	

**Section 4**  
**INTELLECTUAL COMPETENCIES:**

<input checked="" type="checkbox"/> Reading	<input checked="" type="checkbox"/> Speaking	<input checked="" type="checkbox"/> Critical Analysis	<input type="checkbox"/> Quantitative Skills	<input type="checkbox"/> Scientific Method of Inquiry
<input checked="" type="checkbox"/> Writing	<input checked="" type="checkbox"/> Listening	<input type="checkbox"/> Information Literacy	<input type="checkbox"/> Ethical Judgment	<input type="checkbox"/> Working Collaboratively

	LEARNING OUTCOMES	METHOD OF ASSESSMENT
•	Development of raster software skills and knowledge	Software tutorials and demonstrations
•	Design and develop applied projects	Class projects
•	Demonstrate type usage	Class projects
•	Demonstrate problem-solving process	Class projects
•	Demonstrate conceptual ideation	Class projects
•	Demonstrate basic 2D design principles	Class projects
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**Section 6**  
 Name of Person Completing This Form: Julia DeArriba-Montgomery      Date: 9/19/2007