



**Course Title:** Illustration and Graphics  
**Credit(s):** One Credit, One Semester  
**Teacher:** Mr. Todd Iwema  
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### **COURSE DESCRIPTION:**

In this course, you will learn the most important topics and skills needed to use Adobe Photoshop CC, as well as some services available in the Creative Cloud subscription. You will first learn how to get started and work with Photoshop, including using Adobe Bridge and Mini Bridge. Next, you will learn how to work with layers, make selections, incorporate color techniques, and work with type in an image, including using character and paragraph styles. You will then focus on using painting tools, content-aware features, working with special layer functions, creating special effects with filters, using Perspective Warp and Vanishing Point, and enhancing specific selections. Finally, you will learn about adjusting colors, using clipping masks, paths, and shapes, transforming type, liquifying an image, performing image surgery, annotating and automating an image, creating images for the Web, and working with animation, video, and photography.

Prerequisite: None

Grade Level: 9 - 12

### **TEXTBOOK RESOURCES:**

Text: Liz Reding, *Adobe Photoshop CC—Revealed*, Cengage Learning

Data Files: Instructor will provide instructions for obtaining the Data Files.

Software: A current browser, such as Internet Explorer or Firefox, Adobe Photoshop CC, and Windows 8.1 will be used. Macintosh Mavericks is used in several screen shots.

Handouts: Additional handouts may be required. Instructor will provide information on obtaining this material.

### **SUPPLIES:**

Paper, Binder/Folder, Pen/Pencil

Suggestion: Jump drive for students to save work to take home upon completion of course.

### **COURSE EXPECTATIONS:**

The major objective is to have all students learn and be successful in this class. No student has the right to interfere in any way with my ability to teach and students to learn.

1. All students are expected to follow the outlined procedures as stated in the LCHS Code of Conduct
2. Students are to follow my classroom rules; a copy of these are located at <https://toddiwema.com>. A copy is on file with the high school office and also posted on my classroom wall.

### **GRADE DETERMINATION:**

CLASSROOM CLASS WORK	15	% OF GRADE
CLASSROOM LABS	30	% OF GRADE
CLASSROOM PRODUCTION	25	% OF GRADE
EXAMINATIONS/QUIZZES	30	% OF GRADE

### **SEMESTER FORMULA:**

FIRST NINE WEEKS	43	OF THE SEMESTER GRADE
SECOND NINE WEEKS	43	OF THE SEMESTER GRADE
FINAL EXAM	14	OF THE SEMESTER GRADE

**LATE WORK POLICY:**

Work must be turned in within one week of the due date to be accepted for full credit; 2nd week, points will be deducted according to number of points possible. When extended absences occur, the student needs to see me for a make-up plan agreed upon by both of us, to be completed in a timely fashion.

**METHODS OF INSTRUCTION:**

1. Lectures/Demonstrations: Important material from the text and outside sources will be covered in class. You should plan to take careful notes as not all material can be found in the texts or readings. Discussion is encouraged as is student-procured, outside material relevant to topics being covered.
2. Assignments: End-of-chapter- projects, such as Project Builders, Design Projects, and Portfolio Projects, and readings will be periodically assigned to help support and supplement material found in the lessons. These assignments may require the application of various software applications.
3. Quizzes: Occasional scheduled or unscheduled quizzes will be given to help ensure you stay up with assigned material.
4. Exams: Three exams will be given. The exams will be closed book/note and will test assigned readings and material discussed in class. Review sheets will be provided before the exam day. The final exam will not be comprehensive in nature. However, the instructor reserves the right to retest on material that was not appropriately comprehended. These items will be noted on exam review sheets.
5. Internet Support: Check the class Web page for additional information about the software, or to post a question about this course.

**GRADING SCALE**

100 TO 92.5	=	A
89.5 - 92.49	=	A –
86.5 - 89.49	=	B +
82.5 - 86.49	=	B
79.5 - 82.49	=	B –
76.5 - 79.49	=	C +
72.5 - 76.49	=	C
69.5 - 72.49	=	C –
66.5 - 69.49	=	D +
62.5 - 66.49	=	D
59.5 - 62.49	=	D –
0 - 59.49	=	F

**ADDITIONAL INFORMATION:**

Grades will be determined by rounding the final averages - \*\*.51 or higher will be rounded up and .50 or lower will be rounded down. The grade determination as listed above approximates the percentage of the total grade. Grades from each category were totaled and divided by the number of points possible. Programs and book assignments are worth between 10 to 40 points each depending on the level of difficulty. Chapter tests are worth 100 points each.

**Course Outline:**

<b>Week</b>	<b>Chapter Name</b>	<b>Material</b>
<b>1</b>	<b>Getting Started with Adobe Photoshop CC</b>	<ul style="list-style-type: none"><li>• Start Adobe Photoshop CC</li><li>• Learn how to open and save an image</li><li>• Examine the Photoshop window</li><li>• Close a file and exit Photoshop</li><li>• Learn design principles and copyright rules</li></ul>
<b>2</b>	<b>Learning Photoshop Basics</b>	<ul style="list-style-type: none"><li>• Use organizational and management features</li><li>• Use the Layers and History panels</li><li>• Learn about Photoshop by using Help</li><li>• View and print an image</li></ul>
<b>3</b>	<b>Working with Layers</b>	<ul style="list-style-type: none"><li>• Examine and convert layers</li><li>• Add and delete layers</li><li>• Add a selection from one image to another</li><li>• Organize layers with layer groups and colors</li></ul>
<b>4</b>	<b>Making Selections</b>	<ul style="list-style-type: none"><li>• Make a selection using shapes</li><li>• Modify a marquee</li><li>• Select using color and modify a selection</li><li>• Add a vignette effect to a selection</li></ul>
<b>5</b>	<b>Incorporating Color Techniques</b>	<ul style="list-style-type: none"><li>• Work with color to transform an image</li><li>• Use the Color Picker and the Swatches panel</li><li>• Place a border around an image</li><li>• Blend colors using the Gradient tool</li><li>• Add color to a grayscale image</li><li>• Use filters, opacity, and blending modes</li><li>• Match colors</li></ul>
<b>6</b>	<b>Placing Type in an Image</b>	<ul style="list-style-type: none"><li>• Learn about type and how it is created</li><li>• Change spacing and adjust baseline shift</li><li>• Use the Drop Shadow style</li><li>• Apply anti-aliasing to type</li><li>• Modify type with Bevel and Emboss and Extrude to 3D</li><li>• Apply special effects to type using filters</li><li>• Create text on a path</li></ul>
<b>7</b>	<b>Using Painting Tools</b>	<ul style="list-style-type: none"><li>• Paint and patch an image</li><li>• Create and modify a brush tip</li><li>• Use the Smudge tool</li><li>• Use a library and an airbrush effect</li></ul>
<b>8</b>	<b>Working with Special Layer Functions</b>	<ul style="list-style-type: none"><li>• Use a layer mask with a selection</li><li>• Work with multiple masked layers</li><li>• Control pixels to blend colors</li><li>• Eliminate a layer mask</li><li>• Use an adjustment layer</li><li>• Create a clipping mask</li></ul>
<b>9</b>	<b>Creating Special Effects with Filters</b>	<ul style="list-style-type: none"><li>• Learn about filters and how to apply them</li><li>• Create an effect with an Artistic filter</li><li>• Add unique effects with Stylize filters</li><li>• Alter images with Distort and Noise filters</li><li>• Alter lighting with a Render filter</li><li>• Use Perspective Warp and Vanishing Point to add perspective</li></ul>

<b>10</b>	<b>Enhancing Specific Selections</b>	<ul style="list-style-type: none"> <li>• Create an alpha channel</li> <li>• Isolate an object</li> <li>• Erase areas in an image to enhance appearance</li> <li>• Use the Clone Stamp tool to make repairs</li> <li>• Use the Magic Wand tool to select objects</li> <li>• Learn how to create snapshots</li> <li>• Create multiple-image layouts</li> </ul>
<b>11</b>	<b>Adjusting Colors</b>	<ul style="list-style-type: none"> <li>• Correct and adjust color</li> <li>• Enhance colors by altering saturation</li> <li>• Modify color channels using levels</li> <li>• Create color samplers with the Info panel</li> </ul>
<b>12</b>	<b>Using Clipping Masks, Paths, and Shapes</b>	<ul style="list-style-type: none"> <li>• Use a clipping group as a mask</li> <li>• Use pen tools to create and modify a path</li> <li>• Work with shapes</li> <li>• Convert paths and selections</li> </ul>
<b>13</b>	<b>Transforming Type</b>	<ul style="list-style-type: none"> <li>• Modify type using a bounding box</li> <li>• Create warped type with a unique shape</li> <li>• Screen back type with imagery</li> <li>• Create a faded type effect</li> </ul>
<b>14</b>	<b>Liquifying an Image</b>	<ul style="list-style-type: none"> <li>• Use the Liquify tools to distort an image</li> <li>• Learn how to freeze and thaw areas</li> <li>• Use the mesh feature as you distort an image</li> </ul>
<b>15</b>	<b>Performing Image Surgery</b>	<ul style="list-style-type: none"> <li>• Delete unnecessary imagery</li> <li>• Correct colors in an image</li> <li>• Tweak an image</li> </ul>
<b>16</b>	<b>Annotating and Automating an Image</b>	<ul style="list-style-type: none"> <li>• Add annotations to an image</li> <li>• Create an action</li> <li>• Modify an action</li> <li>• Use a default action and create a droplet</li> </ul>
<b>17</b>	<b>Creating Images for the Web</b>	<ul style="list-style-type: none"> <li>• Learn about web features</li> <li>• Optimize images for web use</li> <li>• Create a button for a web page</li> <li>• Create slices in an image</li> </ul>
<b>18</b>	<b>Working with Animation, Video, &amp; Photography</b>	<ul style="list-style-type: none"> <li>• Create and play basic animation</li> <li>• Add tweening and frame delay</li> <li>• Modify video in Photoshop</li> <li>• Use Camera Raw features</li> <li>• Fix common photography problems</li> </ul>