

SAN DIEGO COMMUNITY COLLEGE DISTRICT
CONTINUING EDUCATION
COURSE OUTLINE

SECTION I

SUBJECT AREA AND COURSE NUMBER

OFSY 603

COURSE TITLE

DIGITAL EDITING

TYPE COURSE

NON-FEE

VOCATIONAL

CATALOG COURSE DESCRIPTION

This course is designed to provide instruction in digital editing skills and techniques for employment. Digital editing is used to edit digital images and to create original artwork. Digital editing is also used to prepare images for other applications such as 3D modeling, vector graphics, and interactive authoring. Digital editing skills are fundamental to multimedia projects - from print to the Web to video to CD-ROMs. (FT)

LECTURE/LABORATORY HOURS

125

ADVISORY

NONE

RECOMMENDED SKILL LEVEL

Eighth grade reading level, communicate effectively in the English language, have an understanding of basic design principles, and possess basic computer skills.

INSTITUTIONAL STUDENT LEARNING OUTCOMES

1. Social Responsibility
SDCE students demonstrate interpersonal skills by learning and working cooperatively in a diverse environment.
2. Effective Communication
SDCE students demonstrate effective communication skills.

INSTITUTIONAL STUDENT LEARNING OUTCOMES (CONTINUED)

3. Critical Thinking

SDCE students critically process information, make decisions, and solve problems independently or cooperatively.

4. Personal and Professional Development

SDCE students pursue short term and life-long learning goals, mastering necessary skills and using resource management and self advocacy skills to cope with changing situations in their lives.

COURSE GOALS

This course provides instruction in digital editing skills and techniques, provides the opportunity for students to demonstrate competence through hands-on projects and portfolio pieces, enhances communication skills through group or team projects, improves design skills through assigned projects, affords technical competence in applying proper file formats to projects, develops software and hardware troubleshooting skills, develops mastery importing and exporting files to other applications, and provides “real world” experiences to increase awareness of necessary job skills and career opportunities.

COURSE OBJECTIVES

Upon successful completion of the course, students will show orally, in writing, or through demonstration that they are able to:

1. Describe the minimum system requirements.
2. Describe and set scratch disk.
3. Define and describe the terminology, basic tools, and techniques necessary to create or edit digital images.
4. Capture images (scanning, digital cameras, etc.).
5. Edit images.
6. Use all the tools.
7. Make selections.
8. Define and work with file formats.
9. Compress files.
10. Identify and apply the best mode, file format, resolution, color depth, and compression scheme for a project.
11. Color correct, including with the Levels, Curves and Hue and Saturation commands and Adjustment Layers.
12. Work with layers.
13. Apply masks.
14. Work with channels.
15. Create a composite image.
16. Work with different color palettes.
17. Work in different color modes.
18. Apply special effects and filters.
19. Use the pen tools and create clipping paths.
20. Convert raster and vector images.
21. Apply Actions.

22. Prepare images for printing, Web, CD-ROM, video, and on-screen presentations.
23. Repurpose images.
24. Troubleshoot hardware and software problems.
25. Evaluate an image for appropriateness to a project.
26. Work on a team to bring a project to completion.
27. Analyze the imaging needs of a project.

SECTION II

COURSE CONTENT AND SCOPE

1. Introduction of Scanning, Basic Tools and Selecting Techniques
 - 1.1. Scanning overview
 - 1.2. Selecting appropriate file format - raster vs. vector
 - 1.3. Mastering the tools
 - 1.4. Making selections
 - 1.5. Cloning with the clone tool
 - 1.6. Working with layers and text
2. Scanning, File Size, Resolution and Color Issues
 - 2.1. Scanning preparation and project specific considerations
 - 2.2. File format, resolution, color depth per project
 - 2.3. Review simple techniques to alter scanned photographs
 - 2.4. Compression schemes
3. Resolve Common Hardware and Software Problems on Macintosh and IBM Computers
 - 3.1. Organizing files
 - 3.2. Managing memory
 - 3.3. Selecting the best hardware and software for the project within budgetary constraints
 - 3.4. Storage
 - 3.5. Networking
 - 3.6. Connecting to the internet
 - 3.7. Cross-platform issues
4. Pen Tools and Clipping Paths
 - 4.1. Using clipping paths to maintain transparency
 - 4.2. Applications that support clipping paths
 - 4.3. File formats that support clipping paths
5. Color Correction and Color Replacement
 - 5.1. Colorizing
 - 5.2. Changing modes
 - 5.3. Color palettes
 - 5.4. Color retouching
6. Color Mapping and Color Management
 - 6.1. One-bit color
 - 6.2. Grayscale
 - 6.3. Colorizing
 - 6.4. Reducing colors
 - 6.5. Dithering issues
 - 6.6. Color depth issues

COURSE CONTENT AND SCOPE (CONTINUED)

- 6.7. Understanding color issues on the web, CD's, print, video, kiosk monitors
- 7. Correction Filters
 - 7.1. Heightening focus and contrast
 - 7.2. Burring an image
 - 7.3. Adding noise
 - 7.4. Cleaning up halftones
- 8. Compositing and Editing- with Masks, Layers, and Channels Techniques
 - 8.1. Compositing with layers
 - 8.2. Using channels
 - 8.3. Using masks
 - 8.4. Mask editing techniques
- 9. Importing Photoshop Images Into Other Programs
 - 9.1. Authoring applications such as Director
 - 9.2. Drawing applications such as Adobe Illustrator or Freehand
 - 9.3. 3D Modeling applications such as 3dsmax
 - 9.4. Video editing applications such as Adobe Premiere, Adobe After Effects, or Avid
- 10. Converting Raster to Vector Images and Vectors to Raster images
 - 10.1. Converting a raster image to a vector image
 - 10.2. Converting a vector image to a raster image
- 11. Alpha Channels
 - 11.1. Understanding how alpha channels work
 - 11.2. Taking advantages of alpha channels
 - 11.3. Using Alpha channels from a digital image in a project and transport it into another application such as an Authoring, Video Editing or 3D Modeling program
- 12. Effect Filters
 - 12.1. Lighting
 - 12.2. Embossing
 - 12.3. Distortion
 - 12.4. Drop shadows
 - 12.5. Embossing
 - 12.6. Glowing edges
 - 12.7. Chrome
 - 12.8. Chiseling

APPROPRIATE READINGS

Appropriate readings may include, but are not limited to, textbooks, supplemental reading assignments, relevant industry periodicals, reference manuals, and computer manuals.

WRITING ASSIGNMENTS

Appropriate writing assignments may include, but are not limited to, maintaining a portfolio of class assignments and projects, providing answers to selected textbook questions, writing appropriate text while editing images.

OUTSIDE ASSIGNMENTS

Outside assignments may include, but are not limited to, reading texts, reference resources or handouts; research as needed to complete projects; and organizing and preparing written answers to assigned questions.

APPROPRIATE ASSIGNMENTS THAT DEMONSTRATE CRITICAL THINKING

Assignments which demonstrate critical thinking may include, but are not limited to analyzing the image and choosing the appropriate editing methods, choosing the appropriate look and feel for the target audience of the edited image, selecting the proper file formats for the image, written and oral analysis of readings and/or classroom materials, researching and analyzing manual and on-line electronic help files, researching data and preparing an effective portfolio.

EVALUATION

Evaluation will be based on, but not limited to, the following criteria:

1. Written and practical tests.
2. Completion of assigned projects.
3. Attendance and punctuality.
4. Completion of performance objectives.
5. Participation in class activities.
6. Working on projects with classmates.
7. Creation of a portfolio.

Upon successful completion of each individual course a Certificate of Course Completion will be issued. Upon successful completion of all courses included in the program a Certificate of Program Completion will be issued.

METHOD OF INSTRUCTION

Methods of instruction will include, but not be limited to, lecture, self-paced lab, demonstration, individualized study, use of audio-visual aids, tutorials, group/team work and other unique instructional strategies such as, field trips, job shadowing, volunteering and guided student job assignments may be utilized. This course, or sections of this course, may be offered through distance education.

TEXTS AND SUPPLIES

Recommended Texts:

Advanced Adobe Photoshop Classroom in a Book, Adobe Press
Designing Web Graphics, Lynda Weinman, New Riders Publishing
Photoshop Bible, Deke McClelland, IDG Books
Photoshop in Four Colors, Mattias Nyman, Peachpit Press
Photoshop Wow Book, Linnea Dayton, Peachpit Press
Photoshop in Black and White, Jim Rich, Peachpit Press
Professional Studio Techniques Design Essentials, Luanne Seymour Cohen, Adobe Press

TEXTS AND SUPPLIES (CONTINUED)

Professional Studio Techniques Production Essentials, Diane Tapscott, Adobe Press
Real World Photoshop, David Blatner, Peachpit Press
Start with a Scan, Janet Ashford, Peachpit Press
Photoshop F/X, Cathy Abes, Ventana Press
The Whole Mac Solutions for the Creative Professional, Daniel Giordan, Hayden Books

Recommended Resources:

Online Video Training:

Lynda.com

VTC.com

Magazines:

Adobe Magazine, Adobe Press - Every month there are tips and tricks for Photoshop

Desktop Publishers, Desktop Publishing Institute

Digital Imaging, Micro Publishing Press, Inc.

Photoshop User, The National Association of Photoshop Professionals

Webmaster the Executive Resource for Doing Business on the Net, CIO Communications

Wwwiz, WWWiz Corp.

Web Sites:

<http://www.adobe.com>

<http://www.apple.com>

<http://www.hypermedia.com>

<http://www.iw.com>

<http://www.killersites.com>

<http://www.photoshopuser.com>

<http://www.web-master.com>

<http://wwwiz.com>

Tools:

Computer that exceeds the Adobe recommended system requirements

Software suggested:

Adobe Photoshop

Digital imaging devices and software:

Flatbed scanner

Digital camera

Screen Capture Programs

Storage media:

CDs, DVDs, USB Drives, etc.

Optional tool considerations:

Plug Ins

Drawing Tablets

Color printer

PREPARED BY Karen Owen DATE October 4, 1997

REVISED BY Paul Richard DATE February 22, 2007

REVISED BY Instructional Services/SLO's Added DATE December 18, 2013

Instructors must meet all requirements stated in Policy 3100 (Student Rights, Responsibilities and Administrative Due Process), and the Attendance Policy set forth in the Continuing Education Catalog.

REFERENCES:

San Diego Community College District Policy 3100
California Community Colleges, Title 5, Section 55002
Continuing Education Catalog