Course Description

Even for students who have been working with Photoshop for years, this course proves there is always more to learn by focusing on the professional production techniques Adobe Photoshop uses to achieve the most effective visual results. The goal of this course is to explore advanced techniques while stressing the design process. Ideal for students eager to continue their exploration of Photoshop, work with advanced layer techniques, gain an understanding of how to use curves and other adjustment layers for image enhancement. Learn to sharpen images for output, explore several advanced Photoshop techniques, including seamless compositions and advanced layering techniques, portrait retouching, tool and palette customizing, and creative special effects for print, screen and the Web. Group critiques are also included.

Note: Please bring digital files and projects to work on to the first session. Print output is the student's responsibility; the University's Imaging Lab is available for output. A card is required for use of Imaging Lab services.

Prerequisite: CE 2421 Adobe Photoshop for Web Design, CE 2423 Adobe Photoshop for Print Design, CE 1416 Adobe Photoshop for Photographers, or relevant experience.

Course Objective

Students with a working knowledge of Photoshop will gain advanced skills in editing and altering their photographs for optimal viewing and printing preferences through familiarity with traditional tools as well as an introduction to new and more advanced features.

This course will take a look at the most powerful and empowering features of Photoshop CS5. You will discover the vast possibilities of traditional tools, such as masking and blend modes, and also delve into Smart Objects, Photomerge, as well as the new Puppet Warp, Mixer Brush, and HDR features. Exercise files will be available for each class, but you are encouraged to bring your own images to work on during studio time. Throughout this course you will learn the tools you need to be more efficient in your photo-editing skills and to increase the flexibility and quality of your artwork.

At the beginning of each class we will do a quick review and answer any questions students may have after completing the homework assignments. New information will be introduced, accompanied by exercise files that the students are encouraged to use and work along with during the instructions. Generally the class will have two demo sessions with work periods in between to allow time for students to work on their own, practice their skills, and ask specific questions one-on-one.
Topics include:

- Using masks and blend modes in radically new ways
- Mastering the Pen tool and Paths panel
- Transforming and maximizing Smart Objects
- Employing Smart Filters to create complex effects
- Exploring the capabilities of Bristle brushes and the Mixer Brush
- Merging multiple images into seamless panoramas
- Exploring the full range of luminance with HDR Pro
- Recording actions and batching-processing images

By the end of this course, students will be equipped with the skills to produce and edit images with professional results.

Course Assessment

Grading: Students will be evaluated on their personal progression, competency with the material and class participation. The success of the student depends entirely on the effort they put into the class. Completion of class assignments and homework are necessary for a passing grade and comprehension of the material. I encourage students to ask questions during the demonstrations and to bring up any concerns or trouble they are having with the material during critiques.

Attendance: Attendance will be taken every day. If you miss more than 3 regular class days (excluding emergencies and unforeseen events) you risk failing the course.

Course Materials

1 - Flash Drive - Transfer digital files back and forth from each class session - $20 (estimate) UArts Store (or other vendor)
6 - Prints - There will be a total of 6 printed projects for critiques - $4.00 - UArts Imaging Lab
Session 1
Date: 06-06-2011

Introduction to PSD CS5
  CS5 Workspaces and creating your own Workspace
  Keyboard shortcuts and redefining your own keyboard shortcuts

Masking Essentials and the Adjustments Panel
  How the Adjustment Panel differs from Legacy Adjustments (Image>Adjustments)
  Advanced Adjustment Layer techniques using the Adjustments panel
  What is a Layer Mask?
  Using an Adjustment Layer to affect only a portion of the image with a Layer Mask
  Using Hue/Saturation to colorize a layer or part of an image
  Apply the Target Adjustment tool to visually manage color adjustments
  Image correction with curves & how they differ from Levels
  Vibrance vs. Saturation

Alpha Channels
  What is an Alpha Channel?
  Using the Calculations Command
  Making and using an Alpha Channel to create a Layer Mask
  Using Alpha Channels to mask out wispy hair

In Class Assignment:
  Practice the different methods of selecting and creating a mask
  Use the adjustments panel for making non-destructive edits to your image
  Explore the use of Alpha Channels

Homework:
  Combine at least three different images to create one composite image.
  Create at least one layer mask and use at least three different adjustments.
  You should not be using the excerise files we worked on in class; use your own images.
  Save your file as a psd document so I can see what adjustments you made.

Session 2
Date: 06-13-2011

More With The Adjustments Panel
  Adjusting images with the Black and White
  Exploring PSD’s Adjustment Presets
  Increasing the sharpness of an image
  Creating a Septia Image
Smart Objects
- What is a Smart Object?
- Making a Smart Object
- Placing an image as a Smart Object

Smart Filters
- Which filters are Smart Filters?
- Applying Smart Filters
- Filtering Live, editable text
- Enhancing filters with layer effects

Introduction to Blending Modes
- The magic of blend modes
- Correcting the tonal range of an image through blend modes

In Class Assignment:
- Work on making smart objects and apply multiple adjustments and filters
- Explore the different blend modes

Homework:
- Look at a movie poster (or a couple) whose effects you would like to mimic
- Start developing a concept for the Movie Poster Project
- Begin making a rough draft of your poster, final project due (06-27-2011)

Session 3
Date: 06-20-2011

More With Blending Modes
- Using blend modes to maximize their effects
- Creating textured backgrounds through blend modes
- Making a knockout layer

Image Manipulation
- Straightening a crooked image using the new CS5 Ruler tool
- Correcting Perspective with the crop tool
- Applying Content Aware Scaling
- Introducing Auto-Blend & Auto-Align Tools and the Photomerge Command
- Using the Match Color feature to make two images have the same lighting
- Faux HDR Toning

Gradients
- Merging two images together through a Gradient Mask
- Creating Complex Gradients
- Creating Vignettes with Gradient Tool
- Mapping color with a Gradient Map Adjustment and Blending Modes
In Class Assignment:
  Practice with blend modes and work on creating dynamic images through a combination of text and image

Homework:
  Finish Movie Poster Project
  Final Poster should be 11”x17”
  Save as a psd. document so I can see what adjustments you made
  Also bring a digital file of the poster(s) you used as inspiration

Session 4
  Date: 06-27-2011

Working with Layer Styles
  Photo Effects using Layer Styles
  Making your own texture for a Layer Style and saving it
  Using blend modes with object effects

  <<<<<<<<< Class Crit of Movie Poster Project >>>>>>>>

HDR Pro
  Introduction to HDR Toning
  Local Adaptation Options
  Nondestructive editing with HDR Toning
  Merging Multiple Exposures
  Remove ghosting and selecting a file to take priority

Warping Images
  The Liquify Tool
  Freezing/thawing areas to retouch an image
  Fine tuning techniques
  Using the Liquify tool in conjunction with different Layers and the Content-Aware Fill
  Using the Puppet Warp tool to manipulate an image

In Class Assignment:
  Play around with manipulating images and objects with tools learned in class

Homework:
  Take an image and alter the reality of that image by combining different filters, using the liquify tool, HDR toning (etc) to enhance the image or create an entirely different, perhaps somewhat silly reality altogether :)
Session 5
Date: 07-11-2011

Bristle and Mixer Brushes
- Psd’s advanced painting tools
- Canvas texture and brush libraries
- Designing and using a custom brush
- Size, Spacing, and Angle
- Bristles, Length, Thickness, and Stiffness
- Introduction to the Mixer Brush
- Load, Mix, and Wet values
- Cleaning and Loading the brush
- Shading with color
- Mixing a photographic portrait
- Downloading Brushes

In Class Assignment:
- Practice and explore the world of brushes

Homework:
- Either create a full color graphic art or turn a photographic image into a psd painting
- This assignment and the assignment from class 4 will be reviewed in the next crit

Session 6
Date: 07-18-2011

Text and Shape Layers
- Psd’s Vector paths
- Making text in Psd
- Creating and editing a text layer
- Font style, size, and color
- Combining layer effects and type
- Drawing a custom shape layer
- Selecting and formatting a paragraph
- Creating text along a path
- Drawing with shape outlines
Combining vector-based shapes
Preparing text for commercial output

nnen in Class Assignment:
Practice working with type and creating interesting text effects
Work with incorporating both text and image

Homework:
Look at different ad campaigns and consider what makes them successful or not successful
Start developing a concept for the Final Ad Campaign Project -
Create a series of 3 magazine advertisements for a product of your choice that are cohesive in their narrative imagery
Use the tools you’ve learned throughout this class
Begin making a rough draft of this project
Final Project due 08-15-2011

Session 7
Date: 07-25-2011

Pen Tool Madness
The Pen tool and Paths panel
Drawing with the Pen Tool
Editing a path outline
Adding and editing smooth points

Bézier Curves and Advanced Masking
The Pen Tool, Shape Layers, & Vector Layer Masks
Proper pen tool techniques and making selections with the Pen tool
Using the Vector Layer Mask to hide portions of an image without deleting pixels
Creating vector masks with the shape tools

Shapes
Building shapes
Subtracting and transforming shapes
Finessing a complex outline
Smooth points and control handles
Shading an isolated object
In Class Assignment:
Work with the pen tool and building shapes

Homework:
Continue to work on Final Ad Campaign Project

Session 8
Date: 08-01-2011

Creative Composition
Layer Creativity
Combining Multiple Images
Making a Realistic Composition
Compositing a Person into a New Environment
Creative Layer Composite

In Class Assignment:
Practice creating interesting effects and compositions with the tools learned in today's class

Homework:
Continue to work on Final Ad Campaign Project

Session 9
Date: 08-08-2011

Selections in Depth
Modifying Selections
Refining Selections
When to use what selection Method
Saving Selections
Working in Quick Mask Mode

Retouching Techniques

How to make Layer Comps

Pre-Press and Printing
In Class Assignment:
  Create a few Layer Comps of your own work
  Work on Final Project

Homework:
  Bring multiple images to practices Batch Processing.

Session 10
Date: 08-15-2011

Final Questions and Review

Actions & Batch Processing
  Creating an action set
  Making an action
  Playing and editing a specific operation
  Batch-Processing multiple images
  Batching two actions into one
  Saving for Web Devices

<<<<<<<<< Class Crit of Final Project >>>>>>>>

In Class Assignment:
  Create multiple actions and practice batch processing
  Make any final adjustments to class projects