



Adobe Photoshop

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Course Description

This course will start with an introduction to the computer lab and Macintosh computers. Course instruction will be an introduction to Adobe Photoshop using the Macintosh. We will be using the software program Photoshop as a tool to create images. This program will allow the student to manipulate photographic and non-photographic images as well as painted images that can be output to a printer, or transparency film, as well as stored on disc. The emphasis in this class will be to develop technique and creative style. Students will be instructed in techniques of PostScript drawing, photo illustration and 2D design. Emphasis will be on developing technique, style and accuracy with design principles.

Course Objectives

Students should thoroughly understand the material in Photoshop, so that they can use it as a tool for creating artwork and solving specific art and design problems. In addition, some of the basic art and design principles will be covered. Basic fundamentals of the computer will also be introduced such as the use of computer operations. This course will provide the student with a basic foundation for accomplishing digital image manipulation, photo illustration, and design on a computer. The course will reinforce and encourage use of basic design principles. The student will gain experience with a variety of computer graphic and design projects. In addition, basic fundamentals of computer graphics and desktop publishing will be introduced. Throughout the course, the student will practice basic computer operations.

Recommended Materials

Notebook
USB
No textbook required.

Special Requirements

None

Prerequisites

None

Instructional Procedures

Lectures, demonstrations, and instruction.
Critiques and group discussions.
Class direction on projects and individual development.

Assignments

Four to Five projects and an extensive final project will be assigned. Projects will generally be assigned each week and will be due the following week. Late projects will either not be accepted or will result in a lowered grade. Students are encouraged to substitute any of the assigned projects with one of their own projects as long as they relate to the material presented in class and are discussed with the instructor (for approval) at the time the class project is assigned. Students will need to spend time in the lab or on their own computer (outside of class time) to complete these projects. One term paper (four to five pages, single spaced and typeset) will be due near mid semester. In addition, there will be tutorial assignments worked on in class. Finally, all students should maintain notes on class lectures, demonstrations and instruction. Class attendance is essential. Any forms of academic dishonesty such as plagiarism, cheating or lying may result in serious grade reductions.

Term Paper

The term paper should be four to five pages of text, single-spaced and typeset. Topics may include but not be limited to: a short biography of an artist or graphic designer, a summary of any work of art, a description of an art related event, or a step by step documentation of any project or technique that you wish to research. Please feel free to use the internet for source material but be aware that anyone can put information on the world wide web so not everything you read is reliable. Try to develop a feel for the accuracy of your resources. Please state your sources and write in your own words.

Grading

Your final grade will be determined by the sum of points awarded for your performance in the following areas:

Percent	Grade		
Projects as assigned (usually 4 to 5)	50	90-100	A
Final project	10	85-89	B+
Midterm and Final exams	10	80-84	B
Term paper (usually four to five pages of text)	10	75-79	C+
Class participation/class tutorials	10	70-74	C
Progress	10	65-69	D+

All assignments will be handed in as a hard copy as well as in the server drop box. Assignments handed in late will result in a lowered grade or will not be accepted at all. No assignments will be accepted past the final class date. You may request to better your grade by a maximum of one letter grade or ten points on any project handed in on time except the final project. To do this, ask me after the project is graded and simply follow the revision instructions I give you. You are responsible for the material, notes and assignments for any classes you miss. No more than two absences are permitted. Each absence in excess of two will lower your final grade by one full letter grade. Absences above four will result in your being dropped from the course or failure. Should habitual or excessive lateness occur, I will count each two occurrences of lateness as one absence.

Adobe Photoshop

Units of Instruction

- Week 1** **Lecture** Review of syllabus and class procedures, plagiarism, copyright
Assignment Purchase storage device
- Week 2** **Lecture** Introduction to the macintosh lab, vector vs. bitmap artwork, composition, color theory
Overview of Photoshop: image size, tools: selection, creation, transformation, options, color picker palette and swatches, palettes, menus
Assignment Experiment with Tools of Photoshop Size: 7" x 5". Resolution 150 dpi.
No experience necessary. Create an artistic sketch and transfer your ideas to Photoshop. See what you can discover on your own after a brief tour of the basics. Think about composition, texture, perspective and color. Emphasis on usage of various tools, menus and the swatches and picker palettes.
- Week 3** **Critique** Why classroom critiques are important, constructive vs. destructive criticism
Experiment with Tools of Photoshop
Lecture Collecting images from the internet, Surrealism, Overview of Photoshop: layers, paths, history, actions, adjustments,
Assignment Surreal Photomontage - Size: 5"x7" or optional. Resolution 150 dpi.
Using scanned images, copy and paste selections, duplicate, flip, rotate, and use marquee tools and layers to create an interesting surreal photomontage. Enhance the image using tools and menu commands. Emphasis on style and composition.
Use color theory as discussed in class.
- Week 4** **Lecture** Overview of Photoshop's tools: selection, creation, transformation, options, color picker palette and swatches, palettes, menus
Assignment Surreal Photomontage - Continue working on montage project.
Due week 5.
- Week 5** **Critique** Surreal Photomontage
Lecture Overview of Photoshop's tools: selection, creation, transformation, options, color picker palette and swatches, palettes, menus,
Assignment Restore Black & White Image/Colorize Black & White Image
Size: 7" x 5" or optional. Resolution 150 dpi. Start with two black and white scans (grayscale). You should restore the first image and colorize the other. Develop the image as you see fit using the basic tools. Make sure you are working in RGB mode.
Term Paper Due Next Week
- Week 6** **Lecture** tutorial: colorizing images
Assignment Restore Black & White Image/Colorize Black & White Image
Continue working on Color project.
Due week 7.
Term Paper Due

Adobe Photoshop

- Week 7** **Critique** Color
Lecture Review for mid-term exam, Mounting Due Week 10
Assignment Review for mid-term exam , Mounting
- Week 8** Mid-term Exam
Lecture Portfolio Presentation
Assignment Mounting
- Week 9** Individual Conferences
Assignment **Mounting**
- Week 10** **Lecture** Scanning, extensions, text
Assignment **Texture and Type Montage** Size: 8" x 8". Resolution 150 dpi. Using scanned images, copy and paste selections to create a texture montage. Enhance the image using tools and menu commands. Add type relating to the image. Emphasis on style and composition.
- Week 11** **Lecture** Clipping paths
Assignment Texture and Type Montage. Continue working on montage. Due Week 12.
- Week 12** **Critique** Texture and Type
Lecture Scale and Balance
Assignment Image Focusing on Scale. Due Week 13.
- Week 13** **Critique** Anonymous Crit: Image Focusing on Scale
Lecture The future of Interactive Media and Web Design
Assignment Final Project The final project will be an extensive project. The cutting edge of art in computer graphics does not depend solely on the computer or one program. Presentation, composition and subject matter are very important. Possible other media include: lithography, silk screen printing, drawing, painting with oil or acrylic, sculpture and others. You must discuss any ideas with the instructor prior to execution of the assignment. Consider using additional materials and tools besides the computer. Matting is required for flat artwork. Presentation is extremely important; no disks or prints on plain white paper will be accepted.
- Week 14** Work Day in the macintosh lab
- Week 15** Critique: Final Project
- Week 16** Individual Conferences

Bibliography

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Design Essentials

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Subscription Service: P.O. 3188, Tulsa, OK 74101. Phone:
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by F&W Publications, Inc.
Subscription Service: P.O. 5250, Harlan, IA 51593-0750.
Phone: (800) 333-1115. (ISSN# 0886-0483)

Yahoo! Internet Life

by Ziff-Davis Publishing Division
Subscription: <http://subscribe.yil.com/deals> (Enter Code:
5NAK9) or P.O. Box 53381, Boulder, CO 80323-3381

PRINT Magazine

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