

Program #1 The Big Leap Getting Started with Digital Imaging

Photoshop's Editing Environment, User Interface, Application Menus, Tool Box, Options Bar, Palettes, Workspaces, Image Area (sample of work (interviews)), Demonstration of several creative assignments.

Program #2: Easing Around the Work Space

Zoom levels, menu commands, keyboard shortcuts, the Navigator palette, the zoom and hand tools, actual pixels, fit on screen, tiling multiple images, zoom and scroll all windows, and zoom and location are topics covered.

Program #3: The Bridge to Your Assets

Working with Bridge, viewing and managing files, file browsing, label and rate files, batch rename files, metadata information, and copyrighting your files are demonstrated.

Program #4: Basic Modes and Image Adjustments

The channels palette, bit depth (advantages and disadvantages), color modes (RGB, CMYK, Grayscale, Bitmap, Index Color), mode conversion, file size, and all important issues in digital imaging.

Program #5: Home on the Tonal Range

Level curves and shadow highlight rotating images, multiple undo, the History palette, revert to saved, the Measure tool, rotate arbitrary, the Crop tool (hide vs. delete information, cropping to a specific size, straighten perspective), saving, Crop and Straighten command are

revealed in this program.

Program #6: Would You Like It Rare or Adobe Camera Raw Basics

Benefits of Raw Capture, tools, displays options, workflow options, adjustments (basic, tone curve, details, HSL/Grayscale, split tone, lens correction, and presets), applying settings and/or opening files, batch processing are covered in this new version of ACR.

Program #7: Being Very Selective

Selection edges (anti-aliased, aliased and feathering), the Marquee, Lasso, Quick Selection and Magic Wand tools, adding to and subtracting from selections, the Select menu, modifying a selection, refine edge, select Inverse are all important functions of isolating areas in the image.

Program #8: First Glance at Layers

Combining images, transparency, opacity and blend modes, ruler and guides, new layers, renaming layer styles, locking, smart guides, aligning layers, multi-layer select, layer groups, duplicating, deleting, stacking order, saving layered files, flattening all, give layers the control you need for image editing.

Program #9: The Depth of Layers

Shortcuts, layer groups, blend modes, making selections from paths, clipping groups, modifying point of origin, layer comps show you the creative power of Adobe Photoshop.

Program #10: Adjusting the Color

Black and white points, Eyedropper and Color Sampler tools, info palette, removing color casts, adjustment layers, levels and curves, color correction by the numbers, global and selective adjustments are necessary controls for image quality.

Program #11: How About Black and White

Black and white adjustment layers, channel mixer adjustment layer, using hue/saturation adjustment layer to mimic traditional filters, camera raw to B/W coloring the image all ways to promote the use of B/W from color images.

Program #12: Transform Warp, and Sharpen the Image

Skews and perspective, warp function, pushing pixels, viewing the mesh, changing the center rotation, and protecting regions are ways to unleash new creative ways to interpret images.

Program #13: Vanishing, Displacement & Photomerge

Defining perspective planes, creating additional planes, copying objects, cloning, healing and painting in perspective are great ways to modify changes.

Program #14: Reach Out and Retouch

Removing: blemishes, wrinkles, shadows, brightening eyes and teeth, changing lip color, removing and/or moving distracting elements is retouching. All images need some retouching to keep the focus on the subject and not the distraction of blemishes.

Program #15: Coloring the Black & White Image

Adding color to the layer, brushing the color, filling the color, accent color, shape coloring, reducing color to mimic hand coloring all add to the tools you can use for image enhancement.

Program #16: Put Some Styles in Those Layers

Layer effects (from drop shadows to strokes), the styles palette saving and loading styles, applying styles to multiple layers, and hiding effects all provide you with endless enhancement capabilities.

Program #17: Pen Tools Are Fun

Anchor points, direction lines, creating straight, curved and combination paths, converting points, adding/subtracting anchor points, breaking direction lines, converting paths to selections, saving paths and more.

Program #18: Typography

Canvas size, point type, the character palette, changing attributes, layer effects, warping type, area type, the paragraph palette, open type, and spelling check give the artist the ability to create communication pieces.

Program #19: Restoring the Old Image

Increasing/decreasing density with adjustment layers and blend modes, adjustment layer masking, vignettes, and removing imperfections are steps beyond retouching and goes into reconstruction of an image.

Program #20: Automating the Process

Batch processing, contact sheets, picture packages, PDF presentations, web gallery, and image processor make

batch processing of images possible.

Program #21: Painting the Image

The brushes palette, creating, loading and saving brushes, defining/locking brush attributes, brush dynamics, pressure sensitivity, brush tip shapes, defining a new brush, stroking paths, the airbrush attribute, the brushes preset picker, and Creating Tool presets leads to endless creative paths.

Program #22: Fun Filters and Image Edges

Smart filters, filter gallery, stacking multiple filters, filter options, selective filtering using masks, diffuse glow, adding textures, blends modes darkening edges, creating a vignette, making borders, using filters, painting custom edges, and scanning edges all lead to improving image impact.

Program #23: Photoshop with Video

Mark Bealo, Associate Professor of Graphic Communications, is the guest presenter. Mark covers the use of Photoshop in video presentations. Color space for video, tonal control, masking and simple animation.

Program #24: Composite Images

Stephen Burns, author of the "Photoshop Trickery" series, presents a lesson on image compositing. Compositing is using multiple images to compose a new image that has greater visual impact than the individual images. Stephen takes you through the creative process of compositing the digital image.

Program #25: Fine Art with Photoshop

Lee Zasloff, fine artist, demonstrates the use of Photoshop as a fine art tool. Lee uses brushes and filters to draw

images for creative use. She shows several examples of creative work done with Photoshop.

Program #26: Photography Post Editing

Robert Barry, professor of photography and commercial photographer, demonstrates the use of Photoshop for the digital image. Bob uses several methods for post editing the image to bring out the best qualities in the finished print.

Program #27: Concept Development

Wade Rollins, professor in the Graphic Communications department, shows the flexibility of Photoshop for concept development. Wade starts with a sketch and develops the line illustration through phases to the finished piece. The illustration is one he is using in a children's book.

Program #28: Iron Artists Photoshop Challenge Game

Stephen Burns hosts this action packed Iron Artist Challenge. Two artists are given five images and twenty minutes to complete a composition. They are compositing on the fly and under pressure. Steve offers running commentary on the progress of the match. TIMES UP! Now Stepehn and Neil provide a critique of the completed images. This could be used in the instructional environment to demonstrate working under pressure; it is just a wonderful format and great fun!!!.

Program #29: Using the Wacom Table

Steve Smith, Wacom Tablet West Coast representative, demonstrates the use of the Wacom Tablet with Photoshop. Photoshop is designed to be used with a Wacom pen tablet. Pen pressure, pen tilt, and even the airbrush's finger-wheel can control attributes like opacity, size, color, and exposure. With a Wacom pen, you have the power to dynamically control Photoshop's tools in the most natural and intuitive way possible.

Program #30: Creative Image Collage

Now it's time to take all of the new techniques learned and use them to create a Collage. Neil demonstrates methods you can use to create a digital image collage in Photoshop. A collage is basically several images put together to create one blended image. You can make collages with many small images overlapping, or more simple ones with just one or two images. The end result is a collage with strong storytelling qualities.