

CGVC 207 – Digital Imaging II EK1

INFORMATION

DAYS AND TIMES: THURSDAY 9:00 P.M. – 12:50 P.M.

EMAIL: DZOBEL@CCBCMD.EDU

ROOM AND CAMPUS: J229 ESSEX CAMPUS

PHONE: 443.840.1026

INSTRUCTOR: DAVID ZOBEL

WEB SITE: HTTP://STUDENT.CCBCMD.EDU/~DZOBEL

OFFICE HOURS: MONDAY: 1-3 (CATONSVILLE Q 303A) THURSDAY: 1-4 (ESSEX J215)

FACE BOOK: DAVE ZOBEL

01 **Course description:** Builds upon the skills learned in CGVC 120 and introduces advanced image manipulation and editing techniques; discusses use of complex channel and layer operations, image compositing using raster and vector based electronic formats, and special effects/plugin software with emphasis on image editing and design techniques that are required knowledge for professional photographers and designers.

- Three credits • Two lecture hours and 2 laboratory hours per week
- Prerequisite: CGVC 120 or permission of program coordinator..

02 **Overall Objectives:**

01. Use advanced layering and masking techniques to develop compositions
02. Exchange information between raster and vector based files and applications and use smart objects.
03. Modify designs using layer blending modes.
04. Produce sized and calibrated color print and screen output.
05. Use file compression software and removable media to manage files.
06. Create invented color palettes with duotones/tritones, gradient mapping, channel mixing and other color adjustments.
07. Use digital image capture hardware including scanners and cameras.
08. Use editing techniques non-destructively.
09. Apply color corrections using curves and levels controls.
10. Maintain realistic consistency in compositing considering texture, lighting, perspective and expertly applied retouching
11. Use visual references to model consistent realism
12. Create and optimize graphics for screen-based presentation
13. Make custom brushes, actions and droplets
14. Manage workflow and workspace
15. Use channels to modify selections
16. Use textures including actual, invented, simulated and texture mapping

03 **Points Possible:**

Brush magazine covers	180 points	(11%)
Mixed style book covers	250 points	(16%)
Event Posters	330 points	(21%)
Campaign	420 points	(26%)
In class assignments	270 points	(17%)
Photoshop Challenges	150 points	(9%)

TOTAL POINTS POSSIBLE **1600 points**

04 **Grading:** The evaluation of student course work will be based on a rubric, specific for each project, which will be provided to students when the project/exercise is assigned. Projects may be submitted beyond the due date, but will receive a one-letter grade reduction as a penalty. Projects may be resubmitted for re-evaluation at any time during the semester. Projects due within the last week of the class may not be resubmitted.

The scale of grades for official record is:

- A Excellent work (greatly exceeds minimum requirements) 90-100%
- B Good work (exceeds minimum requirements) 80-89%
- C Satisfactory work (meets minimum requirements) 70-79%
- D Poor work (doesn't meet minimum requirements) 60-69%
- F Unsatisfactory work (little to no effort shown) 0-59%

05 **Attendance Policy:** If the student knows they will miss a class session, he or she should make a reasonable effort to contact the instructor in advance. If a student should miss (2) sessions of class without a legitimate excuse, his or her final grade will be lowered by one letter and he or she must schedule a conference with the instructor to review his or her performance in the course. (3) unexcused absences will result in the student being dropped from the course.

06 **Lateness Policy:** Students should be on time for every class session. The class will begin promptly at the posted time in the CCBC schedule book. If the student is late to four(4) sessions it will count as being absent to 2 session and his or her letter grade will be lowered. If the student is late to six(6) sessions it will count as being absent to 3 sessions which will result in being dropped from the course.

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20 min Photoshop Challenge: The first 20 minutes of class there will be a photoshop challenge. If you miss the challenge you cannot make up the points. Each class will be worth 10 pts for a total of 150pts

General class policies: Policies will follow those outlined by The Community College of Baltimore County. The following additional policies are unique to this class:

- 01 If you leave class early you forfeit the right to ask for help until the next session.
- 02 If you're absent, it's your responsibility to catch up.
- 03 I reserve the right to show what is on your screen at any time during class.
- 04 Respect your fellow students and the instructor; lack of proper respect will result in dismissal.
- 05 You can email me work for review, but make sure that it's not larger than 3MB in size.
- 06 Don't copy any other person's work; if you do, you fail.
- 07 Back up your work; it's your responsibility.
- 08 Use of the Internet is a privilege, not a right; it can be taken away at any time.
- 09 I reserve the right to show your work to others for academic purposes.

Text and Supplies: Required Supplies:
Removable media of your choice
Sketchbook and drawing media of your choice
Print out as needed for projects (estimated cost: \$30-\$50)

Calendar: Specifics such as projects, reading assignments, etc. will be given during each class session

	Week 01 (9/03):	Intro to the class, inspiration, observation, bridge, key commands, forming comps, 3 choices, non destructive editing, photoshop workspace – making it your own
Concepts P1	Week 02 (9/10):	Brushes, working like a fine artist
Comps P1	Week 03 (9/17):	Masks, grouping layers, layer blending modes
Project 1 due	Week 04 (9/24):	Adjustment layers, clipping mask
Concepts P2	Week 05 (10/01):	Vector graphics, smart objects, vanishing point part 1, warp, and channels
Comps P2	Week 06 (10/08):	Texture
Project 2 due	Week 07 (10/15):	Selections, pen tool, channels, clipping path, paths, exporting to illustrator
Concepts P3	Week 08 (10/22):	Clone, healing, and patch tools, Adding and faking an image
Comps P3	Week 09 (10/29):	FIRST HALF OF TUTORIALS ARE DUE (W2-W7). Making images look real
PS Comps P3	Week 10 (11/05):	Making an image look real part 2
Project 3 due	Week 11 (11/12):	Type in photoshop
Concepts P4	Week 12 (11/19):	Fashion Editing (day 1)
Comps P4	Week 13 (11/26):	Fashion Editing (day2)
Comps P4	Week 14 (12/3):	Compiling a design and workday
PS Comps P4	Week 15 (12/10):	Automation, batch, droplets, motion, workday
Project 4 due	Week 16 (12/17):	Final presentations

Additional note: The Community College of Baltimore County and the Instructor reserve the right to make adjustments to this syllabus and calendar, with proper notice to students, as dictated by facility need or class progress.