



PHOTOSHOP BOOT CAMP

Course length: 4 days (24 hours)

Overview: Adobe Photoshop is the de facto standard in the design industry. If you'd like to get a jump start in Photoshop in a fun, practical way, this four-day class covers the most important parts of Photoshop you'll use on a day-to-day basis.

Prerequisites: Basic knowledge of Windows, as well as basic keyboarding skills.

Note: Students will be provided with a flash drive to save their exercise files.

All Adobe classes are taught by Adobe Certified Instructors.

COURSE OUTLINE

Day One

1 Getting To Know the Work Area

- Starting to work in Adobe Photoshop
- Using the tools
- Sampling a color
- Working with tools and tool properties
- Undoing actions in Photoshop
- More about panels and panel locations
- Finding resources for using Photoshop

2 Basic Photo Corrections

- Strategy for retouching
- Resolution and image size
- Opening a file with Adobe Bridge
- Straightening and cropping the image in Photoshop
- Adjusting the color and tone
- Using the Spot Healing Brush tool
- Applying a content-aware patch
- Repairing areas with the Clone Stamp tool
- Sharpening the image

3 Working With Selections

- About selecting and selection tools
- Getting started
- Using the Quick Selection tool
- Moving a selected area
- Manipulating selections
- Using the Magic Wand tool
- Selecting with the lasso tools
- Rotating a selection

- Selecting with the Magnetic Lasso tool
- Selecting from a center point
- Resizing and copying a selection
- Cropping an image

4 Layer Basics

- About layers
- Getting started
- Using the Layers panel
- Rearranging layers
- Applying a gradient to a layer
- Applying a layer style
- Adding an adjustment layer
- Updating layer effects
- Adding a border
- Flattening and saving files

Day Two

5 Quick Fixes

- Getting started
- Improving a snapshot
- Blurring a background
- Creating a panorama
- Correcting image distortion
- Adding depth of field
- Moving objects with the Content-Aware Move tool
- Adjusting perspective in an image

6 Masks and Channels

- Working with masks and channels
- Getting started
- Creating a mask
- Refining a mask
- Creating a quick mask
- Manipulating an image with Puppet Warp
- Working with channels

7 Typographic Design

- About type
- Getting started
- Creating a clipping mask from type
- Creating type on a path
- Warping point type
- Designing paragraphs of type
- Adding a rounded rectangle
- Adding vertical text

8 Vector Drawing Techniques

- About bitmap images and vector graphics
- About paths and the Pen tool

- Getting started
- Drawing with the Pen tool
- Working with defined custom shapes
- Importing a Smart Object
- Adding color and depth to a shape using layer styles

Day Three

9 Advanced Compositing

- Getting started
- Arranging layers
- Using Smart Filters
- Painting a layer
- Adding a background
- Using the History Panel to undo tasks
- Upscaling a low-resolution image

10 Painting With the Mixer Brush

- About the Mixer Brush
- Getting started
- Selecting brush settings
- Mixing colors
- Creating a custom brush preset
- Mixing colors with a photograph

11 Editing Video

- Getting started
- About the Timeline panel
- Creating a new video project
- Animating text with keyframes
- Creating effects
- Adding transitions
- Adding audio
- Muting unwanted audio
- Rendering video

12 Working With Camera Raw

- Getting started
- About camera raw files
- Processing files in Camera Raw
- Applying advanced color correction

Day Four

13 Preparing Files for the Web

- Getting started
- Using layer groups to create button graphics
- Automating a multistep task
- Saving assets with Adobe Generator

14 Producing and Printing Consistent Color

- Preparing files for printing

- Getting started
- Performing a “zoom test”
- Identifying out-of-gamut colors
- Adjusting an image
- Converting an image to CMYK
- About color management
- Specifying color-management settings
- Proofing an image
- Saving the image as a CMYK EPS file
- Printing a CMYK image from Photoshop

15 Printing 3d Files

- Getting started
- Understanding the 3D environment
- Positioning 3D elements
- Printing a 3D file