

PHOTOSHOP INTRODUCTION

Course length: 2 day (12 hours)

Overview: Adobe Photoshop is the de facto standard in the design industry. This is the foundational class for learning the critical parts of Photoshop you'll use on a day-to-day basis. You'll learn layer basics, photo retouching and image editing.

Prerequisites: Working knowledge of Windows 7 and 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