Level 5 Diploma in Graphic Design (991) 177 Credits

Unit: Photoshop	**Guided Learning Hours:** 220
Exam Paper No.: 4	**Number of Credits:** 22
Prerequisites: Keystroking ability. Knowledge of Windows terminology and mouse techniques.	**Corequisites:** A pass or better in Diploma in eCommerce & Web Design or Information Technology or equivalence.
Aim: Learners will learn how to use Photoshop's selection tools to manipulate areas of the image without affecting the entire image. Photoshop is a powerful imaging tool that lets learners adjust and enhance images. In this unit, learners will gain a comprehensive understanding of the Photoshop workspace environment and will be able to navigate with confidence into the myriad of menus and dialog boxes. Adobe Photoshop, which enables the user to manipulate digital photographic images, has become an essential tool for artists and designers. Topics include advanced layering techniques, the history palette, advanced type techniques, color correction, and production techniques. Learners will also learn how to apply these selections to layers for greater flexibility in editing the image. Understanding the use of selection tools is essential to editing images in Photoshop. The unit also includes advanced skill of masking. Using Adobe Photoshop and its advanced web graphics component, Adobe ImageReady, candidates will learn to create images for use on the web.	
Required Materials: Recommended Learning Resources.	**Supplementary Materials:** Lecture notes and tutor extra reading recommendations.
Special Requirements: This is a hands-on unit, hence practical use of computers is essential. Requires intensive lab work outside of class time.	

Intended Learning Outcomes:	Assessment Criteria:
1 Analysing Photoshop basic tools and exploring the basic features of Photoshop elements.	1.1 Define a photoshop document 1.2 Describe photoshop tools 1.3 Analyse the photoshop working environment
2 The different ways to mask a background using Photoshop and masking techniques.	2.1 Describe fading effects with masking, gradients and the pencil 2.2 Describe how to use the history palette 2.3 Describe how to use the scaling tools 2.4 Describe how to use the marquee, lasso and magic wand 2.5 Describe how to use the fill tool 2.6 Describe how to use the drop shadow
3 Transparency and matting exploring the process of making images web-ready, web safe colors and difhering.	3.1 Illustrate the difference between GIF and JPEG images 3.2 Describe how to interlace an image 3.3 Describe how to make an image transparent 3.4 Define how to save a GIF and an optimised JPEG 3.5 Describe the differences between graphic file formats
4 Photo editing, image editing using digital photographs, traditional analog photographs, and illustrations.	4.1 Define how to use brightness/contrast, rubber stamp, smudge, dodge, sharp-edged lasso, variations, resizing and unsharp mask 4.2 Describe the basic image manipulation process

5 Photoshop plugins and filters, blending and general effects; bend the image, using two types of bending (curling and folding).	5.1 Describe how to create gradients 5.2 Describe how to apply filters 5.3 Illustrate how to use the blending menu to affect a layer's appearance 5.4 Describe the techniques of layering selection, image slicing and other image-preparation processes.
6 Drawing guidelines on an image using images to render preexisting content or acting as a buffer for application's drawing commands and break it up.	6.1 Describe why you need to cut an image into smaller pieces 6.2 Describe how to cut up an image using guidelines 6.3 Describe how to flattern an image 6.4 Demonstrate how to create a tiled background image 6.5 Demonstrate how to create guidelines on an image using the pull down guides
7 Advanced Photoshop altering using the Rubber stamp tool with more expertise.	7.1 Describe how to fix photos with scratches 7.2 Demonstrate how to use Duotones to bring some color into black and white photographs 7.3 Demonstrate using hue and saturation 7.4 Demonstrate using color balance to change skin tones
8 Tips for creating temporary images to pre-load before main images and best way to display the temporary image.	8.1 Demonstrate how to create small images that click into a larger version of that same image 8.2 Demonstrate using HTML code to change the size of an image 8.3 Demonstrate how to create patterns

Methods of Evaluation: A 2½-hour written examination paper with five essay questions, each carrying 20 marks. Candidates are required to answer all questions. Candidates also undertake coursework/project in Photoshop.

Recommended Learning Resources: Photoshop

Text Books	• Layers: The Complete Guide to Photoshop's Most Powerful Feature by Matt Kloskowski. ISBN-10: 0321534166 • Adobe Photoshop Classroom in a Book by Adobe Creative Team. ISBN-10: 0321115627
Study Manuals	BCE produced study packs
CD ROM	Power-point slides
Software	Photoshop