General Syllabus

CGT 2624 - Photoshop Applications

Credit Hours: 4   **Lecture Hours:** 2   **Lab Hours:** 4
Prerequisite: Declared CGT Major or Consent of Instructor
Effective Semester: Summer I 2013

I. Course Information

A. Catalog Description
Extensive coverage of skill sets necessary to successfully use Photoshop in multiple fields.

B. Additional Course Information
The course introduces the student to using multiple and varied approaches to visual problem solving. Investigation into alternate creative thinking techniques is explored and encouraged. Projects involve collaboration, problem solving, and meeting deadlines.

II. Student Learning Outcomes

A. Subject Matter
Upon successful completion of this course, the student will be able to generate complex digital productions incorporating the following disciplines:

1. Utilize Photoshop tools.
2. Create architectural renderings.
3. Analyze and apply structure finish materials.
4. Create graphic reconstructions.
5. Create tile-able and custom materials.
6. Understand and use bit map sizing.
7. Integrate Photoshop with AutoCAD and 3DS Max

B. University Learning Outcomes:

Communication Skills
Students will develop photo realistic productions. Students will apply specialized information when they produce and display the presentation.

Technological Skills
Students will use software applications to transfer technical principles, ideas, and theories to new situations. Students will create examples, apply principles, and/or demonstrate an ability or skill of color application, photo realism, and reconstruction projects using available software.

Quantitative Reasoning

Students will arrange and combine information into graphics publications. Students will apply ethics to each of their projects.

III. Major Course Topics

A. Professional Knowledge

1. Analog and digital images, file formats, photo fundamentals.
2. Palettes and layers.
3. Image size resolution
4. Selection methods, painting tools, and blending tools.
5. Channels and masks.
6. Tile-able materials, filters, and lighting.
7. Historic renovation project and AutoCAD integration.
8. 3DS Max, and 3D Viz integration
9. Ethics in graphics
10. Architectural rendering project

B. Visualization Skills

1. Participate in small group projects.
2. Describe various types of graphic visual techniques.
3. Understand digital color blending.