

**STATE UNIVERSITY OF NEW YORK
COLLEGE OF TECHNOLOGY
CANTON, NEW YORK**



COURSE OUTLINE

GMMD 103 — INTRODUCTION TO DIGITAL DESIGN SOFTWARE

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**CANINO SCHOOL OF ENGINEERING TECHNOLOGY
GRAPHIC AND MULTIMEDIA DESIGN/DECISION SYSTEMS DEPARTMENT
FEBRUARY 2012**

LAST UPDATED: MAY 2015

A. **TITLE:** INTRODUCTION TO DIGITAL DESIGN SOFTWARE: PHOTOSHOP BASICS

B. **COURSE NUMBER:** GMMD 103
SHORT TITLE: Intro to Digital Design Software

C. **CREDIT HOURS:** 3

D. **WRITING INTENSIVE COURSE (OPTIONAL):** NO

E. **COURSE LENGTH:** ONE FULL SEMESTER

F. **SEMESTER(S) OFFERED:** SPRING AND FALL

G. **HOURS OF LECTURE, LABORATORY, RECITATION, TUTORIAL, ACTIVITY:**

Two hours lecture, Two hours digital laboratory each week

H. **CATALOG DESCRIPTION:**

In GMMD 103 students learn how to use the industry standard software Adobe Photoshop to create/edit digital imagery and enhance digital photographs. Photoshop is explained through the teaching of its tools and the underlying principles that govern them. Along with providing an overview of the software this course serves as a starting point in understanding the Adobe software collection suite and its role in the design industry.

I. **PRE-REQUISITES/CO-COURSES:** NONE

J. **GOALS (STUDENT LEARNING OUTCOMES):**

By the end of this course, the student will:

Course Objective	Institutional SLO
a. Understand Adobe Photoshop interface, tools, and major functions.	3. Professional competence
b. Demonstrate use of multiple tools to create designs	1. Communication skills 3. Professional competence
c. Understand the two major color modes and how it relates to print and non-print design.	1. Communication skills 3. Professional competence
d. Understand the applications vector and raster graphics in the design industry.	1. Communication skills 3. Professional competence
e. Distinguish between different files types/attributes and where they are used in design.	1. Communication skills 3. Professional competence
f. Understand the role of Photoshop in Adobe suite, the design process and industry	2. Critical thinking 3. Professional competence
g. Understand the concept of divergent thinking and how to apply it solving design problems.	2. Critical thinking

K. **TEXTS**

Martin Evening; Adobe Photoshop CS6 For Photographers
Focal Press, 2012

L. REFERENCES:

Adobe Creative Team; Adobe Photoshop CS6 Classroom in a Book
Adobe Creative Team, 2012

M. EQUIPMENT:

Classroom with Extron Desk setup including: Elmo projector, Document Camera, computer, internet and media player. Computer classroom must have the Adobe Photoshop software installed and available

N. GRADING METHOD: (P/F, A-F, etc.) A-F

O. MEASUREMENT CRITERIA/METHODS:

1. Classwork
2. Projects
3. Participation
4. Attendance
5. Final Project

P. DETAILED TOPICAL OUTLINE:

- I. Adobe Photoshop Overview
- II. Tools and Layout
- III. Understanding and Using Layers I
- IV. Understanding and Using Layers II
- V. Image Adjustments
- VI. File Formats and Attributes
- VII. Color Modes, Vectors and Bitmaps
- VIII. Image Editing and Enhancements
- IX. Layer Masking
- X. Design Analysis and Problem Solving
- XI. Filters, Effects, Actions
- XII. Divergent Thinking: Creativity and Creating
- XIII. Adobe Photoshop Role in Design Process
- XIV. Final Project Preparation and Presentation