Photography 12
PhotoShop for Photographers

Instructor - Thom Halls – Office T401 M
Fall 2017 – Course Section number - 30744
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Duration of the course August 15th through December 14th, 2017
Office Hours Tues & Thurs 12:30 to 1:30 pm – Fri 8:30 to 9:30 Virtual Online

Course Description:

Photography 12 is a 3-unit course consisting of 5 hours of lecture/lab and 4 hours of homework weekly. Homework will require additional computer time either at home or in our lab.

Prerequisite: None
Advisory: English 125 &126 or 153 or ESL 67 and 68

The survey and use of electronic still photography: image capture, processing, display, storage, transmission, output technologies and their applications. Students will complete software workbook lessons, capture images and use Macintosh computers with Adobe Photoshop CC to produce digital photographs.

The teaching methods employed in this class stress problem solving using information from textbook lessons, articles, lectures and demonstrations. Your ability to read, understand and take notes in class and from written material is crucial as this is not a "passive" learning environment. Therefore, eligibility for English 125 &126 or 153 or ESL 67 &68 is highly recommended for you to be successful in this course.

Student Learning Objectives:
1. Correctly use digital cameras to input images for a print workflow.
2. Edit, organize, and save images using Photoshop and Adobe Camera Raw.
3. Adjust images for printing using Photoshop's tone and color adjustment tools.
4. Retouch images for printing using Photoshop's retouching tools.

Subject areas may include:
1. What Digital Imaging editing and what are the tools you can use.
   a. Opening files and organization – File management with Adobe Lightroom
   b. Naming Conventions and how important they are
   c. Printing thumbnails and contact sheets
   d. Starting a work flow
   e. Overview of the toolbox
2. Highlights, Shadow and Mid-tones
   a. Using automated image corrections
   b. Working with brightness and contrast and what it means.
   c. Correcting with Curves
   d. Practical usage of levels and color channels
3. Cropping, straightening and sizing of images
   a. Working with images to get them to the correct size, what you see is not what you get.

b. Determining and order in which we work
   c. Using the crop tool
   d. Resizing and whole image transformations.
4. Making selections and various options for doing so.
   a. Isolating and image element
   b. Nuances of different tools and their uses.
   c. Using Marquee tools
   d. Selecting irregular elements.
5. Color Balance
   a. What is the Hue and Saturation of a color
   b. Correcting images in Camera Raw
   c. Fixing a colorcast, tint and color variations.
   d. Going by the numbers and what do they mean.
6. Exposure controls on digital and traditional cameras
   a. Dealing with aperture and shutter speeds together.
   b. Maximizing the light for best effects.
   c. ISO settings and importance of sensor sensitivity
7. Building a layered photograph
   a. Working with layers and what they allow you to do.
   b. How to manage layers
   c. Masks, knockouts and luminance blending
   d. Panorama imaging
   e. The good the bad and ugly of layers
   f. Working with layer comps.
8. Ethics of Photography in a digital world
   a. Photo manipulation when to and when not to.
   b. How digital manipulation affects your world today and how in the future.
   c. Techniques to tell when something is manipulated.
9. Color use and output
   a. Local printing versus commercial reproduction
   b. RGB and CMYK
   c. Inkjet printing – pros and cons

SUPPLIES NECESSARY FOR THE CLASS:

Notebook for lectures, presentations and fieldwork.	First week
Specific Lab Note book for quick reference	First week
#2 pencils	First week
Digital storage device like a flash drive (at least an 8 GB size)	Second week
Digital camera or equivalent for taking pictures (preferred but no required)	Third week

Textbook – How do they do that in Photoshop – by Scott Kelby – Rocky Nook publishing, 2016, San Rafael Calif.

IF YOU DO NOT HAVE THIS BOOK BY THE SECOND WEEK, YOU WILL BE DROPPED FROM THE CLASS. You must have the book to complete the course. No exceptions!

Students who have a verified need for an academic accommodation for materials in alternate media (i.e. Braille, large print, electronic text, etc), as per the Americans With Disabilities Act (ADA) or Section 504 of the Rehabilitation Act, please contact your instructor as soon as possible. Students

with disabilities who quality for academic accommodations must provide a letter from the DSP&S and discuss specific needs with the professor, preferably during the first two weeks of class. DSP&S determines accommodations based on appropriate documentation of disabilities.

ATTENDANCE POLICY:

Missing three class meetings before the drop deadline or two lectures in a row will result in your being dropped from the class. **Partial attendance, either arriving late or leaving early without prior authorization will not be allowed.**

I will maintain regular offices hours as posted. On Friday's from 9 am to 10 am, I will have a virtual Office hour where I will respond directly to email. I will not be in my school office at this time. Use Thom.Halls@fresnocitycollege.edu for communication. I will be at my computer ready to respond to any and all questions. I will answer questions in the order received.

Attendance is taken at the beginning of each lecture. If you are late, it is **YOUR** responsibility to get on the roll.

You are responsible for all class notes and assignments given in your absences. Since lectures and certain announcements will not be repeated, it is advisable to confer with fellow classmates after a missed class.

You will be dropped in the 9th week if not attending and progressing satisfactory.

GRADING POLICY:

Each project will have a point value assigned to it and graded on how well you meet the project assignment. Your progress is evaluated during each lab period and you are encouraged to discuss your grade.

Each project will have an assigned due date. **NO PROJECTS WILL BE ACCEPTTED LATE.** It is imperative that you turn in assignments on the assigned due date. If you have not finished a project or it is not done to your satisfaction, you are encouraged to turn in what you have, take the lower grade and then during the project amnesty period on your calendar correct the work and turn it back in.

Any assignment can be redone to improve your grade But not until the Amnesty period starting in the 13th week.

90% + = **A**   80% + = **B**   70% + = **C**   60% + = **D**   59% and below = **F**

Total semester grade will be computed from:

1. Projects	1 through 6 - 100 pts each		600 points	32% of grade
2. Weekly Lab Assignments	16 weeks x 25 points		400 points	21%
3. Mid-term practical examination			400 points	21%
4. Final practical examination			400 points	21%
5. Participation Bonus			75 points	4% of grade
		Total	1,875 points	100%

You will be dropped or given a grade of failing after the drop deadline or a 'Records Hold' placed on your college records for any of the following infractions

- ➢ Mistreating school equipment. You are to use the equipment only in a manner consistent with those instructions given in class. You are also responsible for the cost of any repairs needed due to misuse.
- ➢ Tampering with the computer operating system.
- ➢ Tampering with, copying or using work or files other than your own.
- ➢ Installing any software (specially games) without the instructor's permission.
- ➢ Unauthorized removal of school property (including software) from the lab.
- ➢ Not following lab procedures or lab assistant's instructions.
- ➢ Use or display of pornographic material on the computer of any type, at any time.

You will be awarded a participation bonus (75 points or 4% of your grade) if you attend all the class meetings. Excused absences are not held against you if you notify me in advance and the excuse is satisfactory. You are allowed two (2) unexcused absences. After that the participation bonus will not be awarded at the end of the semester.

PROJECT REQUIREMENTS

All projects must be completed by you and be original pieces of artwork, photographs or web products. All projects must meet professional standards.

All projects must be turned in for grading via the Internet through my website www.thomhalls.com. (Instructions on this procedure will be given the first week)

- ➢ Names of your images must be labeled appropriately (i.e. Thalls_Prj 1).

- ➢ When uploading your work to the server you will see inside the class folder another folder with your name on it. Place your work inside that folder and wait for the transmission to be completed..

- ➢ If you are turning in multiple images they must labeled individually as **- Pjct (1,2,3 etc.) your name (i.e.Thalls) and the image name (a,b,c etc) - Example Thalls_ Prjt1_A.**

- ➢ Please go over the **Photo 12 student checklist** for this course prior to attending (available on my website). There are important instructions for your computer at home and to guard against viruses.

Failure to label your folders and or images correctly will result in a loss of points for the first project, and then rejection of subsequent projects with no points awarded at all.

Mid Term Practical - In the 10th week, you will be given a test during class time to accomplish several tasks as demonstrated in previous class sessions in a timed environment. Points will be deducted for deficiencies in the work turned in. Bonus points may be given for extra credit.

Final Practical – In the 18th week, a final practical will be given covering all the techniques demonstrated but not all techniques will be required on the final. The Final will be comprehensive.

No work will be accepted during finals week
Holiday's observed during the semester
Labor Day – Monday, September 4th

Veteran's Day – Friday, November 10th
Thanksgiving – Thursday and Friday November 23rd and 24th

Final drop deadline – October 13th, 2017
Date of the final will be – Thursday December 14th, 2017

Final Thoughts

Effort plays a major role in the success of this class. Photography is an exercise in living and it can be a lot of fun. However, you must participate fully in the experience. Expect to go through assignments and lessons several times. To be successful you must read, take notes and understand the assigned texts and handouts. You are encouraged to buddy up with someone in the class to help you should you miss a class or a lecture/lab time.

Do not expect me to do the exercises for you or give you the answers as to how to solve a specific problem. I have confidence in your inductive thinking to figure out how to solve these issues. Don't hesitate to ask, but expect me to answer you with another question to challenge you.

Learning new software can be a challenging and daunting at the same time. Frustration will surface from time to time and we try very hard to create a relaxed, fun environment to address this. This does not mean we do not take your work seriously or your learning experience as important, but it is a way to deal with the inherit frustration that can come when a non-logical mind, (humans) starts working in a totally logical environment like a computer.

Be courteous in class. Talking out of turn, reading, writing or passing notes in class other than the lecture material may result in a loss of points.

Cell phones and pagers must be turned off before you enter class and anyone who plays games on their phone during class will be considered a disruption of the class and dealt with accordingly. All computers, including your lab top, must be turned off during lecture unless you are instructed otherwise. Remember this is a lab and not your Internet playground! Do not use our computers for any other purpose than learning the new software.

During lab time if you wish to listen to music you may do so provided you use earplugs and keep the volume down.

Incompletes are given only in extreme hardship cases due to circumstances beyond the control of the student. Not completing or passing the course is not a hardship. If you must drop the class, it is **YOUR** responsibility to do so before the drop deadline. If you fail to do so, the grade you earn will appear on your record.

Keep all tests and projects returned to you in the event there is a conflict in the grading process or a loss of records so you can document your grade. If you are called upon to produce the work and are unable to do so, you will receive no credit.

Failure to comply with the above guidelines may result in your being dropped from the class.