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# PROGRAM

## Module 1. Fundamentals of working in Photoshop

### 1. Introduction

Introduction to bitmap graphics. Role of bitmap graphics in design and contemporary world in general. Examples of bitmap graphics implementation as a data storage medium.

Field of bitmap graphics implementation. Bitmap sources and techniques of creation of bitmap images (survey): scanning, digital photography, digital painting, generation of bitmap images (incl. visualization of 3D-scenes, program generation, etc.) Image templates created using bitmap graphics.

Role of the bitmap graphics in image editing. Image correction and touch-up, collage creating. Image templates edited by means of bitmap graphics.

Bitmap graphics structure. The term “Pixel”. Advantages and disadvantages of bitmap graphics.

Installation of Adobe Photoshop. Adobe Photoshop interface. Tools, palettes, menu options. Workspace.

Working with the documents. Graphics files formats.

Scale of document representation. Navigation within the document.

Painting tools Brush and Pencil. Tolls options. Setup panel

Color selection. Basic working colors.

### 2. System of actions cancellation

Action cancellation system.

History Brush and Art History Brush tools. Creative image editing using the commands to undo the actions.

Pattern Stamp tool. The term “pattern” (ornament).

### 3. Image sizes

Image size. Physical and logical image sizes. Calculating of the required image size.

Changing of image sizes. The term “Resample”. Resample algorithms. Resample artifact.

Sizes changing and canvas turn.

Image framing.

### 4. Selection tools

Selection. Selection purpose.

Selection tools according to a form.

Moving and transformation of selected areas. Modification and transformation of selection.

Filling and delineation of selected areas.

Operations with selection.

Selection tools according to a color.

Paint Bucket tool. Typical artifacts appearing while using Paint Bucket and Magic Wand tool. Active solutions of analogical tasks

### 5. Gradient fills

Gradient filling concept.

Creating and applying of the gradient.

Smooth and noise gradient fills.

### 6. Layers

Concept of layers.

Working with layers. Layers arrangement. Grouping layers.

Transparency of the layers.

Layers blending .

## Module 2. Image correction

### 7. Touch up tools

Touch up tools.

Correction tools. Filters within the groups Blur and Sharpen.

Red-eye effect removal.

## 8. **Color theory**

Color theory.

Concept of color channel. Color models and color modes of bitmap images.

Color coverage and intensity of color channel. Color channels.

Concept of spot color.

## 9. **Tonal correction**

Image correction. Concept of histogram.

Tonal correction.

## 10. **Color correction**

Color model HSB.

Color correction.

## **Module 3. Creating of compositions**

### 11. **Filters**

Filters in Adobe Photoshop.

Filter Gallery. Combining of several filters for creating of complex effects.

Using filters in Photoshop for image design.

### 12. **Working with text**

Concept of text layer.

Text options. Character and Paragraph palettes.

Text Warp Effect.

## **Module 4. Summary**

### 13. **Exam**