

ATEC PHOTOSHOP SKILLS

Please note: The core content included in this framework is the foundation of what ATEC faculty deem important for undergraduate skills in Computer Imaging and the use of Photoshop. Developed in collaboration with Animation, Game and EMAC departments within ATEC, this list is the 2010 standard content for ATEC 2382 courses.

***Instructors are expected to address each topic contained in these standards.
The Photoshop Skills are in the same order as the Learning Objectives. Although... as instructor, you may choose any sequence for these topics in your instruction.***

Skill Set 1. File Types, Sizes & DPI (pixel) Overview

- For Web, 3D models, video animation. (work large/save relative)
- Industry standards in resolution (DPI)

Skill Set 2. Basic Tools & Panels overview

- Getting started: Interface & toolbox
- Selections, Crop & Slice
 - Retouching & Healing Tools: Patch, Clone, Blur, Sharpen

Skill Set 3. Retouching & Adjustment Layers

- Non-destructive Adjustment Panel
- Layer Effects & Presets
- Best Practices: From CIB p48 (Most retouching follows 8 general steps)

Skill Set 4. Working with Layers

- Layer Panel Basics and Layer Blending Modes
- Layer Styles Overview (aka *fx*)
- Layer Masks

Skill Set 5. Color

- RGB vs CMYK (additive vs Subtractive Color Theory)
- Pallets and swatches
- Color Replacement, Correction & Adjustment
- Channels Panel (*RGB theory is pre-req for Channels*)
 - See why <http://www.lynda.com/home/Player.aspx?lpk4=30251>
- Color Harmony (Adobe Kuler tool)

Skill Set 6. Working with Masks & Paths

- Introduce / Overview of types of Masks & Paths
- Quick Masks, Magic Wand and selection
- Vector Tools (Pen, Path and Shape tools)
- Work Paths, Clipping Paths & Vector Masks

Skill Set 7. Typography / Type tool Effects

- Principles of Readability (*reference to Chip's POD class*)
 - Font Families & Web-safe fonts
 - Size, Kerning, Tracking and Line Height
 - Text Alignment
 - Information Chunking

Skill Set 8. Compositing, Filters & Lighting Effects

- Lighting for 2D, No Pre-lighting for 3D
 - Levels, Curves & Exposure
- Filter Gallery & Filter Menu
- Blending, Healing and Cloning tools

Skill Set 9. Web Techniques

- File types and quality (*revisited from week1 overview*)
 - Lossless vs. Lossy Data
 - “Save for Web” tools
- Web Slices
- Using Bridge Output Module to create Web Gallery

Skill Set 10. Texturing for 3D models

- Brushes Palette: Manipulating Drawing Pencils and Painting (power of a Wacom)
- Patterns:
 - Define Patterns & Using Plug-in Pattern Maker
 - Layer *fx*
- Tiling Textures
 - (2x2 rule or X^2 in pixels) 32x32, 64x64, 32x128 etc
 - Filter → Other → Offset - *with Blending revisited*

Skill Set 11. Video Editing

- Creating images for use in video
 - Video Safe Zones & Frame Aspect ratio
 - Transfer to After Effects (Best Practices)
- Paint touchup in video layer frames (basic rotoscoping)