



## Course Content

### Course Description:

In this course you will cover: introduction to the Photoshop CC work area, basic photo corrections, working with selections, layer basics, masks and channels, correcting and enhancing digital photographs, typographic design, vector drawing techniques, advanced layering, advanced compositing, preparing files for the web, working with 3d and scientific images & producing and printing consistent color.

### Prerequisites:

Windows Level 1, and Photoshop Level 1 or equivalent knowledge

### Topics:

#### Getting to Know the Work Area

- Starting to Work in Adobe Photoshop
- Using the tools
- Sampling a color
- Working with tools and tool properties
- Undoing actions in Photoshop
- More about panels and panel locations
- Finding resources for using Photoshop

#### Basic Photo Corrections

- Strategy for retouching
- Resolution and image size
- Opening a file with Adobe Bridge
- Straightening and cropping the image in Photoshop
- Adjusting the color and tone
- Using the Spot Healing Brush tool
- Applying a content-aware patch
- Repairing areas with the Clone Stamp tool
- Sharpening the image

#### Working with Selections

- Using the Quick Selection tool
- Moving a selected area
- Manipulating selections
- Using the Magic Wand tool
- Selecting with the lasso tools
- Rotating a selection
- Selecting with the Magnetic Lasso tool
- Selecting from a center point

- Resizing and copying a selection
- Cropping an image

#### Layer Basics

- Using the Layers Panel
- Rearranging layers
- Applying a gradient to a layer
- Applying a layer style
- Adding an adjustment layer
- Updating layer effects
- Adding a border
- Flattening and saving files

#### Quick Fixes

- Improving a snapshot
- Blurring a background
- Creating a panorama
- Correcting image distortion
- Adding depth of field
- Moving objects with the Content-Aware Move tool
- Adjusting perspective in an image

#### Masks and Channels

- Creating a mask
- Refining a mask
- Creating a quick mask
- Manipulating an image with Puppet Warp
- Working with Channels



## Typographic Design

- Creating a clipping mask from type
- Creating type on a path
- Warping point type
- Designing paragraphs of type
- Adding a rounded rectangle
- Adding vertical text

## Vector Drawing Techniques

- About bitmap images and vector graphics
- About paths and the Pen tool
- Drawing with the Pen tool
- Working with defined custom shapes
- Importing a Smart Object
- Adding color and depth to a shape using layer styles

## Advanced Compositing

- Arranging layers
- Using Smart Filters
- Painting a layer
- Adding a background
- Using the History Panel to undo tasks
- Upscaling a low-resolution image

## Painting with the Mixture Brush

- Selecting brush settings
- Mixing colors
- Creating a custom brush preset
- Mixing colors with a photograph

## Editing Video

- About the Timeline panel
- Creating a new video project
- Animating text with keyframes
- Creating effects
- Adding transitions
- Adding audio
- Muting unwanted audio
- Rendering video

## Working with Camera Raw

- About camera raw files
- Processing files in Camera Raw
- Applying advanced color correction
- Rendering video

## Preparing Files for the Web

- Using layer groups to create button graphics
- Automating a multistep task
- Saving assets with Adobe Generator

## Producing and Printing Consistent Color

- Preparing files for printing
- Performing a “zoom test”
- Identifying out-of-gamut colors
- Adjusting an image
- Converting an image to CMYK
- About color management
- Specifying color-management settings
- Proofing an image
- Saving the image as a CMYK EPS file
- Printing a CMYK image from Photoshop

## Printing 3D Files

- Understanding the 3D environment
- Positioning 3D elements
- Printing a 3D file