

Glendale College
Course Outline of Record Report
01/31/2025

CS/IS126 : Digital Imaging

General Information

Author:	<ul style="list-style-type: none">Vladimir Paransky
Course Code (CB01) :	CS/IS126
Course Title (CB02) :	Digital Imaging
Department:	CSIS
Proposal Start:	Fall 2022
TOP Code (CB03) :	(0707.10) Computer Programming
CIP Code:	(11.0201) Computer Programming/Programmer, General.
SAM Code (CB09) :	Clearly Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000309675
Curriculum Committee Approval Date:	Pending
Board of Trustees Approval Date:	Pending
Last Cyclical Review Date:	08/01/2020
Course Description and Course Note:	CS/IS 126 introduces and teaches the concepts of digital imaging needed in business to edit and manipulate images using Photoshop. This course does not cover the basic design concepts but focuses on the use of Photoshop application. Students use various features of Photoshop such as selection tools, layers, channels, masks, and other tools. Students apply these concepts to create and manipulate images.
Justification:	New Course NT
Academic Career:	<ul style="list-style-type: none">Credit
Mode of Delivery:	No value
Author:	No value
Course Family:	No value

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none">Computer Information Systems (Computer network installation, microcomputer technology, computer applications)
Alternate Discipline:	No value
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08)

Course is not a basic skills course.

Allow Students to Gain Credit by Exam/Challenge

Course Special Class Status (CB13)

Course is not a special class.

Pre-Collegiate Level (CB21)

Not applicable.

Grading Basis

- Grade with Pass / No-Pass Option

Course Support Course Status (CB26)

Course is not a support course

General Education and C-ID

General Education Status (CB25)

Not Applicable

Transferability

Not transferable

Transferability Status

Not transferable

Units and Hours

Summary

Minimum Credit Units (CB07)	3
Maximum Credit Units (CB06)	3
Total Course In-Class (Contact) Hours	90
Total Course Out-of-Class Hours	72
Total Student Learning Hours	162

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience Education

Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	2	4
Laboratory Hours	3	0
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	0
Course In-Class (Contact) Hours	
Lecture	36

Laboratory	54
Studio	0
Total	90

Course Out-of-Class Hours

Lecture	72
Laboratory	0
Studio	0
Total	72

Time Commitment Notes for Students

No value

Units and Hours - Weekly Specialty Hours

Activity Name	Type	In Class	Out of Class
No Value	No Value	No Value	No Value

Pre-requisites, Co-requisites, Anti-requisites and Advisories

Advisory

CS/IS101 - Introduction To Computer and Information Systems

Objectives

- Describe the Internet and Internet services; describe the evolution of e-business and understand how to do business on the Internet; identify Web development tool and authoring systems; create a simple Web page using Hypertext Markup Language (HTML)
- Describe distinctions between system software and application software; explain common functions of system software; identify types of application software; understand how to evaluate software when planning a system; compare open vs. proprietary software
- Describe ethical concerns associated with information systems including privacy, access, reliability, legal, ethical, and accuracy; identify types of computer crime; select, access, and use appropriate sources

Entry Standards

Entry Standards	Description
No value	No value

Course Limitations

Cross Listed or Equivalent Course	Description
No value	No value

Specifications	
Methods of Instruction	
Methods of Instruction	Lecture
Methods of Instruction	Laboratory
Methods of Instruction	Discussion
Methods of Instruction	Multimedia
Methods of Instruction	Collaborative Learning
Methods of Instruction	Demonstrations
Out of Class Assignments	
Chapter lessons in the book that teaches students the tools and concepts; Project examples: Create a realistic image, use mask and channels, other project; Final Project.	
Methods of Evaluation	Rationale
Exam/Quiz/Test	final examination
Exam/Quiz/Test	book lessons. Student will follow the lessons in the book and submit the finished lessons;
Project/Portfolio	projects. Student will apply the skills learned in each lesson to create an image/project and submit the finished project;
Exam/Quiz/Test	mid-term examination. Students will have two hours to apply the skills learned to create an image;
Project/Portfolio	final project. a capstone project and presentation.
Textbook Rationale	
No Value	

Textbooks

Author	Title	Publisher	Date	ISBN
Faulkner	Adobe Photoshop CC Classroom in a Book	Adobe Press / Pearson	2020	978-0136447993

Other Instructional Materials (i.e. OER, handouts)

No Value

Materials Fee

No value

Learning Outcomes and Objectives

Course Objectives

Use an image editing program to demonstrate essential input techniques;

explain the basic color essentials and electronic color models;

analyze and apply tonal correction and color correction fundamentals;

demonstrate the use of sharpening, making paths, channels and masks;

use an image editing program to demonstrate essential output techniques

SLOs

Demonstrate the ability to plan, collect, and execute a layered composition using textures, images, and filters; Expected Outcome Performance: 70.0

Demonstrate the use of Adobe Photoshop's selections, layers, masks to edit an image; Expected Outcome Performance: 70.0

Apply critical analysis and synthesis in using Adobe Photoshop's tools to create a complete visual presentation. Expected Outcome Performance: 70.0

Course Content

Lecture Content

Course Introduction 2 hrs

- Explore Adobe Photoshop program.
- Use Photoshop to open, save, and close images.
- How to reset default workspace and Photoshop settings
- Explore basic Photoshop tools including zoom
- Select foreground and background color. Use the Help Center to get assistance.

Working with Photo Corrections 2 hrs

- Correct a damaged image
- Perform color adjustments on an image
- Straighten, crop, and resize an image

Working with Selections 6 hrs

- Make and modify a selection
- Positioning image on an Artboard
- Move image between layers

Working with Brushes 2 hrs

- Selecting and modifying a brush
- Using Mixer Brush Tool

Working with Layers 4 hrs

- Moving, naming, organizing, hiding, viewing, and locking layers.
- Moving layers between files

Using Filters 2 hrs

- Smart Filters, and Content-Aware move tools

Working with Masks 6 hrs

- Using a clipping mask, quick mask, layer mask, and channel mask

Working with Typographic Design 2 hrs

- Using 3D text tool Placing text on a vector path

Working with Vector Art 4 hrs

- Modifying vectors by adding or deleting anchor points and adjusting anchor handles.

Working with Bridge and Camera Raw 2 hrs

- Organize and tag images in Bridge
- Use Camera RAW to process a RAW file. Apply RAW processing settings to multiple RAW files

Creating Web Documents 2 hrs

- Use of slice tool Selecting and saving slices
- File sizing for the web image

Final Project 2 hrs

- Create an images that tell a story.
- This can be a magazine cover, a movie poster, a bill board or a flyer

Total hours - 36**Laboratory/Studio Content****Course Introduction** 3 hrs

- Explore Adobe Photoshop program.
- Use Photoshop to open, save, and close images.
- How to reset default workspace and Photoshop settings
- Explore basic Photoshop tools including zoom
- Select foreground and background color. Use the Help Center to get assistance.

Working with Photo Corrections 3 hrs

- Correct a damaged image
- Perform color adjustments on an image
- Straighten, crop, and resize an image

Working with Selections 8 hrs

- Make and modify a selection
- Positioning image on an Artboard

- Move image between layers

Working with Brushes 3 hrs

- Selecting and modifying a brush
- Using Mixer Brush Tool

Working with Layers 8 hrs

- Moving, naming, organizing, hiding, viewing, and locking layers.
- Moving layers between files

Using Filters 3 hrs

- Smart Filters, and Content-Aware move tools

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Total hours - 54