



Broward Community College

Course Outline

Last Review: 2001-2002

Next Review: 2006-2007

Status: A

COMMON COURSE CODE NUMBER: GRA 2161C

COURSE TITLE: Advanced Image Editing

CREDIT HOURS: 3

CONTACT HOURS BREAKDOWN:

Lecture/Discussion:	32
Lab	32
Other	_____
Contact Hours/Week	64

CATALOG DESCRIPTION:

Prerequisite: GRA 1420C

Co-requisite: None

The student will learn the advanced image processing techniques to prepare images for various output venues for web and multimedia. Multimedia and web developers use sophisticated graphic software (Fireworks and Photoshop with ImageReady or other similar software) to create interactive and stunning visuals that are easily integrated into dynamic multimedia and web pages. Students will learn how to create graphics with vector and bitmap images, apply special effects, build buttons, rollovers, animated gifs, image maps, compare graphic formats, optimize web graphics & palettes. Projects focus on resolution, color management including palettes and bit depth, optimization, image and texture creation, alpha channels for compositing, and special effects. Industry standard software will be used including Photoshop and Fireworks.

UNIT TITLES:

1. Defining and discussing color profiling and palettes.
2. Identifying and using web and multimedia color palettes.
3. Creating and editing optimized web graphics.
4. Using layers, layer sets, layer masks, and clipping paths.
5. Optimizing text for web and multimedia.
6. Using shape and shape layers.
7. Creating background images.
8. Creating transparent images.
9. Creating image maps.
10. Using slicing, rollovers, and layer-based rollovers.
11. Creating animated GIFs.
12. Using automation.
13. Creating final projects for import and export to web and multimedia.

I. Course Overview:

Upon completion of this course, the student should be able to use advanced image processing techniques to prepare images for various output venues for web and multimedia.

II. Units:

Unit 1. Defining and Discussing Color Profiling and Palettes.

General Outcome:

- 1.0 The student should be able to define and discuss color profiling and palettes.

Specific Learning Outcomes:

Upon successful completion of this unit, the student should be able to:

- 1.1 Define color profiling.
- 1.2 Identify color palettes.
- 1.3 Change preferences.
- 1.4 Use docking with palettes.

Unit 2. Identifying and Using Web and Multimedia Color Palettes.

General Outcome:

- 2.0 The student should be able to identify and use web and multimedia color palettes.

Specific Learning Outcomes:

Upon successful completion of this unit, the student should be able to:

- 2.1 Identify web-safe color.
- 2.2 Set the color palette to web colors.
- 2.3 Change the swatches palette to web colors
- 2.4 Create custom color palettes for multimedia projects.
- 2.5 Preview browser dither.
- 2.6 Fix non-safe colors.
- 2.7 Preview Gamma.
- 2.8 Recolor layered documents.

Unit 3. Creating and Editing Optimized Web Graphics.

General Outcome:

3.0 The student should be able to create and edit optimized web graphics.

Specific Learning Outcomes:

Upon successful completion of this unit, the student should be able to:

- 3.1 Define what affects speed on the web with graphics.
- 3.2 Discuss GIF and JPEG graphics.
- 3.3 Discuss lossy and lossless compressions.
- 3.4 Identify PNG graphics.
- 3.5 Optimize graphics for the web.
- 3.6 Use a color matte with graphics.
- 3.7 Preview and write HTML with graphics.

Unit 4. Using Layers, Layer Sets, Layer Masks, and Clipping Paths.

General Outcome:

- 4.0 The student should be able to use layers, layer sets, layer masks, and clipping paths.

Specific Learning Outcomes:

Upon successful completion of this unit, the student should be able to:

- 4.1 Use layers.
- 4.2 Use layer sets.
- 4.3 Use layer masks.
- 4.4 Use create clipping paths.

Unit 5. Optimizing Text for Web and Multimedia.

General Outcome:

The student should be able to optimize text for web and multimedia.

Specific Learning Outcomes:

Upon successful completion of this unit, the student should be able to:

- 5.1 Define differences in text for web and multimedia.
- 5.2 Use ImageReady to create text for web.
- 5.3 Create rasterized text.
- 5.4 Transform text.

Unit 6. Using Shape and Shape Layers.

General Outcome:

6.0 The student should be able to use shape and shape layers.

Specific Learning Outcomes:

Upon successful completion of this unit, the student should be able to:

- 6.1 Discuss differences between bitmaps and vector shapes.
- 6.2 Create shape layers.
- 6.3 Apply styles from styles palette.

Unit 7. Creating Background Images.

General Outcome:

7.0 The student should be able to create background images.

Specific Learning Outcomes:

Upon successful completion of this unit, the student should be able to:

- 7.1 Define, edit, and preview a background image.
- 7.2 Recolor background image artwork.
- 7.3 Create seamless background tiles.
- 7.4 Create seamless photographic tiles.
- 7.5 Create directional tiles.

Unit 8. Creating Transparent Images.

General Outcome:

8.0 The student should be able to create transparent images.

Specific Learning Outcomes:

Upon successful completion of this unit, the student should be able to:

- 8.1 Discuss transparent images.
- 8.2 Define anti-aliasing.
- 8.3 Create and preview GIF transparencies.
- 8.4 Correct bad edges.
- 8.5 Discuss transparent layers versus transparent GIFs.

Unit 9. Creating Image Maps.

General Outcome:

9.0 The student should be able to create image maps.

Specific Learning Outcomes:

Upon successful completion of this unit, the student should be able to:

- 9.1 Discuss server-side versus client-side image maps.
- 9.2 Create an image map with drawing tools.
- 9.3 Create an image map from layers.
- 9.4 Make an image map to fit text.
- 9.5 Test the image map on web sites.

Unit 10. Using slicing, rollovers, and layer-based rollovers.

General Outcome:

10.0 The student should be able to use slicing, rollovers, and layer-based rollovers.

Specific Learning Outcomes:

Upon successful completion of this unit, the student should be able to:

- 10.1 Define slices.
- 10.2 Optimize slices.
- 10.3 Preview and save slices.
- 10.4 Slice symbols.
- 10.5 Create rollovers without slicing.
- 10.6 Save rollovers.
- 10.7 Create image map-based rollovers.
- 10.8 Define layer-based rollovers.
- 10.9 Create a layer-based slice with a rollover.
- 10.10 Create navigation bar artwork in layers.
- 10.11 Use rollover styles.
- 10.12 Create custom rollover styles.
- 10.13 Apply rollover styles to buttons.

Unit 11. Creating Animated GIFs.

General Outcome:

11.0 The student should be able to create animated GIFs.

Specific Learning Outcomes:

Upon successful completion of this unit, the student should be able to:

11.1 Define animated GIFs.

11.2 Create animated GIFs.

11.3 Optimize and save animated GIFs.

11.4 Make transparent animated GIFs.

11.5 Tween with Opacity.

11.6 Animate slide shows.

11.7 Animate GIF rollovers.

Unit 12. Using Automation.

General Outcome:

12.0 The student should be able to use automation.

Specific Learning Outcomes:

Upon successful completion of this unit, the student should be able to:

12.1 Discuss automation of multimedia elements.

12.2 Create a web photo gallery.

12.3 Create an action.

12.4 Create and use droplets.

Unit 13. Creating Final Projects for Import and Export to Web and Multimedia.

General Outcome:

13.0 The student should be able to create final projects for import and export to web and multimedia.

Specific Learning Outcomes:

Upon successful completion of this unit, the student should be able to:

- 13.1 Update HTML in ImageReady or Fireworks.
- 13.2 Export to multimedia programs.
- 13.3 Import graphics into multimedia and web sites.
- 13.4 Create final projects.
- 13.5 Test and edit final projects.