

COURSE NUMBER: COMP 256 01

COURSE TITLE: **Web Graphics (Photoshop/ImageReady)**

CREDIT HOURS: Three (3)

INSTRUCTOR: Shari Hurlbutt

OFFICE LOCATION: Office 124, Weinberg Hall

OFFICE HOURS: Posted Outside Office Door

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PREREQUISITE(S): none

REQUIRED TEXT: Staples, Tanya. Photoshop CS2 for the Web Hands-On Training. Lynda.com/books. Copyright 2005.

REQUIRED MATERIALS: Will be announced in class.

COURSE DESCRIPTION: The main purpose of this course is to instruct students in basic and intermediate graphics design skills primarily for a Web environment and to prepare students for future careers as Web Designers. The basics of graphics design are included, from logos to icons to sliced images. This course affords a wealth of opportunity for hands-on experience using the primary design tools used in industry today.

EXPECTED LEARNER OUTCOMES: Upon successful completion of this course, the student will be able to:

1. Understand the interface.
2. Organize assets.
3. Work with color.
4. Work with layers.
5. Create type.
6. Optimize images.
7. Create web backgrounds.
8. Design navigation bars and buttons.
9. Create transparent graphics.
10. Create animated GIFs.

11. Use slicing.
12. Create rollovers.
13. Create image maps.
14. Create web photo galleries.

LEARNING TASKS AND ACTIVITIES:

This class will meet during the scheduled class time for lecture and discussion of selected topics. Assignments will reinforce the material discussed in class and will be given daily. Students may need to plan to spend additional time in the lab in order to complete all exercises. Open lab times are posted outside the lab doors.

ASSESSMENT OF OUTCOMES:

Evaluation

Grades will be based on the following:

50% Assignments
50% Projects
Attendance Adjustment

The grading scale for this course will be:

A	90-100%
B	80-89%
C	70-79%
D	60-69%
F	0-59%

Attendance

Attendance is of utmost importance in this course because the lectures and assignments will be completed in class at the computer. All students are expected to attend class

Attendance will be taken at the beginning of the hour each class period. **If you are not present when attendance is taken, you will be counted absent for the day.**

It is the responsibility of the **student, not the sponsor,** to make definite arrangements with the instructor for makeup work **before** going on college-sponsored

events. College-sponsored events will be counted as excused absences provided students complete all necessary assignments as designated by the instructor. If you do not inform your instructor of your absence **before** you leave, then you will be counted absent.

The following scale will be used to determine your attendance adjustment for your final grade:

Number of Absences	Percent Adjustment
0	+5
1	+3
2	+2
3	+1
4	-3
5	-6
6	-9
7	MUST Withdraw from class.

Example:

If your grade average is 93% and you have 5 absences, then your final grade would be an 87%.

Grade average = 93%
5 absences = -6
Final grade = 87%

If your grade average is a 78% and you only have 1 absence, then your final grade would be an 81%.

Grade average = 78%
1 absence = +3
Final grade = 81%

Any student who has 7 unexcused absences must drop the class for excessive absences and non-participation in the class. It is the student's responsibility to take care of this procedure. The instructor will NOT complete this paperwork for you. *Please refer to "Withdrawal from Classes for Non-Attendance/Non-Participation" – page 21 of the College catalog.*

It is your choice to be in this class. If you choose to come to class, the instructor and fellow students demand your attention and respect. **Cell phone usage, including text messaging, Ipod usage, or usage of any other electronic device is not allowed in class.** Any student who cannot meet these expectations will be asked to leave the classroom and will be counted absent for that day.

Academic Honesty

Absolutely No tolerance!

Each student is expected to do his or her own work. Any student who is suspected of borrowing another student's work or doing another student's work will lose credit for that work and will be warned once. If the student is suspected a second time appropriate action will be taken.

This syllabus is subject to revision with prior notice the the student by the instructor.

Web Graphics

Understand the interface.

1. Understand the Photoshop and ImageReady interface.
2. Review the toolbox, toolbox fly-out menu, options bar, and palettes.
3. Jump between Photoshop and ImageReady.
4. Customize palette locations.
5. Save custom workspace.
6. Understand the concepts, terminology, and methods involved in working with Web graphics.
7. Understand when to use Photoshop vs. when to use ImageReady.

Organize assets.

8. View and organize assets.
9. Rate and label assets.
10. Use keywording and searching.

Work with color.

11. Choose colors from the color picker.
12. Choose colors with the swatches palette.
13. Create and save custom swatches
14. Copy color as HTML.

Work with layers.

15. Create and rename layers.
16. Reorder, flip and move layers.
17. Adjust blend mode, fill, and opacity.
18. Move and align layers.
19. Use layer groups.
20. Use layer comps.
21. Use layer styles.

Create type.

22. Create character type.
23. Create paragraph type.
24. Check spelling.
25. Find and replace text.

Optimize Images

26. Optimize JPEGs.
27. Use selective JPEG optimization with Alpha channels.
28. Optimize GIFs.
29. Choose the right color reduction palette.
30. Reduce colors.
31. Lock colors.
32. Select GIF optimization with Alpha channels.
33. Preview images in a web browser.

Create web backgrounds.

34. Define and preview background images.
35. Optimize and save background images.
36. Create symmetrical background images.
37. Create seamless backgrounds from photographs.
38. Create full-screen backgrounds.
39. Create full-screen backgrounds.
40. Use directional tiles.

Design navigation bars and buttons.

41. Create a horizontal navigation bar.
42. Create elliptical buttons.
43. Edit multiple buttons with Smart Objects.
44. Create pill-shaped buttons.
45. Create three-dimensional buttons.
46. Create tabbed navigation bars.
47. Create navigation bars with Icons.

Create transparent graphics.

48. Create and preview transparent GIFs.
49. Fix the edges of transparent GIFs.
50. Fix soft edges of transparent GIFs.
51. Save optimized transparent GIFs.
52. Create transparent GIFs from nontransparent images.
53. simulate transparency with JPEGs.

Create animated GIFs.

54. Create animations from layer visibility.
55. Set looping and speed.
56. Select, duplicate, and reverse frames.

57. Tween with position and layer styles.
58. Optimize and save animated GIFs.
59. Optimize transparent animated GIFs.
60. Create an animated slideshow.

Use slicing.

61. Create user slices.
62. Create layer-based slices.
63. Rename slices.
64. Optimize and save slices.
65. Apply alt text and status bar messages.
66. assign URLs to slices.
67. Use slice sets.

Create rollovers.

68. Use preset rollover styles.
69. Optimize and save rollovers.
70. Create rollovers from layer styles.
71. Create rollovers from layer visibility.
72. Create rollovers with type.
73. Create remote rollovers.
74. Create remote rollovers with selected states.
75. Create animated rollovers.

Create image maps.

76. Create an image map with the image map tools.
77. Create an image map from layers.
78. Rename, optimize and save image maps.
79. Assign URLs and apply alt text to image maps.
80. Create image map-based rollovers.

Create web photo galleries.

81. Create a web photo gallery.
82. Customize a web photo gallery.
83. Understand the web photo gallery settings.
84. Create a collaborative web photo gallery.
85. Create rollovers from layer styles.
86. Create rollovers from layer visibility.
87. Create rollovers with type.
88. Create remote rollovers.
89. Create remote rollovers with selected states.
90. Create animated rollovers.

