SAN JUAN COLLEGE
Success Matters

FDMA-2250 IMAGE EDITING II 3 CREDITS

SYLLABUS

CATALOG DESCRIPTION

This course is a combination of introducing students to motions graphics and advanced digital image editing techniques using Adobe Photoshop. Students will learn how the image editing software integrates into areas of web, video, animation and multimedia design. Students will also become familiar with how to create automatic actions to increase work efficiency. Projects will build on material from the DMAD 180 course and incorporate 2-dimensional design

Prerequisites: DMAD 180

Semester Offered: Spring

COMMON STUDENT LEARNING OUTCOMES

Upon successful completion of San Juan College programs and degrees, the student will demonstrate competency in…

BROAD AND SPECIALIZED LEARNING

Students will actively and independently acquire, apply, and adapt skills and knowledge with an awareness of global contexts.

CRITICAL THINKING

Students will think analytically and creatively to explore ideas, make connections, draw conclusions and solve problems.

CULTURAL AND CIVIC ENGAGEMENT

Students will act purposefully, reflectively, and ethically in diverse and complex environments.

EFFECTIVE COMMUNICATION

Students will exchange ideas and information with clarity in multiple contexts.

INFORMATION LITERACY

Students will be able to recognize when information is needed and have the ability to locate, evaluate, and use it effectively.

INTEGRATING TECHNOLOGIES

Students will demonstrate fluency in the application and use of technologies in multiple contexts.

Student work from this class may be randomly selected and used anonymously for assessment of course, program, and/or institutional learning outcomes. For more information, please refer to the Dean of the appropriate School.

COURSE LEARNING OUTCOMES

Upon successful completion of the course, the student will be able to…

1. Demonstrate use of the appropriate tools and techniques for advance level digital image editing.

A copy of this approved syllabus is on file in the dean's office.
Updated 12/14/18

2. Expand on existing skills by introducing animation to digitally edited still images.
3. Examine techniques used to integrate works into various types of multimedia.

This course will introduce the following in Adobe Photoshop:

Video
1. Explain how layers translate into non-linear digital video editing systems. (L, T, C), (III)
2. Explain how PSD Layers can have motion paths applied to enhance video productions and documentaries. (L, T, C), (III)
3. Discuss how images can be optimized for video use. (L, T, C), (III)
4. Use Photoshop with in non-linear and post production to create simple 2D animations. (L, T, I, A), (I, III)
5. Examine export formats for animations and video for distribution. (L, T, I, A), (I, III)
6. Create animated text using After Effects preset animations and examine how preset animations can be modified. (L, T, I, A), (I, III)
7. Discuss different methods of optimizing web animations. (L, T, C), (II, III)

Multimedia
1. Create Photoshop for animation for use in social media marketing. (L, T, I, A), (I, II, III)
2. Integrate Adobe Muse to create portfolio content. (L, T, I, A), (II, III)
3. Explore Adobe Character Animate and how motion tracking can be applied to Photoshop files. (L, T, I, A), (II, III)
4. Optimize images based on the intended audience and current industry standards. (L, T, I, A), (II, III)

Design
1. identifying misuse of basic graphic design principles in existing works. (L, T, C), (III)
2. create individual projects that emphasize the proper usage of design principles (L, T, I, A), (I, III)
3. Identify target audience in creating compositions for client (L, T, I, A), (II, III)

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