ADOBE PHOTOSHOP FOR ARCHITECTURAL DESIGNS

COURSE SYLLABUS

Duration: 2 weeks at 2 hours per Day or one week at 4 hrs. per day.

Cost: Kshs. 5,000.00

Full Payments required starting the short programs.

Course Description

This course covers all of the following materials:
- State the primary roles of Photoshop as a premier graphic design and image editing tool
- Productively utilize the photoshop environment, including the use of Layers, Panels, Channels, Paths, the Toolbox, and the Options Bar
- Utilize effectively multiple methods to create and save selections
- Utilize effectively multiple methods of manipulating the exiting artwork and workspace
- Apply painting, retouching, airbrushing, filters, and adjustment and layer style methods
- Understand the difference between raster and vector graphics, and its progressive evolution to the photoshop space
- Show understanding of multiple image types and the best application of each for graphic design, print and the Web
- Be introduced to advanced theories including the mask, alpha channel and clipping path.

Learning Objectives

1. Getting Acquainted with Photoshop
    1.1. The Photoshop Environment
    1.2. Palettes and the Palette Well
    1.3. Creating Custom Workspaces
    1.4. Opening Images
    1.5. Using the File Browser
    1.6. Image Magnification
    1.7. Viewing Document Information
    1.8. Moving the Image

    1.9. Undoing Mistakes and The History Palette
    1.10. Displaying Drawing Guides
    1.11. Making Measurements
    1.12. Adding Annotations
    1.13. Setting Preferences

2. Basic Image Manipulation
    2.1. Bitmap Images
    2.2. Vector Images
    2.3. Image Size and Resolution Settings
    2.4. Scanning Images
    2.5. Creating New Images
    2.6. Placing Files

3. Color Basics
    3.1. Color Modes and Models
    3.2. Color Mode Conversion
    3.3. Previewing Color Differences Between Operating Systems
    3.4. Color Management
    3.5. Foreground and Background Colors
    3.6. Using the Color Picker
    3.7. Selecting Colors with the Color Palette
    3.8. Selecting Colors with the Eyedropper Tool
    3.9. Selecting Colors with the Swatches Palette

4. Painting Tools
    4.1. Painting Tools
    4.2. The Brush Tool
    4.3. Blending Modes
    4.4. The Pencil Tool
    4.5. The Eraser Tool
    4.6. The Magic Eraser Tool
    4.7. The Background Eraser Tool
    4.8. Using the Art History Brush
    4.9. Using the History Brush

5. Brush Settings

5.1. Using the Brushes Palette
5.2. Creating Custom Brush Tips by Selection
5.3. Creating Custom Brush Tips in the Brushes Palette
5.4. Setting Shape Dynamics
5.5. Setting Brush Scattering
5.6. Setting Brush Texture
5.7. Setting Dual Brushes
5.8. Setting Color Dynamics
5.9. Setting Other Dynamics
5.10. Miscellaneous Brush Settings
5.11. Clearing Brush Settings

5.12. Saving a Customized Brush
5.13. Saving a Customized Brush Library

6. **Making Selections**
   6.1. Selection Basics
   6.2. Making Pixel Selections
   6.3. The Marquee Tools
   6.4. The Lasso Tools
   6.5. The Magic Wand Tool
   6.6. Selecting by Color Range
   6.7. Adjusting Pixel Selections
   6.8. The Extract Command
   6.9. Copying and Pasting Pixel Selections
   6.10. Saving and Loading Selections

7. **Filling and Stroking**
   7.1. Applying Fills
   7.2. Using the Paint Bucket Tool
   7.3. Using the Gradient Tool
   7.4. Using the Gradient Editor
   7.5. Using Patterns
   7.6. Using the Pattern Maker
   7.7. Stroking

8. **Layers**
   8.1. Using Layers and Layer Sets
   8.2. Creating Layers and Layer Sets
   8.3. Stacking and Linking Layers
   8.4. Moving Layer Content with the Move Tool
   8.5. Locking Layers
   8.6. Common Layer Management Tasks
   8.7. Merging and Flattening Layers

9. **Advanced Layers**
   9.1. Layer Styles
   9.2. Adjustment Layers and Fill Layers
   9.3. Masking Layers
   9.4. Creating Clipping Groups
   9.5. Creating Knockouts

10. Text
    10.1. Text Basics
    10.2. Entering Text
    10.3. Selecting Text
    10.4. Editing the Bounding Box
    10.5. Creating a Type Selection
    10.6. Applying Effects to Type Layers
    10.7. Using the Character Palette
    10.8. Checking for Spelling Errors

    10.9. Using the Paragraph Palette

11. Drawing
    11.1. Raster vs. Vector
    11.2. Shape Layers and Shape Options
    11.3. Using the Shape Tools
    11.4. Using the Pen Tools
    11.5. Using the Anchor Point Tools
    11.6. Using the Paths Palette
    11.7. Working with Paths

12. Using Channels and Masking
    12.1. Using the Channels Palette
    12.2. Using Channels
    12.3. Spot Colors
    12.4. Blending Channels and Layers
    12.5. Masks
    12.6. Using Alpha Channels

13. Manipulating Images
    13.1. Changing the Canvas Size
    13.2. Rotating and Flipping Images
    13.3. Cropping Images
    13.4. The Free Transform Command
    13.5. The Smudge Tool
    13.6. Blurring and Sharpening Images
    13.7. Using the Dodge Tool and the Burn Tool
    13.8. The Sponge Tool
    13.9. Filters and The Filter Gallery
    13.10. The Liquify Command
    13.11. The Clone Stamp Tool
    13.12. The Pattern Stamp Tool
    13.13. The Healing Brush Tool
    13.14. The Patch Tool
    13.15. The Color Replacement Tool

14. Getting to Know the Work Area
    14.1. Starting to work in Adobe Photoshop
    14.2. Using the tools
    14.3. Using the tool options bar and other palettes
    14.4. Undoing actions in Photoshop

14.5. Customizing the workspace

14.6. Jumping to Adobe ImageReady

14.7. Using Photoshop Help

14.8. Using Adobe online Services

14.9. Toolbox overview

15. Using Adobe Bridge

15.1. Viewing and editing files in Adobe Bridge

15.2. Embedding information for easy identification

15.3. Searching with Adobe bridge

15.4. Using favorites and Collections

15.5. Automating routine tasks

15.6. Acquiring stock photography

16. Basic Photo Corrections

16.1. Strategy of retouching

16.2. Resolution and image size

16.3. Getting started

16.4. Straightening and cropping an image

16.5. Making automatic adjustments

16.6. Manually adjusting the tonal range

16.7. Removing a color cast

16.8. Replacing colors in an image

16.9. Adjusting lightness with the Dodge tool

16.10. Applying the Unsharp Mask filter

16.11. Comparing automatic and manual results

16.12. Saving the image for four-color printing

17. Retouching and Repairing

17.1. Repairing areas with the Clone Stamp tool

17.2. Using the Spot Healing Brush tool

17.3. Using the Healing **B**rush and Patch tools

17.4. Retouching on a separate layer

18. Working with Selections

18.1. About selecting and selection tools

18.2. Selecting with the Magic Wand tool

18.3. Using the Magic Wand with other selection tools

18.4. Working with oval and circular selections

18.5. Selecting with the lasso tools

18.6. Rotating a selection

18.7. Selecting with the Magnetic Lasso tool

18.8. Cropping an image and erasing within a selection

19. Layer Basics

19.1. About Layers

19.2. Using the Layers Palette

19.3. Rearranging layers

19.4. Applying a layer style

19.5. Flatting and saving files

19.6. Photoshop for kids

20. Masks and Channels

20.1.   Working with masks and channels

20.2.   Creating a quick mask

20.3.   Editing a quick mask

20.4.   Saving a selection as a mask

20.5.   Editing a mask

20.6.   Loading a mask as a selection and applying an adjustment

20.7.   Extracting an image

20.8.   Applying a filter effect to a masked selection

20.9.   Creating a gradient mask

20.10. Applying effects using a gradient mask

21. Correcting and Enhancing Digital Photographs

21.1. About Camera raw

21.2. Processing camera raw

21.3. Processing camera files

21.4. Correcting digital photographs

21.5. Editing images with a vanishing-point perspective

21.6. Correcting image distortion

21.7. Creating a PDF portfolio

22. Typographic Design

22.1. Creating a clipping mask from type

22.2. Creating a design element from type

22.3. Using interactive formatting controls

22.4. Warping point type

22.5. Designing a paragraph of type

22.6. Warping a layer

22.7. Review questions and answers

22.8. Dancing with Type

23. Vector Drawing Techniques
   23.1. About bitmap images and vector graphics
   23.2. About paths and the pen tool
   23.3. Using paths with artwork
   23.4. Creating scalable objects for the background
   23.5. Working with defined custom shapes
   23.6. Importing a Smart Object

24. Advanced Layer Techniques
   24.1. Creating paths to clip a layer
   24.2. Creating layer sets
   24.3. Creating an adjustment layer
   24.4. Creating a knockout gradient layer
   24.5. Importing a layer from another file
   24.6. Applying layer styles
   24.7. Duplicating and clipping a layer
   24.8. Liquifying a layer
   24.9. Creating a border layer
   24.10. Flattening a layered image

25. Vector Compositing
   25.1. Automating a multistep mask
   25.2. Setting up a four-image montage
   25.3. Hand-coloring selections on a layer
   25.4. Changing the color balance
   25.5. Applying filters

26. Creating Links Within an Image
   26.1. Slicing and image in Photoshop
   26.2. Jumping to ImageReady
   26.3. Creating image maps in ImageReady
   26.4. Saving linked images in an HTML file

27. Creating Rollover Web Visuals
   27.1. About rollovers
   27.2. Creating rollover states
   27.3. Creating remote rollovers
   27.4. Saving the page as HTML

28. Animating GIF Images for the Web

28.1. Creating animations in Adobe Image Ready

28.2. Animating by hiding and showing layers

28.3. Animating with layer opacity and position

28.4. Using vector masks to create animations

29. Producing and Printing Consistent Color

29.1. Reproducing colors

29.2. Specifying color-management settings

29.3. Proofing an image

29.4. Identifying out-of-gamut colors

29.5. Adjusting an image and printing a Proof

29.6. Saving the image as a separation

29.7. Printing

SOME REVIT/ARCHIACD PHOTOSHOP RENDERS YOU WOULD BE ABLE TO DO