



PHOTOSHOP



About Course

Adobe Photoshop is a graphics editing program, or image editing software, that allows you to create and manipulate visual images on the computer. Editing features in the program help in creating and managing visual images for Internet, print, and other new media disciplines.

Photoshop can edit and compose raster images in multiple layers and supports masks, alpha compositing and several color models including RGB, CMYK, CIELAB, spot color, and duotone. Photoshop uses its own PSD and PSB file formats to support these features. In addition to raster graphics, Photoshop has limited abilities to edit or render text and vector graphics (especially through clipping path for the latter), as well as 3D graphics and video.

PHOTOSHOP

CURRICULUM

1 INTRODUCTION TO ADOBE PHOTOSHOP

Lets get familiar with the Tools panel

Run through of the Tools panel

Switching tools using the keyboard

Dark or Light Interface

Navigating your image

Navigating tabs and windows

Panels and workspaces

Zooming in and zooming out

Entering a custom zoom value

Scrolling and panning images

Rotating the view

Working with tabbed documents

Arranging documents

Cycling between screen modes

Switching tools using the keyboard

Customizing the keyboard shortcuts

2 OPENING AND SETTING UP A DOCUMENT

Opening from files from Windows and Mac

- Opening from Adobe Photoshop or Bridge
- Opening an image from Bridge
- An overview of Bridge
- Closing images

③ **DIGITAL IMAGING FUNDAMENTALS**

- Image size and resolution
- The Image Size command
- Resolution standards
- Up sampling and what happens when you do
- Changing the print size
- Down sampling for print and web
- The interpolation algorithms
- Best practices

④ **CROP AND STRAIGHTEN**

- The new and improved Crop tool
- Straightening a crooked image
- Using the Perspective Crop tool
- Automatically Cropping and Straightening scanned images
- The Rule of Thirds

5

EXTENDING IMAGES

Creating a border around your image

Extending the canvas

Using Content Aware Extend

Using Content Aware Fill

Using Content Aware Scale

6

ADJUSTING IMAGE LUMINANCE

Let there be Luminance

The Auto commands

Adjustments using Brightness/Contrast

Adjustments using Levels

Adjustments using Curves

Working non-destructively with adjustment layers

Editing adjustment layers

Isolating an adjustment with a layer mask

Hello to the histogram

Basics of the Shadows/Highlights command

7

ADJUSTING COLOURS

Gather logs

Assessing an image

Identifying a colour cast and how to correct it

Correcting a colour cast automatically
Changing the colour balance using levels
Changing the colour balance using Colour Balance
Adjusting colour intensity with Vibrance
The Hue/Saturation command

8

THE UNDO AND THE HISTORY PANEL

Undo
Utilizing the History Panel
Creating a Snapshot
Creating a new Document from a History State

9

SELECTIONS

What are selections and why we use them?
The Marquee tools
Getting to know the Lasso tools
Magic Wand and Quick Mask tools
Adding to and subtracting from Selections
Modifying Selections
Saving and Loading Selections
Meet the Channels Panel

10

MASKING

Understanding what a mask is and does
Working with Layer Masks

11

BASIC RETOUCHING

- Using the Spot Healing Brush
- Using the Healing Brush
- Using the Patch Tool
- The good old Clone Stamp tool
- The Dodge and Burn tools
- Tips and Tricks

12

THE BASICS OF LAYERS

- The Background layer
- Using a layer mask instead of deleting pixels
- Naming, hiding, creating, and deleting layers
- Altering the stacking order of layers
- Layer transformations
- Aligning and distributing layers
- Changing the opacity of layers
- Grouping layers
- Merge or rasterizing layers
- Flatten or Save As?
- Best Practices

13

BASIC BRUSHES

- An overview of brushes and the Brushes panel
- Brush size and hardness
- Brush shortcuts

14

WORKING WITH COLOUR

The Swatches Panel

The Colour Panel

The Colour Picker

Using the Eyedropper Tool to sample colour

Creating simple gradients

15

SIMPLE COMPOSITIN

The various options for copying and pasting

Dragging and dropping

Placing an image

Smart Objects and why when to use them

16

SAVING YOUR WORK

Saving images to PSD

Saving images to TIFF

File Formats and which to use

Best practices

Using the Save For Web utility

The Colour Modes explained

17

COMBINING MULTIPLE IMAGES

Auto Align

Auto Blend

Creating panoramas with Photo merge

18

GETTING TO GRIPS WITH TEXT

Horizontal and Vertical type tools

Customizing font properties

The Character panel

The Paragraph panel

Managing text layers

Adjusting preferences

Creating keyboard shortcuts

Using the HUD colour picker

The interface and performance settings



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