



PHOTOSHOP CS4 LEVEL 1: ESSENTIAL SKILLS

Learn Photoshop by completing a series of real world projects. Over 3 days you will complete 6 different projects including a 4-color movie ad, a book cover, retouching images for a menu, some advertising samples, a catalog cover, and more.

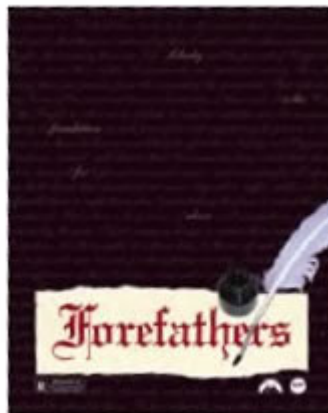
The trainer will show you step-by-step how Professional Graphic Designers use Photoshop on a range of different design jobs. This approach not only teaches you proper workflow techniques but is also a proven training method for those looking to master Photoshop.

This Photoshop training is ideal for designers, marketers and anyone who is pursuing a career in graphic design. No prior experience of Photoshop is needed.

PROJECT SUMMARY

Project 1 Four-Color Movie Ad

- Setting up the Workspace
- Compositing Images and Artwork
- Creating Silhouettes
- Managing Multiple Layers
- Saving Photoshop Files for Print



CLASS FACTS

DURATION: 3 DAYS

**MAXIMUM
CLASS SIZE:** 10

TIMES: 9:00 am -
4:30 pm

COMPUTERS:
PC or Mac

MANUALS: Training
manual included



AUTHORIZED
Training Center

"I enjoyed the "hands-on" technique and the instructor's style of teaching. He was extremely knowledgeable and approachable. The material was very technical, yet presented in a very "user friendly" manner. I came into the class as a true beginner and I am leaving with information I can use in my employment well in my personal life."

— Doris Murray

Security Administration

"At first I wasn't sure how the style of learning the lessons would work. I was so used to the book's style of doing little projects...BUT I have to say, Stephanie's 'build upon' style of teaching is simply brilliant! I feel empowered to try to do projects and the book is not so daunting to me now. Great fun!"

— Eva Brune

**Los Angeles Universal
Preschool**

"This was the best and most informative Photoshop class I had ever taken. Allison did a great job and was very friendly. I would definitely take more courses here again!"

— Ronda Sanders

Lava World International



Project 2 African Wildlife Map

- Setting Up the Workspace
- Compositing with Smart Objects
- Using Filters and Adjustments
- Creating an Artistic Background
- Creating Variations



Project 3 Moonscapes Book Cover

- Setting Up the Workspace
- Working with Text
- Editing Layers for Visual Impact
- Outputting Files



Project 4 Menu Image Correction

- Retouching Damaged Images
- Correcting Lighting Problems
- Correcting Color Problems
- Preparing Images for Print



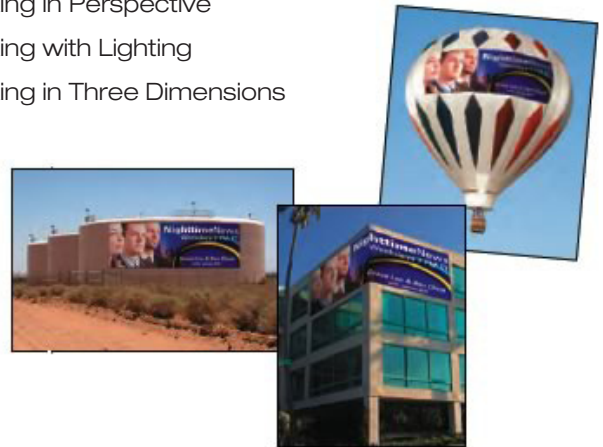
Project 5 Catalog Cover

- Creating a Complex Selection
- Compositing Complex Selections
- Working with Spot Channels



Project 6 Advertising Samples

- Cleaning and Adjusting Images
- Working in Perspective
- Working with Lighting
- Working in Three Dimensions



THE PHOTOSHOP WORKSPACE

- Photoshop Menus
- The Macintosh Application Frame
- Explore the Photoshop Interface
- Identifying and Accessing Photoshop Tools
- Keyboard Shortcuts and Nested Tools
- Explore the Arrangement of Photoshop Panels
- Create a Saved Workspace
- Customizing Photoshop Preferences
- Explore the Photoshop Document Views
- Customizing Keyboard Shortcuts and Menus
- Summing Up the Photoshop View Options
- Explore the Arrangement of Multiple Documents
- Navigating the Histories

PROJECT 1 FOUR-COLOR MOVIE AD

Set up a workspace to better organize image editing in Photoshop. Create a “Forefathers” movie poster file by bringing in a variety of photographic elements and organizing them into a collage.

Stage 1 Setting up the Workspace

- Understanding Line Art
- Create the New File
- Understanding Color Modes
- Define the Background
- Place Page Guides

Stage 2 Compositing Images and Artwork

- Navigate Files with Adobe Bridge
- Composite Multiple Images
- Adobe Bridge: Four Useful Tools for Graphics Professionals
- The Lasso Tools
- Resizing Raster and Vector Images (Effective Resolution)

- Rasterize a Vector File
- Place Vector Graphics

Stage 3 Creating Silhouettes

- Transform a Layer
- Make and Refine a Quick Selection
- Draw a Vector Path
- Understanding Anchor Points and Handles
- Edit a Vector Path
- Create a Layer Mask
- Select a Color Range
- Selecting Localized Color Clusters

Stage 4 Saving Photoshop Files for Print

- Save a Layered TIFF File
- Save a Flattened TIFF File
- Common File Formats
- Project Review

PROJECT 2 AFRICAN WILDLIFE MAP

Design a map of Africa with images of native species composited into the outline of the continent and create original textures for the water.

Stage 1 Setting Up the Workspace

- Review and Resample the Existing Source Image
- Create a Vector Shape Layer
- More on Resolution and Resampling
- Add to an Existing Shape Layer
- Control and Edit a Shape Layer
- Subtract from a Shape Layer
- Resample the Shape Layer and Change the Canvas Size
- Add Color and Texture to the Shape Layer

Stage 2 Compositing with Smart Objects

- Compare Smart Object Layers to Normal Layers
- Understanding Channels
- Work with Feathered Selections in Quick Mask Mode
- Apply a Layer Mask to a Smart Object Layer
- Edit a Layer Mask
- Use the Masks Panel
- Accessing Brush Libraries
- Convert Layers to Smart Objects
- Rasterizing Smart Objects with Masks
- Create a Clipping Mask

Stage 3 Using Filters and Adjustments

- Apply Non-Destructive Filters to Smart Objects
- Apply Destructive Filters to Regular Layers
- Fading Effects
- The Stylize Filters
- The Distortion Filters
- Lens Corrections

Stage 4 Creating an Artistic Background

- Create a Custom Gradient
- Create a Gradient Fill Layer
- Create a Pattern Fill Layer
- Adjust Layer Order and Blending Mode
- Distinguishing Photoshop Blending Modes
- Liquify a Layer
- Liquify Filter Tools

Stage 5 Creating Variations

- Unify Effects with a Solid Color Overlay
- Create Layer Comps
- Project Review

PROJECT 3 MOONSCAPES BOOK COVER

Design a press quality jacket for the “Moonscapes” book, combining a background, various images and type.

Stage 1 Setting up the Workspace

- Color Management in Theory and Practice
- Define Color Settings
- Understanding Rendering Intents
- Defining Custom CMYK Spaces
- Build a Color-Managed File
- Manage Profile Mismatches and Missing Profiles

Stage 2 Working with Text

- Place and Format Point Text
- Anti-Alias Options for Type
- The Character Panel in Depth
- Transform a Type Layer
- Create an Additional Type Layer
- The Paragraph Panel in Depth
- Create and Control a Multi-Line Point Type Layer
- Place and Format Area Types



Stage 3 Editing Layers for Visual Impact

- Create Effects with Layer Opacity
- Remove the Moons from Their Backgrounds
- Placing Images into Type
- Creating Type Selections
- Create Effects with Layer Styles
- Layer Styles in Depths

Stage 4 Outputting Files.

- Print the Composite Proof
- Print Output Options
- Project Review

**PROJECT 4 MENU
IMAGE CORRECTION**

Fix a variety of images for a restaurant menu incorporating a number of color correction and restoration techniques.

Stage 1 Retouching Damaged Images

- Remove Grain with Blur and Sharpen Techniques
- The Blur Filters
- The Smart Sharpen Filter
- The Noise Filters
- Heal Severe Scratches
- Aligning the Healing Source
- Clone Out Major Damage
- The Clone Source Panel

Stage 2 Correcting Lighting Problems

- Correct Problems with Brightness/Contrast.
- Correct Contrast and Tonal Range with Levels
- Histogram Statistics
- Identifying Shadows and Highlights
- The Gradient Map Adjustment
- Correct Lighting Problems with the Exposure Adjustment

Stage 3 Correcting Color Problems

- Understanding Color Terms
- Correct Color Cast with the Color Balance Adjustment
- The Variations Adjustment
- Correct Gray Balance with Curves
- Curve Display Options
- Adjusting Curves On-Screen
- Correct Contrast with Curves

Stage 4 Preparing Images for Print

- Correct Out-of-Gamut Color with Curves
- Automatic Color Correction
- Adjust Highlight and Shadow Points for Print
- Converting Image Color Modes
- Converting Images to Grayscale
- The Channel Mixer Adjustment
- The Match Color Adjustment.
- Project Review

PROJECT 5 CATALOG COVER

Create a cover for a “Back To School” catalog utilizing a large photo of a child, a school bus and various type elements for the promotional messaging.

Stage 1 Creating a Complex Selection

- Evaluate and Duplicate an Existing Image Channel
- Find and Isolate Edges in the Alpha Channel
- “Other” Filters
- Remove Shading from the Alpha Channel
- Special Effects Adjustments
- Erase and Paint the Alpha Channels

Stage 2 Compositing Complex Selections

- Define the Composite File
- Verify Color in the Component Images
- Composite the Component Images
- Transform and Style the Component Images
- Create a Shape Layer and Warped Text
- Warp Options

Stage 3 Working with Spot Channels

- Define a New Spot Channel
- Understanding Duotones
- Copy Layer Information to a Spot Channel
- Move Layer Content to a Spot Channel

- Save the File with Spot Color Information
- Project Review

**PROJECT 6 ADVERTISING
SAMPLES**

Creative a series of mockups showing outdoor advertising for a local news channel with examples posted on a building, water tank and hot air balloon.

Stage 1 Cleaning and Adjusting Images

- Use the Patch Tool
- Replace Colors in Parts of an Image
- Selective Color Adjustment
- Using Adjustment Presets
- Adjust Hue and Saturation with an Adjustment Layer
- Painting Image Correction Tools
- Using the Adjustments Panel
- The Photo Filter Adjustment
- Extended Control for Shadows/Highlights Adjustments
- Adjust Image Shadows and Highlights
- Painting Image Exposure and Saturation

Stage 2 Working in Perspective

- Transform the Perspective of a Layer
- Free Transform Options
- Content-Aware Scaling
- Use the Vanishing Point Filter
- Vanishing Point Controls
- Warp the Sample Ad
- Apply a Custom Warp

Stage 3 Working with Lighting

- Lighting Effects in Depth
- Apply an Omni Lighting Effect
- Apply a Directional Lighting Effect
- Apply a Spotlight Lighting Effect.
- The Rendering Filters

Stage 4 Working in Three Dimensions

- Create a 3D Object
- Understanding the 3D Tools
- Adjust Materials for the 3D Object.
- Working with 3D Materials
- Adjust Light Sources
- Creating 3D Postcards from 2D Layers
- Lighting Options
- Project Review

