

Adobe Photoshop CC Introduction

Length: 1 Day

Summary: This course provides a thorough overview Photoshop CC through an ideal combination of instructor-led demonstration and hands-on practice.

COURSE CONTENT

UNDERSTANDING HOW DIGITAL IMAGES WORK

- Understanding RGB and CMYK color models (additive and Subtractive)
- Image size Vs. Resolution - What's the difference?
- Pixel Aspect Ratio - Are all pixels square?
- Bits per channel - what does that mean?
- Alpha Channel - Why is this important to us?

GETTING TO KNOW THE WORK AREA

- Starting to work in Adobe Photoshop
- Using the tools
- Setting tool properties
- Undoing actions in Photoshop
- More about panels and panel locations
- Customizing the workspace
- Finding resources for using Photoshop

WORKING WITH SELECTIONS

- About selecting and selection tools
- Using the Quick Selection tool
- Moving a selected area
- Manipulating selections
- Using the Magic Wand tool
- Selecting with the lasso tools
- Rotating a selection
- Selecting with the Magnetic Lasso tool
- Selecting from a center point
- Resizing and copying a selection
- Cropping an image

LAYER BASICS

- About layers
- Using the Layers panel
- Rearranging layers
- Applying a gradient to a layer
- Applying a layer style
- Adding an adjustment layer
- Updating layer effects
- Adding a border
- Flattening and saving files

BASIC PHOTO CORRECTIONS

- Strategy for retouching
- Resolution and image size
- Straightening and cropping the image in Photoshop
- Adjusting the color and tone
- Using the Spot Healing Brush tool
- Using content-aware fill
- Repairing areas with the Clone Stamp tool
- Applying a content-aware patch
- Sharpening the image

CORRECTING AND ENHANCING DIGITAL PHOTOGRAPHS

- Adjusting shadows and highlights
- Camera Shake Reduction
- Correcting red eye
- Correcting image distortion
- Adding depth of field
- Extending objects with the Content-Aware Move tool
- Adding interactive blur
- Photo Merge
- Auto-align layers
- Content-aware scaling
- Content-aware fill

MASKS AND CHANNELS

- Working with masks and channels
- Creating a mask
- Refining a mask
- Creating a quick mask
- Manipulating an image with Puppet Warp
- Working with channels

TYPOGRAPHIC DESIGN

- About type
- Creating a clipping mask from type
- Creating type on a path
- Warping point type
- Designing paragraphs of type
- Working with type styles
- Adding a rounded rectangle
- Adding vertical text

VECTOR DRAWING TECHNIQUES

- About bitmap images and vector graphics
- About paths and the Pen tool
- Using paths with artwork
- Creating vector objects for the background
- Working with defined custom shapes
- Importing a Smart Object