WEB 111 Introduction to Web Graphics

COURSE DESCRIPTION:
Prerequisites: None
Corequisites: None

This course introduces the creation of web graphics, and addressing problems peculiar to WWW display using appropriate software. Topics include web graphics file types, optimization, RGB color, web typography, elementary special effects, transparency, animation, slicing, basic photo manipulation, and other related topics. Upon completion, students should be able to create graphics, such as animated banners, buttons, backgrounds, logos, and manipulate photographic images for Web delivery.
Course Hours per Week: Class, 2. Lab, 2. Semester Hours Credit, 3.

LEARNING OUTCOMES:
Upon completing requirements for this course, the student will be able to:
1. Create graphics for the web.
2. Manipulate photographic images for the web.
3. Solve graphic problems unique to web page displays using appropriate software.

OUTLINE OF INSTRUCTION:
I.   Introduction to Adobe Photoshop
II.   Photoshop Interface
III.   File Formats and Color Space
IV.   Cropping and Straightening
V.   Why and How We Use Layers
VI.   Colors and Brushes
VII.   Layer Masking
VIII.   Object Selection and Combining
IX.   Pixel Edit and Retouching
X.   Using Filters
XI.   Shapes to Mask
XII.   Layer Styles
XIII.   Typography and Page Layout
XIV.   Portfolio Production

REQUIRED TEXTBOOK AND MATERIAL:
The textbook and other instructional material will be determined by the instructor.