Tools for Digital Graphics
ITP 190 (2 Units)

Catalogue Description	Digital tools for image creation and editing, techniques, composition, layout, and output. This course is geared towards students interested in digital photography, image editing, web page development, professional page layout, and printing with color accuracy.
Objective	This course introduces industry graphic standard tools and methods for images and photos, work with customary tools and advanced features, navigate in the workspace by using standard and custom set-ups, artboards, work with layers and masks, draw and create vector graphics, work with Type, creation of documents and working with pages, understand color, and prepare images for professional print and web page output. Concepts: • Understand and develop knowledge of the Palette Windows and Tools • Create Multiple Layers to maximize flexibility of editing options • Understand Channels for both Selection Tools and Color • Create images using Raster Graphics • Basic Fundamentals of Digital Photography • Generate Masks to assist in editing capabilities • Understand file types for graphics • Create images using Vector Graphics • Color and painting using brushes and fills • Applying affects • Use Filters to enhance digital images and assist in advance composites • Work with Typography and develop methods for creation and customization • Finalize output in either web or pre-press output
Prerequisites	None

Instructor	Lance S. Winkel
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	Tel: 213/740.9959
	Office: OHE 530 H
	Office Hours:
	     Tuesdays / Thursdays 8am-9:30am and 1-2:30pm in OHE 530 H.
	     Other times by appointment.
	     M/W/F by email

Hours	3 hours / week
Course Structure	• There are twelve (12) weekly assignments. • There are three (3) larger capstone projects which will require physical hardcopy submission in class. These are due in-class Week 4 (9/11), Week 8 (10/9), and Week 12 (11/6). • There will be a midterm exam Week 7 • There will be final exam during the Final Exam session determined by the Final Exam schedule. 4:30-6:30pm Tuesday December 11, 2018.

Textbook(s)   Slides available on Blackboard.usc.edu

Linda.com tutorials and other learning resources where applicable

Required:
- Adobe Photoshop CC Classroom in a Book (2017 release). Adobe Press, Adobe Systems Incorporated. ISBN-13: 978-0-13-466345-6

Recommended:
- Adobe Illustrator CC Classroom in a Book (2017 release). Adobe Press, Adobe Systems Incorporated. ISBN-13: 978-0-13-466344-9

- Adobe InDesign CC Classroom in a Book (2017 release). Adobe Press, Adobe Systems Incorporated. ISBN-13: 978-0-13-466409-5

Grading	The course is graded with the following weights:
	Weekly Assignments 30%
	Midterm Exam 10%
	Project 1 (Due 9/11) 10%
	Project 2 (Due 10/9) 10%
	Project 3 (Due 11/6) 10%
	Attendance / Punctuality / Participation 10%
	Final Exam 20%
	TOTAL POSSIBLE 100%
Grading Scale	Letter grades will be assigned according to the following scale:
	93%+ A
	90-92% A-
	87-89% B+
	83-86% B
	80-82% B-
	77-79% C+
	73-76% C
	70-72% C-
	69 D+
	67-68 D
	66 D-
	65 and below F
	Half percentage points will be rounded up to the next whole percentage. So for instance, 89.5% is an A-, but 89.4% is a B+.
Homework	There will be approximately 12 assignments. Assignments will be assigned in class and must be completed before the start of the following lecture/lab session and submitted via Blackboard.
	There will be 3 projects assigned throughout the semester which will require specific output to both digital and hard copy print press. Each project will be graded based on the tools and methods outlined for each project. Grading will be based on 40% conceptual, 30% design, and 30% completion. Due dates are Week 4, Week 8, and Week 12.
	Assignments are accepted late with a penalty of 10% per day. This penalty applies immediately after the deadline. It is the responsibility of the student to contact the grader when posting late work.
Policies	Students are expected to:
	• Attend and participate in lecture discussions and critiques
	• Attend and complete weekly Assignments
	• Attend and complete exams
	Students are responsible for completing assignments and labs by stated deadlines. Most assignments will be uploaded to the course's Blackboard.usc.edu site.
	Make-up policy for exams: To make up for a missed exam, the student must provide a satisfactory reason (as determined by the instructor) along with proper

documentation. Make-up exams are generally only offered in emergency situations.

Before logging off a computer, students must ensure that they have saved any work to either a USB drive or a service such as Dropbox. Any work saved to the computer will be erased after restarting the computer. ITP is not responsible for any work lost.

ITP offers Open Lab use for all students enrolled in ITP classes. These open labs are held beginning the second week of classes through the last week of classes. Hours are listed at: http://itp.usc.edu/labs/.

Statement on Academic Conduct and Support Systems

Academic Conduct

Plagiarism – presenting someone else's ideas as your own, either verbatim or recast in your own words – is a serious academic offense with serious consequences. Please familiarize yourself with the discussion of plagiarism in *SCampus* in Section 11, *Behavior Violating University Standards* https://scampus.usc.edu/1100-behavior-violating-university-standards-and-appropriate-sanctions/. Other forms of academic dishonesty are equally unacceptable. See additional information in *SCampus* and university policies on scientific misconduct, http://policy.usc.edu/scientific-misconduct/.

Discrimination, sexual assault, and harassment are not tolerated by the university. You are encouraged to report any incidents to the *Office of Equity and Diversity* http://equity.usc.edu/ or to the *Department of Public Safety* http://capsnet.usc.edu/department/department-public-safety/online-forms/contact-us. This is important for the safety whole USC community. Another member of the university community – such as a friend, classmate, advisor, or faculty member – can help initiate the report, or can initiate the report on behalf of another person. *The Center for Women and Men* http://www.usc.edu/student-affairs/cwm/ provides 24/7 confidential support, and the sexual assault resource center webpage sarc.usc.edu describes reporting options and other resources.

Support Systems

A number of USC's schools provide support for students who need help with scholarly writing. Check with your advisor or program staff to find out more. Students whose primary language is not English should check with the *American Language Institute* http://dornsife.usc.edu/ali, which sponsors courses and workshops specifically for international graduate students. *The Office of Disability Services and Programs* http://sait.usc.edu/academicsupport/centerprograms/dsp/home_index.html provides certification for students with disabilities and helps arrange the relevant accommodations. If an officially declared emergency makes travel to campus infeasible, *USC Emergency Information http://emergency.usc.edu/* will provide safety and other updates, including ways in which instruction will be continued by means of blackboard, teleconferencing, and other technology.

A Further Note on Plagiarism	In this class, all homework submissions will be compared with current, previous, and future students' submissions using MOSS, which is a code plagiarism identification program. If your code significantly matches another student's submission, you will be reported to SJACS with the recommended penalty of an F in the course.
	It is okay to discuss solutions to specific problems with other students, but it is not okay to look through another student's code or appropriate their scene data or imagery. It does not matter if this material is online or from a student you know, it is cheating. Do not share your materials with anyone else in this or a future section of the course, as allowing someone else to copy your work carries the same penalty as you copying the work yourself.

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Course Outline
Subject to change throughout the semester

Week 1 – Introduction. Tool Palette and Interface
- Class Requirements and Personal Information
- Operating Systems & Terms
- Tool Palette
- Painting and Editing
- Custom Brushes

Reading:
> Lesson 1: Getting to Know the Work Area

Assignment:
> Weekly Assignment #1- Brush assignment utilizing a standard, loaded, and custom brush. Due 9/4

Week 2 – Selection Techniques
- Making selections
- Tool Palette Selection Tools
- Modifying Selections

Reading:
> Lesson 3: Working with Selections

Assignment:
> Weekly Assignment #2- Create complex selections from the various selection tools. Due 9/11

Week 3 – Basic Photo Corrections
- Rotating, Scaling, and Distorting with Transformations
- Feathering and Info Palette
- Understand Resolution
- Touch up Tools

Reading:
> Lesson 2: Basic Photo Corrections

Assignment:
> Weekly Assignment #3- Use techniques in lecture to touch up an existing photo utilizing the adjustment tools and re-touch tools. Due 9/18
>
> Project #1- Create a high-resolution image (300dpi) 8x10 with the brush, selection, and color tools. You will create the image by sketching/drawing using only the brush tool. This project will require a printed hard copy mounted on foam board for presentation.

Week 4 – Layers
- Using Multiple Layers
- Composition effects
- Re-arranging and stacking order
- Layer effects

Reading:
Lesson 4: Layer Basics

Assignment:
Weekly Assignment #4- Create a tourist postcard for a city of your choice with various images, layer effects, and type. Due 9/25

Week 5 – Digital Photography Techniques/ Digital Raw Photo Processing
- Basic Digital Photography
  - Understanding the pyramidal relationship of optical image capture: ISO, F-Stop, and Shutter Speed
  - Setting up a camera for shooting
  - Metadata
  - When to flash and not to flash
  - Bracketing
  - White balance
- Do's and Don'ts before you snap that Photo
- Using Raw Images in Photoshop
- Understanding HDRI, and when and where to use it.

Reading:
Lesson 5: Correcting and Enhancing Digital

Assignment:
Weekly Assignment #5- Use the digital photography tools to create a "bulb" or night time shot utilizing a slow shutter speed on your camera. Due 10/2

Week 6 – Digital Post Processing and Data Management (BONUS CONTENT)
- Why Adobe Bridge is so useful
- Advanced use of Metadata
- Naming and cataloging digital images
- Multi-camera shooting
- Managing clients

Reading:
TBD

Assignment:
TBD

Week 7 – Graphics for 3D, Games, Entertainment, Animation, and Effects (BONUS CONTENT!)
- Using 3D scene data for perspective capture
- Storyboarding from a photographic image plate
- Texture painting for 3D assets

Reading:
> TBD

Assignment:
> TBD

Week 8 – MIDTERM
The midterm will cover Weeks 1-6.

Week 9 – Using Layers Using Masks and Channels
- Using Quick Mask
- Saving Selections
- Understand Color Channel vs. Channel Mask
- Layer Mask
- Clipping Mask

Reading:
> Lesson 6: Masks and Channels

Assignment:
> Weekly Assignment #6- Create a digital book cover utilizing advanced layer tools as layer masks and layer adjustments. Due 10/23
>
> Project #2-The theme is "Metaphoric Landscape" to create an image utilizing the tools learned from this point of the semester. Requires using at least one original photo. 300 dpi 8x10 printed output is required.

Week 10 – Design Using Typography / Intro to Adobe Illustrator
- Create image composition
- Using Type with layers
- Advanced Type palette features
- Creating Point Type (AI)
- Creating Area Type (AI)
- Working with Types on Paths (AI)

Reading:
> Lesson 7: Typographic Design (PS)
> Lesson 7: Working With Type (AI)

Assignment:
> Weekly Assignment #7- Create your own bottle label utilizing the type and vector tools. Due 10/30

Week 11 – Integrating Vector Graphics
- Shape Tools
- Pen Tools & Selection Tools
- Paths and Clipping Paths
- Importing and exporting AI Vector Graphics

Reading:
> Lesson 8: Vector drawing techniques
> Lesson 5: Drawing with the Pen and Pencil Tools (AI)

Assignment:
> Weekly Assignment #8- Create a posterized 8x10 image by using both Photoshop and Illustrator raster and vector tools. Due 11/6

Week 12 – Color and Painting (Adobe Illustrator)
- Working with color
- Adjusting colors
- Painting with Patterns
- Working with Live Paint

Reading:
> Lesson 6: Color and Painting (AI)

Assignment:
> Weekly Assignment #9- Use a photo and convert to paths. Use painting brushes and tools to re-color image. Due 11/13

Week 13 – Complex Effects Using Layers / Introduction to Adobe InDesign
- Adjustment Layers
- Vanishing Point 3-D effects
- Merge and stamp layers
- Documents and Pages (ID)
- Placing Text and Graphics (ID)

Reading:
> Lesson 9: Advanced Compositing
> Lesson 3: Setting up a Document and working with Pages (ID)

Assignment:
> Weekly Assignment #10 – Magazine cover Part 1- Create a magazine cover using Photoshop for images to export. Due 11/20
>
> Project #3- Create a t-shirt by using the tools learned to this point. The image will require a vector logo, painted in Adobe Illustrator. Additional art can be added with Photoshop. Colors will be limited to 4. This will require an actual T-Shirt to be presented.

Week 14 – Objects (InDesign)
- Working with Layers
- Placing and linking graphics
- Transforming and aligning objects

Reading:
Lesson 4: Working with Objects

Assignment:
Assignment #11- Magazine Cover Part 2- Create a magazine cover by placing images and objects onto a new InDesign page. Due 11/27

Week 15 – Image graphics flow from Adobe Photoshop/Illustrator to InDesign
- Working with Adobe Bridge CC
- Placing a Photoshop Image (AI)
- Applying Clipping Masks (AI)
- Adding Graphics to InDesign
- Adjust Display Quality (ID)
- Working with Alpha Channels (ID)

Reading:
Lesson 14: Combining Illustrator CC graphics with other Adobe applications (AI)
Lesson 10: Importing and Modifying Graphics (ID)

Assignment:
Assignment #12 Magazine Cover Part 3- Integrate the magazine cover to include additional graphics and type objects from Illustrator to complete the magazine cover. Due 12/4

FINAL EXAM (Tuesday December 11, 2018. 4:30-6:30pm) – Final exam will be comprehensive over all topics covered during the semester.