



Adobe Photoshop CS2 - Introduction

Duration: 2 days

This course introduces digital imaging concepts and techniques using Adobe Photoshop CS2 (version 9.0), and is aimed at anyone wishing to acquire a thorough understanding of the most important features of this powerful program. The course is based around real-world practical examples for both print and screen based production. By the end of this course, you will be able to use Photoshop with confidence and produce high quality and great looking images.

Requirements: None in particular, apart from a familiarity with your computer.

Outline

Basic concepts

- Understanding pixels, resolution and colour depth
- Image acquisition - scanner, digital cameras, stock photos and other sources.
- Adobe Bridge - managing and finding files.
- Setting preferences and optimising performance.
- The Photoshop Workspace - navigation, tools, palettes etc.

Basic techniques

- Cropping, resizing and saving images.
- Understanding and using colour modes - RGB, CMYK and Greyscale.
- Painting and brushes - tools and techniques.
- Defining and selecting colours, patterns and gradients.
- Multiple undo and version control using the History palette
- Managing presets.

Retouching techniques

- The Clone Stamp.
- The healing brushes and patch tool.
- Changing exposure, focus and colour.
- Red-eye correction.

Compositing techniques

- Creating masks and cutouts.
- Working with Layers - moving content to new layers, transparency, linking layers.
- Transformations - scaling and rotating.
- Working with shape layers.
- Using Fill layers.

Image correction

- A range of techniques for correcting and adjusting contrast and colour.
- Non-destructive correction with adjustment layers.

Working with type

- Using type layers.
- Formatting text.
- Type warp.
- Applying filters to text.

Effects

- Layer styles - shadows, glows, bevels etc.
- Using filters - corrective and creative filtering techniques, the Filter Gallery.

Production

- Importing and exporting images - the mainstream file formats and their uses.
- Integration with other applications such as Illustrator, Quark, InDesign and Flash.
- Web graphics - using the Save For Web command - choosing a file format, optimisation and compression.
- Printing - recognising non-printable colours, converting images to CMYK.