# Introduction to Photo Editing Software

Content Area: **Technology**
Course(s): **Media Communications**
Time Period: **September**
Length: **4 Weeks**
Status: **Published**

## Transfer

Unit 1:

Photoshop application skills open innovative ways to solving a problem!

## Enduring Understandings

- Effective use of technology enables us to live, learn, and work.
- Engineering design is a creative and interactive process for identifying and solving problems that meet established criteria and constraints.
- Technology is used to create effective and interactive digital media.

## Essential Questions

How can we use the basics of photoshop to effectively participate in a digital community?

How can selection tools create the perception of reality? ...How does the use of color influence our appreciation of a composition?

Digital media files differ in their design and have their own unique advantages and disadvantages.

Understanding the various tools and menus of a computer program will greatly assist the efficiency of work.

Innovation in digital tools and products are utilized to aid and simplify work.

How do the constraints of a design challenge ultimately impact the final product?

Why is it so important for average citizens to become technologically literate?

## Content

**Big Idea: The design process is a series of steps taken in order to create a product or solve a problem.**

## Vocabulary

Articulate appropriate academic vocabulary for computers and associated materials:

Digital media

Application

File extensions

JPEG, PNG, GIF, BITMAP, PSD

Compression

Decompression

Skew

Distort

Opacity

## Learning Objectives

Students will be able to identify image information like size and image type

Perform a basic resize of an image in Photoshop

Students will be able to explain the reasoning and process needed to convert a .psd image to a JPEG

Basic resolution change of an image

Students will be able to describe difference between various photographic file types.

Students will be able to describe how photo editing software works.

Students will be able to identify the tools and menus in photo editing software and their uses.

Students will be able to describe the use of layers in photo editing software.

Students will be able to describe how to place images in alternate programs.

Student will be able to save an image in a different format than the original

Articulate appropriate academic  vocabulary for computers and associated materials.

## Resources

Resources:

Every student in every school should have the opportunity to learn applications to communicate their ideas more effectively.  Exposing the learner to multiple platforms for learning facilitates a better understanding of the extensive resources available while creating a broad foundation of the basic concepts and principles behind Digital media. The Media Communications Class will use the following platforms and resources:

1. Drawing materials • Inspiration software (optional) • Student Guide: Storyboards, Screenplays, and Shot Lists • DVD of a Pixar movie • Projector

2. Adobe Photoshop - students of today should be well versed in applications be able to express creatively and communicate effectively. Photoshop is the main program for all interactive design projects because it is pixel based like our monitors and phones, optimizes images for web and is the

main program which web developers are familiar with when building websites.

3. iMovie - iMovie is a powerful and highly engaging tool for students to share their knowledge and express themselves in the form of digital movies. Students will create high-quality video reports to demonstrate abstract concepts, or documentaries to increase the relevance of social issues.

Throughout this course the learners experience will be enhanced using the following:

- TED-Ed Originals; short, award-winning animated videos about ideas that spark the curiosity of learners everywhere.

- Ted Talks videos (Ted.com). TED Talks are influential videos from expert speakers on education, business, and digital media.

- Many youtube videos that relate to computer science. Ie. This sample video will be used to supplement the animation unit: PIXAR Explained - https://youtu.be/Z1R1z9ipFnM or https://www.youtube.com/watch?v=Z1R1z9ipFnM&feature=em-uploademail .

Google Platform inspires students to refine their skills on online resources and will be used to develop a better understanding of web page design.

## Standards

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| TECH.8.1.8 | Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge. |
| TECH.8.1.8.A | Technology Operations and Concepts: Students demonstrate a sound understanding of technology concepts, systems and operations. |
| TECH.8.1.8.A.CS2 | Select and use applications effectively and productively. |
| TECH.8.2.8.B.2 | Identify the desired and undesired consequences from the use of a product or system. |
| TECH.8.2.8.C.4 | Identify the steps in the design process that would be used to solve a designated problem. |