## 107-1 Full Curriculum of Da-Yeh University

Information					
Title	Digital Image Process	Serial No./ID	0758 / MDI1016		
Required/Credit	Required /2	Time/Place	(Wed)34 /PX302		
Language	English Grade Type Number				
Lecturer /Full- or Part-time	江家慶 /Full-time	Graduate Class	Non-graduating Class		
School System / Dept / Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content / Class 2, Grade 1				
Office Hour / Place	(Tue) 14:20~15:10, (Wed) 12:00~13:20, (Thu) 12:00~13:20, (Thu) 13:20~14:10, (Thu) 14:20~15:10, (Fri) 12:00~13:20 / PX-301				
Lecturer	n.a.				

#### Introduction

This course is going to learning pixel graphics software Photoshop and with the use of the concept of system, for finish the image job. On completion students will be able to operate basic programs and have some experience in image manipulation and construction of digital images.

#### Outline

- 1. Understanding pixel graphics
- 2. Creating documents for different contexts
- 3. Automating image adjustments with Camera Raw
- 4. Cropping, correcting perspective, and straightening images
- 5.layers
- 6. How to make selections and masks
- 7. Techniques for combining multiple images
- 8. Non-destructive editing techniques with adjustment layers and Smart Filters
- 9. Retouching essentials, such as blemish removal and body sculpting
- 10.Color correcting images
- 11. Using the essential blend modes, layer effects, and styles
- 12. Creating contact sheets and web photo galleries
- 13. Adjusting artwork with effects
- 14. Printing, saving, and exporting

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none

### The Relationship Between Courses and Departmental Core Competencies and Basic Skills

- Acquire professional knowledge of multimedia digital content design
- Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design
- Acquire the capability of integrating multimedia digital content knowledge and technologies
- Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems
- Acquire the capability of creative thinking and innovational design
- Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team
- Realize the industrial issues and understand the effects of multimedia design to industries, social ecology and economy, and worldwide
- Acquire the capability of lifetime learning
- Acquire professional working ethics and society responsibility

Teaching Plan						
Core Capability	Weight(% )【A】	Ability index(Performance Indicators)	Teaching Methods	Assessment and Weight	Core Competency Learning Outcomes	Grades
Acquire professional knowledge of multimedia digital content design	20	Cultivate the capability of realizing multimedia digital content theory Cultivate the capability of being familiar with multimedia digital content knowledge Cultivate the capability of being possessed of multimedia digital content professional knowledge, including animation, comic, game design, and so on Cultivate the capability of being possessed of multimedia digital content design quality and accomplishment, including cultural creativity, art, esthetics, and so on	Practical Operation	Product Manufacturing: 30% Course Participation: 40% Experiment Operation: 30%	Total: 100	20
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	20	Cultivate the capability of being possessed of and applying multimedia digital content professional design technologies and skills Cultivate the capability of using modern multimedia software and hardware tools Cultivate the capability of implementing multimedia digital content system	Lecturing Practical Operation (Experiment, Machine Operation	Product Manufacturing: 40% Course Participation: 30% Experiment Operation: 30%	Total: 100	20

Acquire the capability of integrating multimedia digital content knowledge and technologies	20	Cultivate the capability of integrating theoretical knowledge and practical technology Cultivate the capability of integrating visual communication, information technology and content management knowledge	Practical Operation (Experiment,	Homework Assignment: 30% Course Participation: 30% Product Manufacturing: 40%	Total: 100	20
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	10	Cultivate the capability of exploring complex multimedia design problems Cultivate the capability of analyzing and organizing complex multimedia design problems Cultivate the capability of solving and practicing complex multimedia design systems	Practical Operation (Experiment, Machine	Homework Assignment: 30% Course Participation: 30% Product Manufacturing: 40%	Total: 100	10
Acquire the capability of creative thinking and innovational design	10	Cultivate the capability of creative thinking Cultivate the capability of innovational design	Practical	Homework Assignment: 30% Course Participation: 30% Product Manufacturing: 40%	Total: 100	10
Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	5	Cultivate the capability of communication, coordination, and team cooperation Cultivate the capability of project planning, execution and management Cultivate the capability of respecting different viewpoints	Practical Operation (Experiment,	Course Participation: 30% Homework Assignment: 30% Product Manufacturing: 40%	Total: 100	5

Realize the industrial issues and understand the effects of multimedia design to industries, social ecology and economy, and worldwide	5	Cultivate the capability of understanding the effects of multimedia design to industries, societies, and worldwide Cultivate the capability of realizing the industrial issues of multimedia digital content Cultivate the capability of great foresight and international view Cultivate the capability of solving industry actual problem Cultivate working proficiency in career of multimedia digital content	Practical Operation (Experiment, Machine Operation	Course Participation: 30% Homework Assignment: 30% Product Manufacturing: 40%	Total: 100	5
Acquire the capability of lifetime learning	5	Cultivate the capability of lifetime learning by different ways	Lecturing Practical Operation (Experiment, Machine Operation	Homework Assignment: 30% Course Participation: 30% Product Manufacturing: 40%	Total: 100	5
Acquire professional working ethics and society responsibility	5	Cultivate the accomplishment of being possessed of well human relationship and career ethics Cultivate the accomplishment of being possessed of society responsibility in professional field	Lecturing Practical Operation (Experiment, Machine Operation	Homework Assignment: 30% Course Participation: 30% Product Manufacturing: 40%	Total: 100	5

# Grade Auditing

Product Manufacturing: 38% Course Participation: 32% Homework Assignment: 18% Experiment Operation: 12% Book Type (Respect intellectual property rights. Please use official textbooks and do not illegally photocopy others' works.)

Book Type	Book name	Author
Textbook	用Photoshop玩影像設計比你想的 簡單快快樂樂學Photoshop CC	鄧文淵 總監製/文淵閣工作 室

Lesson Plan					
Weeks	Content	Teaching Methods			
1	Basic operation, function description. Explain the use of	Lecturing			
	Photoshop image processing commercial personal use of				
	content & Intellectual Property Protection (use legitimate				
	textbooks only)				
2	Basic operations, Adobe Bridge	Lecturing, Practical Operation			
_	Zavo epotations, riadzo Zinago	(Experiment, Machine Operation			
3	Basic editing and repair,	Lecturing, Practical Operation			
		(Experiment, Machine Operation			
4	Special treatment and beautification	Lecturing, Practical Operation			
		(Experiment, Machine Operation			
5	Selection tool, select Edit Range	Lecturing、 Practical Operation			
		(Experiment, Machine Operation			
6	Selection tool, select Edit Range	Lecturing, Practical Operation			
		(Experiment, Machine Operation			
7	Text tool, tool path	Lecturing, Practical Operation			
		(Experiment, Machine Operation			
8	tool path	Lecturing, Practical Operation			
		(Experiment, Machine Operation			
9	Layers concept. Application	Lecturing, Practical Operation			
40	Later to the Lance O call of	(Experiment, Machine Operation			
10	Interim job. Image Synthesis	Lecturing、 Practical Operation (Experiment, Machine Operation			
11	Lovers Edit Application	Lecturing, Practical Operation			
11	Layers Edit. Application	(Experiment, Machine Operation			
12	Swatches, special effects filters	Lecturing, Practical Operation			
14	Owatorios, special effects filters	(Experiment, Machine Operation			
13	Swatches, special effects filters	Lecturing, Practical Operation			
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