

Image Editing 2 Syllabus*

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COURSE TITLE: Image Editing 2

Activity Code: 5341

Course Description: This course is a continuation of Image Editing 1 and is designed for the student interested in continuing their education in the Interactive Media segment of the Information Technology Cluster. Students are instructed in the fundamental features of using digital imaging software in editing and designing both photos and graphics. Students also learn the use of technologies related to digital imaging such as: basic computer operations; file sharing across networks; digital scanning; digital photography; preparing documents for output to various types of high resolution printers; and color calibration. Successful completion of Image Editing 2 helps provide a foundation for continued training as well as complementary training for related coursework. The Image Editing course incorporates Project Based Learning(PBL) by extending classroom learning to real world applications. Through investigation, analysis and presentation students will master South Carolina Content Standards and Success Skills that include creativity, critical thinking, communication, and collaboration. A minimum will be completed each semester. Ridge View High School believes in creating a community in which reading, writing, speaking, listening, and thinking are integrated into every class daily in order to strengthen literacy skills for each student.

Objective:

Given the necessary equipment, supplies, and facilities, the student will be able to successfully complete all of the following core competencies.

NOTE: ALL PROJECTS AND COMPUTER USAGE MUST COMPLY WITH RICHLAND II COMPUTER USE POLICIES. NO SCHOOL INAPPROPRIATE CONTENT ALLOWED.

Prerequisite: Integrated Business Applications or Computer Applications

Credit: 1 Unit

A. SAFETY

1. Review school safety policies and procedures.
2. Review classroom safety rules and procedures.
3. Review safety procedures for using equipment in the classroom.
4. Identify major causes of work-related accidents in office environments.
5. Demonstrate safety skills in an office/work environment.

B. STUDENT ORGANIZATIONS

1. Identify the purpose and goals of a Career and Technology Student Organization (CTSO).
2. Explain how CTSOs are integral parts of specific clusters, majors, and/or courses.
3. Explain the benefits and responsibilities of being a member of a CTSO.
4. List leadership opportunities that are available to students through participation in CTSO conferences, competitions, community service, philanthropy, and other activities.
5. Explain how participation in CTSOs can promote lifelong benefits in other professional and civic organizations.

C. TECHNOLOGY KNOWLEDGE

1. Demonstrate proficiency and skills associated with the use of technologies that are common to a specific

occupation.

2. Identify proper netiquette when using e-mail, social media, and other technologies for communication purposes. Identify potential abuse and unethical uses of laptops, tablets, computers, and/or networks.
3. Explain the consequences of social, illegal, and unethical uses of technology (e.g., piracy; illegal downloading; licensing infringement; inappropriate uses of software, hardware, and mobile devices in the work environment).
4. Discuss legal issues and the terms of use related to copyright laws, fair use laws, and ethics pertaining to downloading of images, photographs, documents, video, sounds, music, trademarks, and other elements for personal use.
5. Describe ethical and legal practices of safeguarding the confidentiality of business-related information.
6. Describe possible threats to a laptop, tablet, computer, and/or network and methods of avoiding attacks.

D. PERSONAL QUALITIES AND EMPLOYABILITY SKILLS

1. Demonstrate punctuality.
2. Demonstrate self-representation.
3. Demonstrate work ethic.
4. Demonstrate respect.
5. Demonstrate time management.
6. Demonstrate integrity.
7. Demonstrate leadership.
8. Demonstrate teamwork and collaboration.
9. Demonstrate conflict resolution.
10. Demonstrate perseverance.
11. Demonstrate commitment.
12. Demonstrate a healthy view of competition.
13. Demonstrate a global perspective.
14. Demonstrate health and fitness.
15. Demonstrate self-direction.
16. Demonstrate life-long learning.

E. PROFESSIONAL KNOWLEDGE

1. Demonstrate effective speaking and listening skills.
2. Demonstrate effective reading and writing skills.
3. Demonstrate mathematical reasoning.
4. Demonstrate job-specific mathematics skills.
5. Demonstrate critical-thinking and problem-solving skills.
6. Demonstrate creativity and resourcefulness.
7. Demonstrate an understanding of business ethics.
8. Demonstrate confidentiality.
9. Demonstrate an understanding of workplace structures, organizations, systems, and climates.
10. Demonstrate diversity awareness.
11. Demonstrate job acquisition and advancement skills.
12. Demonstrate task management skills.
13. Demonstrate customer-service skills.

F. CORRECTING PHOTOGRAPHS

1. Straighten and crop an image.
2. Adjust the tonal range.
3. Remove a color cast.
4. Replace colors in an image.
5. Adjust lightness with the dodge tool.
6. Adjust saturation with the sponge tool.
7. Apply the Un-sharp Mask filter.

8. Save the image for four-color printing.

G. WORKING WITH SELECTIONS

1. Practice making selections.
2. Move selection contents
3. Select and use the magic wand tool.
4. Select and use the lasso tool.
5. Transform a selection.
6. Select with the magnetic lasso.
7. Combine the use of selection tools.
8. Crop an image and erase within a selection.

H. CREATING LAYERS

1. Rearrange layers.
2. Edit text.
3. Flatten and save a file.
4. Create a layer set and add a layer.

I. CREATING MASKS AND CHANNELS

1. Create a quick mask.
2. Edit a quick mask.
3. Save a selection as a mask.
4. Edit a mask.
5. Load a mask as a selection and apply an adjustment.
6. Extract an image.
7. Apply a filter effect to a masked selection.
8. Create a gradient mask.
9. Apply effects using a gradient mask.

J. RETOUCHING AND REPAIRING

1. Repair areas of an image with the clone stamp tool.
2. Use the pattern stamp tool.
3. Use the healing brush and patch tool.
4. Retouch an image on a separate layer.

K. PAINTING AND EDITING

1. Define a custom workspace.
2. Blend an image with the background.
3. Change images with the history tools.
4. Use the pattern maker to create a picture frame.

L. USING BASIC PEN TOOL TECHNIQUES

1. Draw a straight path.
2. Draw a curved path.
3. Combine curved and straight path segments.
4. Edit anchor points.
5. Use paths with artwork.
6. Add layers to complete an effect.

M. USING VECTOR MASKS, PATHS, AND SHAPES

1. Demonstrate the ability to work with type.
2. Demonstrate the ability to work with defined custom shapes.

N. USING ADVANCED LAYERING TECHNIQUES

1. Create paths to clip a layer.
2. Create layer sets.
3. Create an adjustment layer.
4. Create a knockout gradient layer.
5. Import a layer from another file.
6. Apply layer styles.
7. Duplicate and clip a layer.
8. Liquefy a layer.
9. Create a border layer.
10. Flatten a layered image.

O. CREATING SPECIAL EFFECTS

1. Hand color selections on a layer.
2. Change the color balance.
3. Apply filters effectively.

P. PREPARING IMAGES FOR TWO-COLOR PRINTING

1. Use channels to change color to grayscale.
2. Assign values to the black and white points.
3. Sharpen the image.
4. Set up for spot color.
5. Create two-color Web graphics.

Q. OPTIMIZING WEB IMAGES AND IMAGE-MAPS

1. Optimize a JPEG image.
2. Optimize a GIF image.
3. Control dither.
4. Specify background transparency.
5. Create a dithered transparency.
6. Demonstrate the ability to use image maps.
7. Batch process file optimization.

R. ADDING INTERACTIVE SLICES AND ROLLOVERS

1. Optimize slices.
2. Create rollovers.
3. Save sliced images.

S. CREATING ANIMATED IMAGES FOR THE WEB

1. Animate by hiding and showing layers.
2. Animate with layer opacity and position.
3. Use advanced layer features to create animations.

T. PRODUCING AND PRINTING CONSISTENT COLOR

1. Specify color management settings.
2. Proof an image.
3. Identify out-of-gamut colors.
4. Adjust an image and print a proof.
5. Save an image as a separation.
6. Select print options.
7. Print a digital image.

U. RESEARCHING CAREERS IN THE DIGITAL IMAGING INDUSTRY

1. Identify careers in the digital imaging industry.
2. Identify education and training requirements for a career in digital imaging.
3. Use the Internet to research a career in digital imaging.
4. Create a multimedia presentation using the results of the career search.

Note* The instructor reserves the right to change or alter this document as needed.

INSTRUCTIONAL MATERIALS, SUPPLIES, AND EQUIPMENT:

All books and equipment are provided by the instructor. Students are required to provide paper, pencil, pen, and **8 GB (4 GB minimum) Flash Drive.**

REQUIRED TEXTBOOKS / INSTRUCTIONAL MATERIAL:

Adobe Photoshop CS4 Classroom in a Book

Adobe Fireworks CS4 Classroom in a Book

Adobe Flash CS4 Professional Classroom in a Book

Various other reference material will be utilized in this course.

TUTORING SCHEDULE:

- **Monday 7:25am – 7:55am**
- **Tuesday 7:25am – 7:55am**
- **Thursday 7:25am – 7:55am**
- **Friday 7:25am – 7:55am**

EVALUATION SYSTEM: Students will be given five (5) minutes to calculate and record his/her class average and attendance each Friday and will be graded using the following criteria each grading period:

Grades will be updated regularly, no later than Monday of the following week.

“Students will be held to the Academic Integrity policy of Richland District 2.”

Daily Grade = 20% to include:

- a. Attendance
- b. Participation
 1. Includes bringing required supplies and Flash-drive to class each day.
- c. Safety
- d. Leadership

Quizzes = 20%

Projects = 60%. (Rubric is located @ <http://www.rvhs-aplus.com>)

- a. Preparation
- b. Logical Sequence
- c. Accuracy
- d. Completed on-time

Final Project = 20% of Final Grade

GRADING CRITERIA:

A = 100 – 90

B = 89 – 80

C = 79 – 70

D = 69 – 60

F = 59 or below

CLASSROOM EXPECTATIONS:

1. Enter the classroom quietly before the tardy bell rings.
2. Begin working on class assignments when you enter classroom.
3. Do not sit on top of tables, desks, or ACUnit.
4. Only one student may leave the classroom at any time during class.
5. No Food or Drinks are allowed.
6. No horse-playing is allowed.
7. Do not energize any equipment without permission.
8. You are responsible for cleaning up after yourself.
9. Listen to the teacher and follow his instructions.
10. **No electronic device (cell phones, iPods, headphones, Chromebooks, etc...) usage in classroom in accordance with Ridge View High School Electronic Communication Device Protocol.**

PENALTIES FOR VIOLATING CLASSROOM EXPECTATIONS:

Rule 1

- Ridge View High School Tardy Policy

Rules 2, 3, 4, 9

- First Offense: Oral Warning
- Second Offense: Conference with Parents
- Third Offense: Discipline Referral

Rule 5

Students may only leave the classroom in case of an emergency. If the student leaves the classroom without permission or goes anywhere except to the destination where permission was granted, the student will be referred to an Administrator.

Rules 6, 7, & 8

- First Offense: Conference with Parents and Administration Notified
- Second Offense: Discipline Referral
- Third Offense: Discipline Referral

Rule 10 - Ridge View High School Electronic Communication Device Protocol

Please refer to the school and district policy concerning Electronic Communication Devices (ECDs) at <https://www.richland2.org/rvh>. In addition, the Ridge View High School ECD Protocols will be followed as outlined below:

- Students will NOT be allowed to take out their cell phones during class.
- No use of cell phones in bathrooms or locker rooms for the purpose of capturing images, audio, or video.
- No cell phone usage in classrooms (except for educational purposes).
- No recreational cell phone breaks.
- No stepping out of class to take/make important calls.

Free zones include: Hallways and Cafeteria.

Teachers agree to follow this protocol when students take cell phones out in class.

- **1st Offense:** Contact Parents - Teacher will ask student to put phone/ECD away and contact parents explaining the issue in class. Teacher should fill out short form and keep a copy for their personal records. If student does not cooperate when asked to put away phone, then call administrator for assistance.
- **2nd Offense:** Contact Administrator - Teacher will fill out long form, use copies of short form to include date of verbal warning and date of parent contact. Teacher will immediately contact an administrator for assistance.

SCOPE AND SEQUENCE

Image Editing 2

Grading Period	Timeline	Objectives
1st Quarter	Days 1 - 10	1) Orientation to course refresher 2) Safety refresher 3) Student Organizations refresher
	Days 11 - 45	<p>Adobe ActionScript 3.0 for Adobe Flash CS4 Classroom in a Book</p> <p>Chapter 1 Lesson Overview - Navigating the Flash Timeline</p> <ul style="list-style-type: none"> a. Add ActionScript to the timeline via the ActionsPanel b. Add labels to frames on a timeline. c. Control playback with ActionScript you have added to the timeline. d. Preview your Flash project as A SWF file in the testing environment. e. Change the content of a dynamic text field in ActionScript f. Use an ActionScript variable to keep track of a changing number. g. Use a conditional statement to respond to the looping of an animation. <p>Chapter 2 Lesson Overview -</p> <ul style="list-style-type: none"> a. Use event listeners to listen for mouse events. b. Write event handling functions that respond to mouse events. c. Navigate the Flash timeline in response to button clicks d. Open a URL in a browser using ActionScript triggered by a button click. e. Combine strings of text with variable values to populate a text field. f. Use buttons to change the value of a variable. <p>Chapter 3 Lesson Overview - Creating Animation with ActionScript</p> <ul style="list-style-type: none"> a. Change the properties of a movie clip using ActionScript b. Use the ENTER_FRAME event to animate MovieClip properties. c. Use a conditional statement to detect stage boundaries. d. Use a variable to store a reference to a movie clip. e. Use buttons to control property changes. f. Use the Tween class to animate MovieClip properties. g. Use easing to create animation effects.

Chapter 4 Lesson Overview - Creating ActionScript in Externalfiles

- a. Create an ActionScript file using the tools in Flash CS4.
- b. Create an ActionScript class that extends the MovieClipclass.
- c. Create a constructor function.
- d. Add methods and properties to a class file.
- e. Define parameters for class methods.
- f. Use ActionScript code to create vector shapes.
- g. Use code to create instances of a custom class file in the Flashtimeline.
- h. Use the MOUSE_MOVE event.
- i. Turn off an event listener.

Chapter 5 Lesson Overview - Using ActionScript and Components to Load Components.

- a. Work with Flash CS4 User Interface components.
- b. Create instances of the List component and customize their parameters.
- c. Trigger an ActionScript event listener when the selected item in a List component instance changes.
- d. Use the UI Loader component to control loading and displaying SWF files and bitmap images.
- e. Change the source file of the UI Loader component with ActionScript.
- f. Work with the URL Loader class to load text data from an external file into a Flash movie.
- g. Add an event listener to respond to the successful completion of loaded data.
- h. Set properties of a text field with ActionScript.
- i. Use the UI Scrollbar component to create a scrolling text field.

Chapter 6 Lesson Overview - Creating Preloaders in ActionScript 3.0

- a. Check your Flash files to determine if you need to use a preloader.
- b. Use the testing and simulation tools in Flash to experience your projects at different connection speeds.
- c. Use the methods of the UI Loader class to track the progress of loading media.
- d. Use the ProgressBar component to give the user feedback on loading media.
- e. Calculate the percentage of requested content that has loaded, and display that percentage in a text field for the user.
- f. Use the COMPLETE event to hide the preloader and display content when it is loaded.
- g. Use the percentage of a file that is loaded to trigger the playback of frames in a MovieClip.

Chapter 7 Lesson Overview - Using Arrays and Loops in ActionScript 3.0

- a. Create for loops to control the repetition of ActionScript.
- b. Create ActionScript arrays to store, manipulate, and reference lists of data from a single variable.
- c. Place instances of symbols from the Library on the stage using ActionScript.
- d. Create new properties for MovieClip instances with ActionScript.
- e. Use boolean variables to keep track of true/false values.
- f. Create arrays to keep track of lists of objects.

		<ul style="list-style-type: none"> g. Use methods of the Array class to store references to MovieClip instances and their properties. h. Use a for loop to cycle through an array and check the properties of its elements.
<p>2nd Quarter</p>	<p>Days 46 - 90</p>	<p>Adobe ActionScript 3.0 for Adobe Flash CS4 Classroom in a Book</p> <p>Chapter 8 Lesson Overview - Creating a Radio Button Quiz in an ActionScript File</p> <ul style="list-style-type: none"> a. Use private and public access modifiers in an ActionScript file. b. Create and work with radio buttons and radio button groups in ActionScript. c. Create new textFields with ActionScript. d. Format text with ActionScript. e. Use a switch statement to check multiple conditions. f. Use the inequality operator (!=) to determine if a condition is false. g. Create a simple quiz and track user's responses. h. Communicate between an ActionScript file and code in the Flash timeline. <p>Chapter 9 Lesson Overview - Controlling Sound with ActionScript</p> <ul style="list-style-type: none"> a. Create instances of the Sound, SoundChannel, and SoundTransform classes. b. Control the loading and playback of external MP3 files. c. Use the SoundTransform class to control volume and panning of sounds. d. Use the slider component to control the properties of the SoundTransform class. e. Use an array to store a playlist of MP3 files. f. Use methods of the TextField class to add to and remove characters from text strings. g. Use thID3 tags of an MP3 file to access information about the file. <p>Chapter 10 Lesson Overview - Working with an XML Playlist</p> <ul style="list-style-type: none"> a. Understand the basic structure of an xml file. b. Understand how you can use xml in a Flash project. c. Create an xml object in Flash with ActionScript. d. Use the URLLoader class to load an external xml file. e. Respond to the COMPLETE and ERROR events of the URLLoader class. f. Access data in an xml file from Flash using the xml features of ActionScript 3.0. g. Use xml data to control a music player application. <p>Chapter 11 Lesson Overview - Using ActionScript and Components to Control Videos</p> <ul style="list-style-type: none"> a. Use the FLVPlayback component to work with Flash video files. b. Set the properties of the FLVPlayback component in the component inspector. c. Set the properties of the FLVPlayback component with ActionScript. d. Use the FLVCaptioning component. e. Work with a Timed-Text xml file for video captions.

- f. Use the ColorPicker component to set the background color of a videoskin.
- g. Create ActionScript that works with an xml video playlist.
- h. Use the slider component to adjust the transparency of a videoskin.
- i. Work with the Allow Full Screen template to view full-screen video in a browser.

Chapter 12 Lesson Overview - Delving Deeper into Graphic and Animation with ActionScript

- a. Use the new inverse kinematics (IK) tools in Flash CS4.
- b. Use the new IK classes in Flash CS4 to create advanced animation with ActionScript.
- c. Check if users have a video camera or webcam available to their computers.
- d. Access and display video from a webcam or connected camera using ActionScript.
- e. Create bitmap graphics with Action Script.
- f. Take screen captures of Flash objects and save them as bitmaps data.
- g. Examine the Adobe Pixel Bender Toolkit.
- h. Work with filters in ActionScript.
- i. Use an external class file to load filters created in the Pixel Bender Toolkit.
- j. Apply Pixel Bender filters to a snapshot from a live camera.
- k. Use a slider to perform live modifications to the properties of a filter.

Chapter 13 Lesson Overview - Printing and Sending Email with ActionScript

- a. Send email from a Flash project.
- b. Work with a PHP script that will receive email information from ActionScript.
- c. Send data from Flash to a PHP script using the URLVariablesinstance.
- d. Create new variables in a URLVariables instance.
- e. Print content from a Flash file using the PrintJob class.
- f. Catch errors that may occur while attempting to print using a try /catch statement.

Chapter 14 Lesson Overview - Creating Adobe Air Applications with Flash and ActionScript

- a. Use Flash to create cross-platform desktop applications.
- b. Assign the Flash publish settings for Adobe AIR applications.
- c. Customize the AIR application and installer settings.
- d. Set custom icons for an AIR application.
- e. Create a digital signature for an AIR application.
- f. Use AIR classes in ActionScript to create interaction with the user's operating system.
- g. Publish and install an AIR application.
- h. Create drag-and-drop functionality in an AIR application using ActionScript.
- i. Use the File and FileStream classes to read data from external files.

3rd Quarter

Days 91 - 175

Adobe Illustrator CS4 Classroom in a Book

Chapter 1 Lesson Overview - Getting to know the work area

- a. Use the Welcome Screen
- b. Open an Adobe Illustrator CS4 file
- c. Select tools in the tools panel
- d. Work with panels, including the Control Panel
- e. Use viewing options to enlarge and reduce the document window
- f. Navigate multiple art-boards and documents
- g. Use Illustrator Help

Chapter 2 Lesson Overview - Selecting and Aligning

- a. Differentiate between the various selection tools.
- b. Group and ungroup items.
- c. Work in isolation mode.
- d. Work with smart guides.
- e. Clone items with the Selection tool
- f. Lock and hide items for organizational purposes.
- g. Save selections for future use.
- h. Use tools and commands to align basic shapes to each other.

Chapter 3 Lesson Overview - Creating and Editing Shapes

- a. Create a document with multiple art-boards.
- b. Use tools and commands to create basic shapes.
- c. Use rulers and smart guides as drawing aids.
- d. Scale and duplicate objects.
- e. Join and outline objects.
- f. Work with Pathfinder commands to create shapes.
- g. Use Live Trace to create shapes.

Chapter 4 Lesson Overview - Transforming Objects

- a. Add and edit art-boards in an existing document.
- b. Select individual objects, objects in a group, and parts of an object.
- c. Move, scale, and rotate objects using a variety of methods.
- d. Work with smart guides.
- e. Reflect, shear, and distort objects.
- f. Adjust the perspective of an object.
- g. Apply a distortion filter.
- h. Position objects precisely.
- i. Repeat transformations quickly and easily.

Chapter 5 Lesson Overview - Drawing with the Pen and Penciltools

- a. Draw straight lines.
- b. Use template layers.
- c. End path segments and split lines.
- d. Draw curved lines.
- e. Select and adjust curve segments.
- f. Draw and edit with the Pencil tool.

Chapter 6 Lesson Overview - Color and Painting

- a. Use color modes and color controls.
- b. Create, edit, and paint with colors using the Control panel and shortcuts.
- c. Name and save colors, create color groups, and build a color palette.
- d. Use the Color Guide panel and edit colors/recolor artwork features.
- e. Copy paint and appearance attributes from one object to another.
- f. Paint with gradients and patterns.

Chapter 7 Lesson Overview - Working with type

- a. Import text.
- b. Create columns of type.
- c. Change text attributes.
- d. Use and save styles.
- e. Sample type.
- f. Wrap type around a graphic.
- g. Reshape text with a warp.
- h. Create text on paths and shapes.
- i. Create type outlines.

Chapter 8 Lesson Overview - Working with Layers

- a. Work with the layer panel.
- b. Create, rearrange, and lock layers, nested layers, and groups.
- c. Move objects between layers.
- d. Paste layers of objects from one file into another.
- e. Merge layers into a single layer.
- f. Apply a drop shadow to a layer.
- g. Make a layer clipping mask.
- h. Apply an appearance attribute to objects and layers.
- i. Isolate content in a layer.

Chapter 9 Lesson Overview - Blending Shapes and Colors

- a. Create and save gradients.
- b. Add colors to a gradient.
- c. Adjust the direction of a gradient blend.
- d. Adjust the opacity of color in a gradient blend.
- e. Create smooth-color blends between objects.
- f. Blend the shapes of objects in intermediate steps.
- g. Modify a blend, its path, shape, and color.

Chapter 10 Lesson Overview - Working with Brushes

- a. Work with the Blob Brush tool and the Eraser tool.
- b. Use the four brush types: Art, Calligraphic, Pattern, and Scatter.
- c. Change the brush color and adjust brush settings.
- d. Create new brushes from Adobe Illustrator artwork.
- e. Apply brushes to paths created with drawing tools.
- f. Work with the Scribble effect.

Chapter 11 Lesson Overview - Applying Effects

- a. Use Pathfinder and distort & Transform effects.
- b. Use Photoshop effects to add texture to objects.
- c. Use Warp effects to create a banner logo type.
- d. Create 3D objects from 2D artwork.
- e. Map artwork to the faces of 3D objects.

Chapter 12 Lesson Overview - Applying appearance attributes and graphics

- a. Create and edit an appearance attribute.
- b. Add a second stroke to an object.
- c. Reorder appearance attributes and apply them to layers.
- d. Copy, turn on and off, remove appearance attributes.
- e. Save an appearance as a graphic style.
- f. Apply a graphic style to an object and a layer.
- g. Apply multiple graphic styles to an object or layer.

Chapter 13 Lesson Overview - Working with symbols

- a. Apply symbol instances.
- b. Create a symbol.
- c. Use the symbolism tools.
- d. Modify and redefine a symbol.
- e. Store and retrieve artwork in the Symbols panel.
- f. Discover symbols and Adobe Flash integration.

		<p>Chapter 14 Lesson Overview - Combining Illustrator CS4 graphics with other Adobe Applications</p> <ul style="list-style-type: none"> a. Differentiate between vector and bitmap graphics. b. Place embedded Adobe Photoshop graphics in an Adobe Illustrator file. c. Create a clipping mask from compound paths. d. Make an opacity mask to display part of an image. e. Sample color in a placed image. f. Replace a placed image with another, and update the document. g. Export a layered file to Adobe Photoshop. h. Place Illustrator files in Adobe InDesign. i. Integrate Illustrator with Adobe Flash. j. Save an Illustrator file for Adobe Flex. <p>Chapter 15 Lesson Overview - Output</p> <ul style="list-style-type: none"> a. Understand different types of printing requirements and printing devices. b. Know different printing concepts and printing terminology. c. Apply basic color principles. d. Separate color artwork for output to print. e. Use spot colors for two-color printing. f. Consider special issues when printing. g. Save and print files with transparency effects. h. Create files in PDF, EPS, and more.
	<p>Days 176 - 180</p>	<p>FINAL EXAMINATION SCHEDULE</p>