

Los Angeles Valley College
Course Level Student Learning Outcomes (SLO)

Course Name and Number: Media Arts 104

Course Title: Photoshop for Motion Pictures and Television

Course Objectives: (List the course objectives as they appear in the course outline of record.)

Lecture: Identify, define and apply common industry terminology. Identify, demonstrate, analyze, and formulate basic workflow and project design and planning. Recognize, compare, and operate digital imaging applications for use in Motion Pictures and Television. Create, analyze and evaluate industry standard projects using digital imaging and computer animation technology. Explain, employ, and appraise the techniques of digital imaging. Relate, explain, and examine the role of the digital artist in motion picture/television production.

Lab: Employ techniques for properly importing layered digital image files so that layers of the image can be edited individually. Demonstrate proper manipulation of Photoshop animation tools, utilizing frames, tweening, and timing capabilities. Compose an image for animation using variable transparency, scale, position, and rotation for objects/layers. Propose a workflow plan for individual and group projects. Estimate times for different production stages. Collect essential elements for the digital imaging projects. Demonstrate proper manipulation of Photoshop editing tools, filters, type capabilities and output capabilities. Evaluate individual and group projects in terms of Photoshop aesthetics, efficiency and goal setting.

Establish 1–2 course level student learning outcomes and indicate how each SLO will be assessed.

Course Level Student Learning Outcome	Assessment Measure
Students will create graphics for use in Film, Video, and Television.	Student portfolio that incorporates all of the items necessary to create graphics for use in Film, Video, and Television, including the use of layers, transparency, animation techniques, scale, position, and rotation, collecting the essential elements for digital imaging projects, and proper manipulation of Photoshop editing tools, filters, type capabilities, and output capabilities. The department will develop a rubric to assess whether students have gained the skills necessary for creating graphics for use in Film, Video, and Television.