



## Digital Photography: Full Course Summary

### Course Summary

In the digital photography and graphic design lessons, the student begins by learning general photographic concepts. Then composition skills are added to photographs and image-editing techniques are practiced. The student learns how to use layers, crop images, color and lighting concepts, hue and saturation, exposures, and special effects. Graphic design, artistic elements, and software skills are taught while producing graphic images. The concept of design as a manner of visual communication is carried throughout. The student builds a portfolio of work and explores the fields of photography, graphic arts, advertising, and illustration.

**Prerequisites: students must provide their own digital camera.**

### Unit 1: Photo Essentials

In this introductory unit, you will be given a basic overview of digital photography. You will learn how the composition of a photograph is defined by framing, the angle at which the photo was taken, and the photographer's intended perspective. You will also learn how pixels and resolution determine file size and the quality of your photographs.

While completing this unit, you will be asked to take a photograph of an object from three different angles. You will also be asked to choose one of your photos and try different cropping techniques on it. Finally, you will experiment with saving photo files in specific file formats.

### Lessons

1. Composition and Framing
2. Pixels and Resolution
3. Cropping a Photo

### Unit 2: Exploring Color and Shape

In this unit you will explore color and shape with regard to digital photography. You will study the color wheel—defining primary, secondary, analogous, and complementary colors. In addition, you will explore saturation, value, and contrast, and you will complete activities on image adjustment and capturing different shapes in photographs.

At the end of the unit, you will complete a lesson on abstract art. You will learn that abstract art relies on shape, color, and brush stroke to convey a particular theme. You will be asked to use the GIMP image-editing program to create and save your own sample of abstract art.

### Lessons

1. Understanding the Color Wheel
2. Saturation, Value, and Contrast
3. Adjusting Your Image
4. Exploring Shapes
5. Abstract Art

### Unit 3: Drawing with GIMP

In this unit, you will practice drawing in GIMP. You will learn how to use layers in drawings and how to create different effects with a variety of brush types. You will be asked to make a drawing from a

photograph of your choice. This activity will show you just how creative you can be when experimenting with digital photography.

At the end of the unit, you will complete a lesson on pattern and texture. You will learn how different design programs can help you show depth and contrast in your work. You will be asked to identify patterns and textures in various objects and photographs. Finally, you will complete a lab, Creating a Desktop Tile, which will require your creativity.

### **Lessons**

1. Understanding Layers
2. Making Drawings from Photos
3. Experimenting with Brushes
4. Pattern and Texture

### **Unit 4: Creating Special Effects**

In this unit, you will be introduced to filters, or effects that can be applied to an image so that it is changed in unusual ways. You will explore a variety of special-effect filters in GIMP before completing the lab Adding Filters and Effects. You will also learn how to cut around a part of your image with the ellipse selection tool in GIMP.

At the end of the unit, you will complete the lab Experimenting with Filters. This lab will give you the opportunity to play with up to nine filters at once. By completing this lab, you will learn how the overuse of filters can completely distort an image.

### **Lessons**

1. Filters
2. Using the Ellipse Select Tool
3. Experimenting with Filters

### **Unit 5: Combining Images**

In this unit you will learn how to make a composite image, or an image formed by combining two or more images to make a unified picture. You will be asked to use photographs of yourself and someone else to complete this activity. Next, you will complete the lab Creating a Double Exposure. In this lab you will learn how to combine two photographs to create a new photograph.

At the end of the unit, you will build your own panoramic picture. You will be asked to shoot a series of photos, which you will then combine to form a panorama in GIMP. Finally, you will use your imagination and creativity to create a visual hoax in GIMP.

### **Lessons**

1. Making a Composite Image
2. Creating a Double Exposure
3. Building a Panoramic Picture

### **Unit 6: Experimenting with Type Effects**

In this unit, you will study typefaces, or fonts. You will experiment with type effects, including pattern overlays, filter effects, and perspective. In addition, you will learn how to use text effectively with font type, spacing, color, and positioning.

As part of this unit, you will complete the lab Creating Text Effects. In the lab you will experiment with different text-modifying tools in GIMP. You will find that you can change the mood of your chosen text in a variety of ways.

### **Lessons**

1. What is Typography
2. Creating Text Effects
3. Applying Filter Effects

### **Unit 7: Building Your Portfolio**

In this final unit you will begin to create your own portfolio. First, you will learn how to optimize your images for viewing, which means making your image file size as small as possible. Smaller file sizes take up less computer space. Next, you will learn how to create a web gallery of your photographs in the photo-sharing program Picasa.

At the end of the unit, you will be able to share your portfolio with your teacher, family, and friends.

### **Lessons**

1. Preparing Files for the Web
2. Creating a Web Gallery