



PROGRAM ARTICULATION AGREEMENT

College Program: Graphic Design
Career Pathway: Visual Arts
Career Cluster: Arts, A/V Technology & Communications

CIP 50.0402

The purpose of this agreement is to grant college credit to high school students who have achieved the level of knowledge and skill required for the college-equivalent entry-level course(s) identified in this agreement. Upon successful completion of the identified course competencies with a grade of ‘B’ (3.0) or higher and the high school teacher’s endorsement that the competency requirements have been met, students will be qualified to receive college credit.

The following Spokane Falls Community College course(s) have been approved for Tech Prep articulation with Cheney School District high school course(s) as listed below:

High School / Course Title	College / Course Title	Credits
Cheney HS – Digital Design I and II <i>(each component graded separately)</i>	SFCC	
Digital Design – Animate	GRDSN 171 Animate	2
Digital Design – Dreamweaver	GRDSN 172 Dreamweaver	2
Digital Design – Fireworks	GRDSN 167 Fireworks	2
Digital Design – Illustrator I	GRDSN 156 Illustrator I	2
Digital Design – Illustrator II	GRDSN 164 Illustrator II	2
Digital Design – PhotoShop I	GRDSN 158 PhotoShop I	2
Digital Design – PhotoShop II	GRDSN 166 PhotoShop II	2

**see attached list(s) of competencies for articulated courses*

Student Articulation Procedure:

1. Be enrolled in the required high school class.
2. Register for Tech Prep/Dual Credit articulated course during the same academic year the high school class is completed. If a series of courses are involved in the articulation, students register for credit during the same academic year the last course in the series is completed.
3. Earn a grade of ‘B’ (3.0) or better in all courses required under the articulation agreement.
4. Complete all required skills as identified on the competency profile.
5. If an exam or review of completed work is required under the terms of this agreement, students must receive a passing score (determined by college or industry certification) to earn college credit (*see competency list for requirements*).
6. Within seven years of completing the articulated class, enroll at SCC or SFCC and submit the SERS Tech Prep Registration Confirmation to the Transcript Office. Articulation requirements will be reviewed and verified by the appropriate office or department. Credit will be awarded to qualifying students.

High School Instructors:

1. Ensure all students receive a copy of the course syllabus outlining information about Tech Prep, the college course competencies and the process required to earn college credit.
2. Hold students accountable for the same competency standard and course expectations as required by the college-equivalent course (*see competency list attached*).
3. If required for articulation, ensure students are prepared to take industry certification exams, complete a professional portfolio documenting their work, or take a final exam to measure their level of skill and competence in the coursework.
4. Submit final grades for all students registered to earn Tech Prep college credit no later than June of the current academic year.

- Attend scheduled meetings, workshops or in-service activities that enhance the high school/college partnership & support implementation of the Tech Prep articulated program.

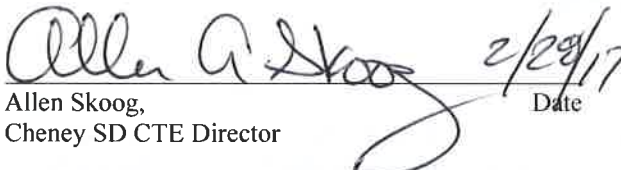
Articulation Review and Renewal:

The designated program facilitators, college administrators and/or instructors and high school faculty will meet regularly to revise or discuss the articulation agreement. Agreements must be reviewed/updated and re-signed by college faculty/deans and CTE directors/HS teachers on a schedule, not to exceed a three (3) year rotation, or as deemed necessary due to changes in HS/college course content or structure. Individual teacher verification forms must be signed and submitted annually. Minor revisions can be made via phone calls, correspondence or e-mail.

**PROGRAM ARTICULATION AGREEMENT
Graphic Design**

**PARTICIPATING INSTITUTIONS
Cheney School District and Spokane Falls Community College**


We the undersigned representatives of the Northeast Washington Technical Education Consortium (NEWTEC), agree to all provisions of the articulation program/course agreement, have reviewed the course competencies, and understand the process to which students may be granted college credit through the Tech Prep program. We commit staff time and resources to ensure successful program implementation.



 Allen Skoog,
 Cheney SD CTE Director
 Date: 2/29/17



 Greg Stiles,
 SFCC Faculty
 Date



 Adam Smith,
 Cheney HS Teacher
 Date: 2-28-17



 Bonnie Brunt,
 SFCC Program Dean
 Date: FEB 13 2017



 Kevin Brockbank,
 Vice Provost for Strategic Partnerships
 Date: 3/10/17

Original 12/20/05; Renewed 01/05/09; Renewed 04/19/11; Renewed 11/24/14; Renewed 2016-17

GRDSN 156 ILLUSTRATOR I

COURSE LEARNING OUTCOMES

Illustrator's Environment

- CP-04.121 Use the Toolbox, menus, palettes and the working page.
- CP-04.122 Create, open and save documents in the different file formats available.
- CP-04.123 Use Document Setup to control the working page and the art board.
- CP-04.124 Adjust the size of the art board.
- CP-04.125 Use Print Setup.
- CP-04.126 Use the toolbox and it's many pop-out tools.
- CP-04.127 Use Palettes.
- CP-04.128 Adjust Illustrator's General Preferences.

Grids & Guides

- CP-04.129 Control the grid and customize it's color,
- CP-04.130 Use rulers, reposition the zero point and manage ruler measurement units.
- CP-04.131 Use guides to keep measurements and alignments consistent.

Viewing Modes

- CP-04.132 Create and use Custom Views.
- CP-04.133 Use the New Windows option.
- CP-04.134 Use the Navigator to move around within the document.

Creating Primitive Shapes

- CP-04.135 Use the Ellipse tool to draw a variety of ellipses and circles.
- CP-04.136 Control the point from where your drawings originate.

Course Outline

Illustrator's Environment

- CP-04.121 Use the Toolbox, menus, palettes, and the working page.
- CP-04.122 Create, Open and Save documents in the different file formats available.
- CP-04.123 Use Document Setup to control the working page and the artboard.
- CP-04.124 Adjust the size of the artboard.
- CP-04.125 Use Print Setup.
- CP-04.126 Use the toolbox and its many pop-out tools.
- CP-04.127 Use Palettes.
- CP-04.128 Adjust illustrator's General Preferences.

Grids & Guides

- CP-04.129 Control the grid and customize its color, style, gridline every, and subdivisions.
- CP-04.130 Use rulers, reposition the zero point, and manage ruler measurement units.
- CP-04.131 Use guides to keep measurements and alignments consistent.

Viewing Modes

- CP-04.132 Create and use Custom Views.
- CP-04.133 Use the New Windows option.
- CP-04.134 Use the Navigator to move around within the document.

Creating Primitive Shapes

- CP-04.135 Use the Ellipse tool to draw a variety of ellipses and circles.
- CP-04.136 Control the point from where your drawings originate.
- CP-04.137 Use The Rectangle tool, and round its corners, and change the corner radius.

Creating Paths

- CP-04.138 Use the Pen tool to draw paths.
- CP-04.139 Use Anchor points and segments.
- CP-04.140 Use the pen tool symbols.
- CP-04.141 Draw curves and control their many different shapes.
- CP-04.142 Use the smooth point and corner points.
- CP-04.143 Modify paths.

Creating and Editing Type

- CP-04.144 Use both point type and area type text blocks.
- CP-04.145 Use the various ways to select text.
- CP-04.146 Align paragraphs.
- CP-04.147 Use overset text blocks to access hidden text.
- CP-04.148 Convert text to path outlines.
- CP-04.149 Fit type to a template.

Painting Objects

- CP-04.150 Use open and closed paths.
- CP-04.151 Apply Fills and Strokes from the toolbox.
- CP-04.152 Use the Swatches palette.
- CP-04.153 Paint objects to increase your productivity.
- CP-04.154 Use Painting techniques.
- CP-04.155 Use the Color palette.
- CP-04.156 Use both process and spot color palettes.
- CP-04.157 Import colors and color libraries.

Templates

- CP-04.158 Use the two methods used to convert artwork into a template.
- CP-04.159 Import images using the Place command.
- CP-04.160 Use the two categories of file formats, Vector and Raster.
- CP-04.161 Use the Place command to create a template.

Manipulating Objects

- CP-04.162 Use the Object menu for controlling objects.
- CP-04.163 Practice Locking, Hiding, and Grouping objects.
- CP-04.164 Arrange objects with the Front/Back commands.
- CP-04.165 Use Manual alignment.
- CP-04.166 Duplicate objects.
- CP-04.167 Use the Align palette to align and distribute objects.

Organizing Your Art with Layers

- CP-04.168 Use the stacking order.
- CP-04.169 Use the features of the Layers palette.
- CP-04.170 Use modifier keys to expand palette options.
- CP-04.171 Use the Layer Options dialog box.
- CP-04.172 Change the order of layers.
- CP-04.173 Reassign objects to other layers.

Artistic Effects

- CP-04.174 Use Filters.
- CP-04.175 Use Outline Path, Offset path, Slice, and Add anchor points commands.
- CP-04.176 Use the Pathfinder palette.
- CP-04.177 Use the Pencil and Paintbrush tools.
- CP-04.178 Use the four categories of brushes.
- CP-04.179 Apply brushes to other paths.

Using Gradients

- CP-04.180 Use Linear and Radial gradients.
- CP-04.181 Use the Gradient palette.
- CP-04.182 Paint objects with gradients.
- CP-04.183 Create a new gradient.
- CP-04.184 Create a Linear gradient.
- CP-04.185 Use a multi-colored gradient.
- CP-04.186 Modify colors in a gradient.
- CP-04.187 Change the angle of a gradient.

Transformation Tools

- CP-04.188 Transform objects manually or through the dialog box.
- CP-04.189 Use the origin point.
- CP-04.190 Use the bounding box.
- CP-04.191 Use the Free Transform tool.
- CP-04.192 Use the Rotate tool.
- CP-04.193 Use the Reflect tool and the Reflecting dialog box.
- CP-04.194 Use the Scaling and Shearing tools.

Working with Images

- CP-04.195 Use the Links palette and menu.
- CP-04.196 Identify placed images.
- CP-04.197 Embed images using the palette menu.
- CP-04.198 Place and manage images.

Printing & Separations

- CP-04.199 Use Color models.
- CP-04.200 Print your artwork as a composite or as a color separation.
- CP-04.201 Use Process and Spot colors.
- CP-04.202 Use Registration marks.
- CP-04.203 Use Separation Setup to prepare to print separations.

GRDSN 158 PHOTOSHOP I

COURSE LEARNING OUTCOMES

Where Images Come From

- CP-05.29 Convert all analog images to a digital format before working on them in Photoshop.
- CP-05.30 Use various devices to capture and convert images for use in your layout.
- CP-05.31 Use different file formats in Photoshop.
- CP-05.32 Understand the number of variables that affect the quality of images.
- CP-05.33 Use Calibration and Color Models.

A Photoshop Document

- CP-05.34 Use the Toolbox palette and its different variables for graphic modifications.
- CP-05.35 Use the different palettes and the controls they bring.
- CP-05.36 Adjust and save preferences.
- CP-05.37 Save your documents in different formats.

Getting Around

- CP-05.38 Use pop up sliders.
- CP-05.39 Use help Wizards.
- CP-05.40 Use the Selections tools.
- CP-05.41 Use the Action and History palettes.
- CP-05.42 Adjust the Image view.
- CP-05.43 Use the Painting and Drawing tools.
- CP-05.44 Use the Photo Effects tools.
- CP-05.45 Use the Type and Type Mask tools.
- CP-05.46 Use the Photoshop menu bar.

Course Outline

Where Images Come From

- CP-05.29 Convert all analog images to a digital format before working on them in PhotoShop.
- CP-05.30 Use various devices to capture and convert images for use in your layout.
- CP-05.31 Use different file formats in PhotoShop.
- CP-05.32 Understand the number of variables that affect the quality of images.
- CP-05.33 Use Calibration and Color Models.

A PhotoShop Document

- CP-05.34 Use the Toolbox palette and its different variables for graphic modifications.
- CP-05.35 Use the different palettes and the controls they bring.
- CP-05.36 Adjust and save preferences.
- CP-05.37 Save your documents in different formats.

Getting Around

- CP-05.38 Use pop-up sliders.

- CP-05.39 Use help Wizards.
- CP-05.40 Use the Selection tools.
- CP-05.41 Use the Actions and history palettes.
- CP-05.42 Adjust the Image View.
- CP-05.43 Use the Painting and Drawing tools.
- CP-05.44 Use the Photo Effects tools.
- CP-05.45 Use the Type and Type Mask tools.
- CP-05.46 Use the PhotoShop menu bar.
- CP-05.47 Use keyboard navigation to increase efficiency.

Images: Sizes and Resolutions

- CP-05.48 Use PPI and line screen.
- CP-05.49 Resize an image with the Cropping tool and the Canvas Size command.
- CP-05.50 Use tones to affect image quality.
- CP-05.51 Use Bit Depth and Video Bit Depth to affect image quality.

Basic Selection Techniques

- CP-05.52 Use the basic selection tools: the Marquee tools, Lasso tools, Freehand lasso tool, Polygon lasso too, Magnetic Lasso tool, and other selection commands.
- CP-05.53 Use the Rectangular Marquee.
- CP-05.54 Move and manipulate selections.
- CP-05.55 Flip and rotate selections.
- CP-05.56 Copy and paste selections.
- CP-05.57 Fill and stroke selection areas.
- CP-05.58 Create Mirrored tiles.
- CP-05.59 Use the Elliptical Marquee.
- CP-05.60 Add and remove portions of a selection.
- CP-05.61 Create a type mask.

Working With Type

- CP-05.62 Use type tools and layers.
- CP-05.63 Use the layers panel and apply it to a type layer.
- CP-05.64 Use the type mask tool.
- CP-05.65 Use the type layer and its format.

Painting Tools

- CP-05.66 Use the Brushes palette and learn its various sizes, shapes, angles, spacing, and hardness of available brushes.
- CP-05.67 Add or edit brushes in the Brush Options dialog box.
- CP-05.68 Use the Pencil tools, paintbrush, and airbrush.
- CP-05.69 Use the Line tool, Paint Bucket tool, and Gradient Fill tool.
- CP-05.70 Use the special Eraser tool.
- CP-05.71 Use the History brush.
- CP-05.72 Use the Rubber stamp and Pattern stamp.

Blending Modes

- CP-05.73 Use Normal and Dissolve modes.
- CP-05.74 Use modes that work with Highlight and Shadow.
- CP-05.75 Use the Lighten, Darken, Difference, and Exclusion modes.
- CP-05.76 Use Color Dodge and Burn.
- CP-05.77 Use Blending modes.

Complex Selections

- CP-05.78 Use the Magic Wand tool, to smooth a selection.
- CP-05.79 Preserve selection information.
- CP-05.80 Use Feathered selections and apply them.
- CP-05.81 Create vignettes.
- CP-05.82 Create a composite with selections.

Channels and Masks

- CP-05.83 Use Color and Alpha channels.
- CP-05.84 Manage Channels.
- CP-05.85 Use a Quick Mask channel.
- CP-05.86 Mask a portion of an image with a channel.

Working with Layers

- CP-05.87 Create layers.
- CP-05.88 Work with multiple layers.
- CP-05.89 Create a new layer from a selection.
- CP-05.90 Create a Multimedia button.
- CP-05.91 Create a composite using layers.
- CP-05.92 Distort elements and layer effects.
- CP-05.93 Apply various blending modes to individual layers.

Calibrating Your System

- CP-05.94 Predict output color, and compensate for the many variables involved in the printing process.
- CP-05.95 Identify ambient lighting, monitors, video cards, the ability of the scanner operator adjusting your scan, and other variables.
- CP-05.96 Use the gamma program to compensate for the visual difference in your perception of color on a monitor.

Adjusting Brightness and Contrast

- CP-05.97 Use tools for tonal corrections and color adjustment.
- CP-05.98 Use the three-step process for adjusting brightness and contrast.
- CP-05.99 Choose highlights and shadows from an image.

Filters

- CP-05.100 Access filters.
- CP-05.101 Use all thirteen filter groups.
- CP-05.102 Create buttons for interactive projects.

Basic Color Correction

- CP-05.103 Use the Color Wheel to help understand the relationship between color and color modes.
- CP-05.104 Create a Color Wheel.
- CP-05.105 Mix colors.
- CP-05.106 Use subtractive primary and subtractive secondary colors.
- CP-05.107 Manipulate color in an image.
- CP-05.108 Create and use a full spectrum color wheel.

Creating and Managing Paths

- CP-05.109 Create selections and clipping paths.
- CP-05.110 Use the Paths palette.
- CP-05.111 Draw simple paths.
- CP-05.112 Use the Pen tool.

GRDSN 164
COURSE OUTLINE

- CP-04.209 Using the Type menu.
- CP-04.210 Using keyboard shortcuts.
- CP-04.211 Controlling type attributes by using the Character palette.
- CP-04.212 Using the Paragraph palette.
- CP-04.213 Using the Type menu items.
- CP-04.214 Using rows and columns.
- CP-04.215 Importing copy from external sources.
- CP-04.216 Building a type wrap.
- CP-04.217 Placing type on circles.
- CP-04.218 Using Illustrator for a page design assignment.
- CP-04.219 Coordinating the size of the artboard and the size of the document's page tiles.
- CP-04.220 Creating custom page sizes.
- CP-04.221 Placing rules between text columns.
- CP-04.222 Incorporating raster images into page designs.
- CP-04.223 Applying an effect.
- CP-04.224 Simulating a change without actually modifying an object.
- CP-04.225 Altering objects using the Appearance palette.
- CP-04.226 Use the Effects menu
- CP-04.227 Use a Rasterize effect.
- CP-04.228 Define the horizon, and its relationship to the vanishing point.
- CP-04.229 Define the vanishing point
- CP-04.230 Create custom perspective grids using guides.
- CP-04.231 Use multiple vanishing points.

**GRDSN 166 ADVANCED PHOTOSHOP
Course Outline**

- I. Color Modes
 - A. CP.05.29 Access the Mode setting for an image
 - B. CP.05.30 Define each of the eight different color models supported by PhotoShop
 - C. CP.05.31 Use color gamuts, or the range of colors that can be achieved from each of the available color models
 - D. CP.05.32 Change an image from one mode to another
 - E. CP.05.33 Convert images from RGB to CMYK color
 - F. CP.05.34 Understand how different color models affect color correction

- II. Advanced Image Adjustment
 - A. CP.05.35 Use Levels to affect the appearance of your images
 - B. CP.05.36 Read a Histogram
 - C. CP.05.37 Understand the differences between shadows, midtones, and highlights, and how these values affect the appearance of your images
 - D. CP.05.38 Adjust levels in different types of images to improve their appearance
 - E. CP.05.39 Use Levels for other effects, such as cleaning up an image with rough edges
 - F. CP.05.40 Use the Curves dialog box, and understand how the graphic it presents relates to various tonal ranges within an image
 - G. CP.05.41 Understand the relationship between Curves and levels, and when each technique is most effective

- III. Practical Color Correction
 - A. CP.05.42 Use the Color Balance dialog box to aid in color correction
 - B. CP.05.43 Use the Levels command in both RGB and CMYK images to balance specific color ranges
 - C. CP.05.44 Use the Curves dialog box, to control the balance of one color against another
 - D. CP.05.45 Use Hue and Saturation commands to change colors within specific ranges
 - E. CP.05.46 Balance the neutral tones in an image as the key to professional, high-quality color correction

- IV. Transforming Images
 - A. CP.05.47 Use the Transform commands in three ways, and understand how the transformation applies to layers
 - B. CP.05.48 Use grids and guides to make precision alignments of images
 - C. CP.05.49 Scale with Free Transform while maintaining aspect ratio
 - D. CP.05.50 Transform 2-dimensional artwork into a 3-dimensional object with the 3D Transform filter

- V. Advanced Channel Operations
 - A. CP.05.51 Create depth in your images
 - B. CP.05.52 Create special Alpha channels, and combine them to create special effects or complex masks
 - C. CP.05.53 Use the Calculations dialog box, and understand how to use calculations to create special effects

- D. CP.05.54 Use the Apply Image command to blend the image and channel of an image into the active file image
 - E. CP.05.55 Mix channels of an image using the Channel Mixer
- VI. Advanced Selections Techniques
- A. CP.05.56 Creating selections using a variety of selection techniques
 - B. CP.05.57 Use the Magic Wand tool, and understand how to adjust the Magic Wand's selection sensitivity with the Tolerance setting
 - C. CP.05.58 Create custom Mezzotints using Density Masking
 - D. CP.05.59 Use the Color Range command
 - E. CP.05.60 Use the Quick Mask command
- VII. Layers
- A. CP.05.61 Understand when it is to your best advantage to use Layers on your images
 - B. CP.05.62 Make changes to a layered image
 - C. CP.05.63 Blend layers
 - D. CP.05.64 Use layer masks to create composites
 - E. CP.05.65 Use Clipping Groups to link multiple layers
 - F. CP.05.66 Use Adjustment Layers and Layer Effects
- VIII. Retouching
- A. CP.05.67 Master the techniques of the Rubber Stamp tool functions
 - B. CP.05.68 Analyze and implement the proper method to retouch an image
 - C. CP.05.69 Approach repairs in a structured manner
 - D. CP.05.70 Use the correct tools and brushes used for retouching and repairing an image
 - E. CP.05.71 Use the correct filters for retouching
- IX. Blurring and Sharpening Images
- A. CP.05.72 Use the Gaussian and Smart Blur filters
 - B. CP.05.73 Use the Special Effects Blur filters (Motion Blur and Radial Blur)
 - C. CP.05.74 Use the Sharpen filters, paying close attention to Unsharp Mask (USM), the most powerful Sharpen filter
 - D. CP.05.75 Understand Sharpening with Luminosity Only
- X. The Remapping Commands
- A. CP.05.76 Use the Invert command to create the photographic negative of an image
 - B. CP.05.77 Use the Equalize command and understand how it reads the brightness level of each pixel in each channel to remap and calculate every pixel in an image to redistribute the brightness values along a curve
 - C. CP.05.78 Use the Threshold command converts images to black and white pixels to give you control over how much detail is retained
 - D. CP.05.79 Use the Posterized command, which is similar to the Threshold command, except that it maps color rather than black-and-white

- XI. Shadows and Other layer Effects
 - A. CP.05.80 Apply a Drop Shadow and Inner Glow to a Type layer
 - B. CP.05.81 Create Multimedia buttons
 - C. CP.05.82 Apply Soft Embosses and Glows
 - D. CP.05.83 Use the Layer Effects to easily make dynamic effects

- XII. Creating Patterns and Textures
 - A. CP.05.84 Use basic tiling and alternating tiles
 - B. CP.05.85 Create Offset Graphic tiles
 - C. CP.05.86 Create Rubber Stamp tiles
 - D. CP.05.87 Create Mirrored tiles
 - E. CP.05.88 Create Textured and generic backgrounds

- XIII. The Render Filters
 - A. CP.05.89 Use the Clouds and Difference Clouds filters to generate random color values based on the Foreground and Background colors
 - B. CP.05.90 Use the Lens Flare filter to simulate the refraction in a camera lens and creates "sunspots," which can add a sense of light, action, or motion to a photograph
 - C. CP.05.91 Use the Lighting Effects filter to create light sources, set colors of light, choose types and styles of lighting, and apply texture to an image
 - D. CP.05.92 Use the Texture Fill command

- XIV. Importing and Exporting
 - A. CP.05.93 Save files in JPEG and GIF formats
 - B. CP.05.94 Save a file with Transparency
 - C. CP.05.95 Understand that creating images for the Web is different than creating images for print production

XV. Working Smarter

- A. CP.05.96 Use the Actions palette to allow the recording of a series of commands for playback and application to files or file groups
- B. CP.05.97 Understand how the History palette brings to you the ability to revert up to 100 actions and steps backward to correct an image or task
- C. CP.05.98 Use the Contact Sheet
- D. CP.05.99 Understand the Conditional Mode Change

XVI. Special Effects

- A. CP.05.100 Import an EPS illustration
- B. CP.05.101 Create jungle, Soft "Pillow" type, Type cutouts, and how to carve line art out of the Background
- C. CP.05.102 Use Photo edges to create Vignette borders and Strokes, Rippled borders, Wood Weathered Decoupages, and Burnt Edges
- D. CP.05.103 Color images with Duotones, Tritones, and Quadtones
- E. CP.05.104 Create a "Pegboard" image

GRDSN 167 FIREWORKS

Course Outline

Chapter 1 – Image Basics

- ME-02.80 Use appropriate formats for the Web.
- ME-02.81 Use various color palettes.
- ME-02.82 Create new Fireworks documents.
- ME-02.83 Export images.

Chapter 2 – Fireworks Basics

- ME-02.84 Change the view of individual panels.
- ME-02.85 Lay out an image using the appropriate tools.

Chapter 3 – Vector Shapes

- ME-02.86 Draw basic vector shapes.
- ME-02.87 Develop complex vector shapes.
- ME-02.88 Export vector shapes to Web-ready images.

Chapter 4 – Vector Object Properties and Manipulation

- ME-02.89 Select vector objects.
- ME-02.90 Apply and alter strokes and fills.
- ME-02.91 Apply and change effects and styles.
- ME-02.92 Transform shapes.
- ME-02.93 Combine and alter paths.
- ME-02.94 Use shape adjustment tools.
- ME-02.95 Align and arrange vector objects.
- ME-02.96 Group and ungroup objects, and change their stacking order.

Chapter 5 – Working with Text

- ME-02.97 Apply text properties.
- ME-02.98 Use kerning, leading, alignment, and other orientation options.
- ME-02.99 Change text block settings.
- ME-02.100 Use the Spell Checker utility.
- ME-02.101 Convert text to paths.
- ME-02.102 Attach text to paths.

Chapter 6 – Working with Bitmaps

- ME-02.103 Import bitmaps into Fireworks.
- ME-02.104 Make selections using the wide variety of selection tools.
- ME-02.105 Draw objects and then add color to those objects.
- ME-02.106 Optimize JPEG files, and balance image quality and file size.

ME-02.107 Import and export Photoshop files.

Chapter 7 – Image Retouching

ME-02.108 Adjust images using the full range of Fireworks adjustment filters.

ME-02.109 Create effects by blurring and sharpening an image.

ME-02.110 Expand Fireworks capabilities by using third-party plug-ins.

ME-02.111 Retouch images using the new retouching tools.

ME-02.112 Create and use a vignette.

Chapter 8 – Layers

ME-02.113 Create, modify, and lock layers.

ME-02.114 Edit using single-layer and multi-layer modes.

ME-02.115 Apply blending modes and opacity to layers.

ME-02.116 Use the Web Layer.

Chapter 9 – Animated GIFs

ME-02.117 Create frame-by-frame animations.

ME-02.118 Use the Frames panel.

ME-02.119 Automate the “tweening” process.

ME-02.120 Create symbols.

ME-02.121 Export animations for use on the Web.

Chapter 10 – Image Maps and Slices

ME-02.122 Create static navigation bars.

ME-02.123 Export HTML.

ME-02.124 Export Fireworks files to other compatible applications.

ME-02.125 Create Web-based content using image slices.

Chapter 11 – Navigation Bars and Pop-Up Menus

ME-02.126 Create a button symbol.

ME-02.127 Apply four states to buttons.

ME-02.128 Set a disjointed button rollover.

ME-02.129 Create a variety of pop-up menus.

ME-02.130 Apply advanced attributes to pop-up menus.

GRDSN 171 FLASH Course Outline

Chapter 1 - Introduction to Flash and Its Drawing Tools

- CP-09.15 Draw with the Pencil tool and use the Pencil Tool modifiers.
- CP-09.16 Select line mode, line color, line thickness and line style.
- CP-09.17 Select, move, rotate, and modify a drawing element.
- CP-09.18 Select and apply color for a shape, fill or line.
- CP-09.19 Create and apply a linear gradient.
- CP-09.20 Save a color set.
- CP-09.21 Use the Paint Bucket and Brush tools and their modifiers.
- CP-09.22 Use the Text tool to add text to a drawing.

Chapter 2 - Layers, Imported Art, Symbols, and Instances

- CP-09.23 Create, name, hide and lock layers.
- CP-09.24 Draw a closed shape with the Line tool and enhance it with the Arrow tool.
- CP-09.25 Copy and paste between layers.
- CP-09.26 Extract a color set from an imported GIF.
- CP-09.27 Set a movie's background.
- CP-09.28 Use the Magic Wand to make a selection.
- CP-09.29 Import bitmap image files into Flash.
- CP-09.30 Use Break Apart to make a bitmap editable and how to trace a bitmap.
- CP-09.31 Import a Flash movie format file from FreeHand.
- CP-09.32 Convert artwork to a symbol and how symbols keep Flash files small.
- CP-09.33 Open a Flash file as a Library.
- CP-09.34 Organize and sort a library.
- CP-09.35 Edit symbols and modify instances.

Chapter 3 - Animation

- CP-09.36 Use instances of a symbol in a movie.
- CP-09.37 Create keyframes for each layer.
- CP-09.38 Generate frames between keyframes with Motion Tween.
- CP-09.39 Create a Motion Guide.
- CP-09.40 Test a movie.

Chapter 4 - Scenes, Actions, and Buttons

- CP-09.41 Insert a scene.
- CP-09.42 Use the Scene Inspector.
- CP-09.43 Rename a scene and how to change the order of scenes.
- CP-09.44 Attach an action to a frame.
- CP-09.45 Attach an action to one state of a button.
- CP-09.46 Use the Stop and Go To commands.

Chapter 5 - Sounds

- CP-09.47 Import sounds into Flash.
- CP-09.48 Add sound to a button.
- CP-09.49 Set options in the Sound panel of the Frame Properties dialog box.
- CP-09.50 Stream sound.

Chapter 6 - Publish

- CP-09.51 Use Publish settings to export an HTML file.
- CP-09.52 Export a Flash projector file for PC or Mac.

**GRDSN 172 DREAMWEAVER
Course Outline**

Chapter 1 - Getting Started

- CP-08.14 Use the Dreamweaver interface, its palettes and Property Inspector.
- CP-08.15 Set up or import a Web site in Dreamweaver.

Chapter 2 - Understanding HTML Basics

- CP-08.17 Use the basics of HTML.
- CP-08.18 Use good HTML practices.
- CP-08.19 Clean up HTML imported from other applications.

Chapter 3 - Building a Web Site

- CP-08.20 Create a Web page in Dreamweaver.
- CP-08.21 Preview work in a browser.
- CP-08.22 Differentiate between Break tag and the Paragraph tag.
- CP-08.23 Differentiate between ordered and unordered lists.
- CP-08.24 Define colors in a document.

Chapter 4 - Adding Images, Hyperlinks, and Image Maps

- CP-08.25 Add images to Web pages.
- CP-08.26 Align text next to an image.
- CP-08.27 Link text or images to other files within a site.
- CP-08.28 Create an internet, or jump, link from one place in a file to another.
- CP-08.29 Link to a page at another site.
- CP-08.30 Set up an email link.
- CP-08.31 Create an image map.

Chapter 5 - Using Templates, Library Items, and Multimedia Files

- CP-08.32 Use the Templates feature to make design work easier.
- CP-08.33 Use Library items to save time with frequently used elements.
- CP-08.34 Use a range of multimedia file types on the Web.
- CP-08.35 Use multimedia files in a variety of browsers.

Chapter 6 - Create HTML Tables, Text Your Work, and Upload Your Site to a Remote Server

- CP-08.37 Insert a table onto a page.
- CP-08.38 Use the Property Inspector to change table attributes.
- CP-08.39 Merge table cells.