

Course Title Digital workflow				
Course Leaders and Contacts Dávid Biró biroo.david@gmail.com				
Code M-SZ-301-MI-20222301-10	Place in web 1	Semester 1	Credit 5	Contact hours 225 Individual work 225
Connected codes	Type: online seminar	Optional course: Yes	Precondition if optional:	
Course Connections (preconditions, synchrony) Precondition: - Synchronism: Audiovisual studies				
Goal of the Course In this course, you will not only learn about how to use your tools and devices but acquire a mindset which helps you find the most suitable and efficient way to implement your ideas. Due to the constant improvement of technology, new tendencies and approaches are forming in photography. We need to prepare and learn to adapt our attitude to respond to the latest advancements. To do this, you will get acquainted with the fundamentals of digital image processing and retouching through lectures and exercises.				
Themes and Problems Addressed in the Courses 1. WHAT IS DIGITAL <ul style="list-style-type: none"> ● INITIAL LEVEL TEST: quick questionnaire to assess the students' knowledge, experience and interest ● meaning of analogue in the digital era ● why is everything digital? ● THE BASICS ● storing and handling your files ● Digital standards, formats ● DPI resolution ● colour gamut ● meta 2. BASIC CONTROLS <ul style="list-style-type: none"> ● general tools for editing an image ● understanding histogram, levels, curves, white and colour balance ● gamma, brightness, exposure? ● learning to express and define a technical problem of an image 3. RAW DEVELOPING <ul style="list-style-type: none"> ● why use a separate software for RAW developing ● Camera Raw ● Lightroom 4. RAW DEVELOPING <ul style="list-style-type: none"> ● Capture One ● tethered photoshoot 5. SETTING UP AND USING YOUR DEVICE				

- colour calibrating
- camera and lens profiling
- how to remove distortion
- how to create a colour-accurate image
- colour styles, filters

6. PHOTOSHOP

- What is a non-destructive workflow?
- Layers, blending modes
- Adjustment layers
- Smart objects
- Selecting, masking, path

7. PHOTOSHOP

- repeated workflow with actions and batches
- how to be effective with multiple images

8. PHOTOSHOP

- retouching
- healing brush, clone stamp
- content-aware
- liquify
- frequency separation

9. COMPOSITE IMAGE

- how to adjust different images to colour match
- how to blend parts into each other

10. OTHER SOFTWARES AND PLUGINS

- Helicon Focus / focus stacking
- Panorama stitching
- PortraitPro
- GigaPixel AI - AI image upscale

11. FUTURE TENDENCIES

- computational photography
- megapixels vs megarays
- photogrammetry
- difference between HDR image and HDR standards
- HDR10 and HDR+

12. FROM IMAGE TO ARTWORK

A: HOW TO PRINT AN IMAGE

- papers, colour gamuts, technologies
- Offset, digital print, giclee print,
- special prints: UV print, sublimation, etc
- Proofing and colour correcting

B: DIGITAL ARTWORK

- concept of NFT
- distributing online
- exhibiting in the Metaverse

Resources

Capture One Webinars:

<https://learn.captureone.com/webinars/>

<https://www.youtube.com/c/CaptureOneDK/videos>

Official Adobe Tutorials:

<https://helpx.adobe.com/hu/photoshop/tutorials.html>

Participant's Responsibilities

By the end of the semester, you have to choose a specific idea or tool that you found inspiring during the lectures. You have to use this as a way of expression to create some new works and experiments. Think about the meaning of it, use it as a metaphor, as a background for a conceptual work or as a purpose to create a new image.

Evaluation

In five-point grading system based on:

1. Active participation in the lectures
2. Quality of the idea and outcome of a single image or a small series