

A workshop in Scripting Photoshop

Course Title : Writing Scripts for Adobe Photoshop

Duration : 1 Day or 2 Days, depending on programming skill level

Pre-requisites : Strong knowledge of Adobe Photoshop.

For Whom: The course is intended for people who wish to create scripts to control repetitive and creative tasks in Adobe Photoshop. Scripting isn't just for computer programmers—it's for everybody. You don't need a degree in computer science or mathematics to write scripts that can automate a wide variety of common tasks..

Course Objectives: At the conclusion of the training participants will be able to -

- Create a script to control Photoshop
- Understand the Photoshop object model
- Run scripts
- Distribute scripts

Course Design: This workshop is part of our FastTrack Training scheme.

Training is undertaken in a one-on-one situation, or with a small group from the same workgroup. Throughout the course, the instructor will fully demonstrate and explain each new concept. This demonstration and explanation, coupled with plenty of practical exercises ensures that participants are able to meet the course objectives.

Participants are encouraged to bring samples of their work, both hard copy and on disk to the workshop, as well as a list of questions.

Notes are provided to each participant to take away at the conclusion of the training and each participant will have the exclusive use of a computer for the duration of the course.

Course Outline

PHOTOSHOP SCRIPTING - WORKSHOP

INTRODUCTION

- What is scripting?
- Why use scripting?
- What about actions?

SCRIPTING BASICS

- Objects
- Object model concepts
- Object classes
- Object inheritance
- Object elements or collections
- Object references
- Scripting concepts
- Comments
- Values
- Variables
- Properties
- Operators
- Commands and methods
- Conditional statements
- Control structures
- Handlers and subroutines
- Testing and troubleshooting
- About error handling

SCRIPTING PHOTOSHOP

- Looking at Photoshop's objects and commands
- AppleScript
- Visual Basic
- JavaScript
- Object references
- Document Object
- Layer Objects
- Text Layer Objects
- Selections
- Working with Filters
- Channel Objects
- Colour Objects
- History Objects
- Clipboard
- Action Manager
- Working with variables and datasets
- Datasets
- Launching and quitting Photoshop from a script
- Some objects that cannot be created by a script

COMPUTER
WorkGroup
TRAINING