Graphics Designer Course Outline

18th May 2016 to 18 November 2016

Week 01	**INTRODUCTION TO ADOBE PHOTOSHOP CS4**
	➢ About Photoshop
	➢ Navigating Photoshop
	➢ Menus and panels
	➢ Opening new files
	➢ Opening existing files
	Lesson 2: Getting Started with Photoshop
	➢ Exploring the Toolbox
	➢ The New CS4 Applications Bar & the Options Bar
	➢ Exploring Panels & Menus
	➢ Creating & Viewing a New Document
	➢ Customizing the Interface
	➢ Setting Preferences
	➢
	Lesson 3: Working with Images
	➢ Zooming & Panning an Image
	➢ Working with Multiple Images, Rulers, Guides & Grids
	➢ Undoing Steps with History
	➢ Adjusting Color with the New Adjustments Panel
	➢ The New Masks Panel & Vibrance Color Correction Command
	➢ The New Note Tool & the Save for Web & Devices Interface

|	
	➢ The New Auto-Blend & Auto-Align Layers Commands ➢ The New 3D Commands
Week 02	**Lesson 4: RESIZING & CROPPING IMAGES** ➢ Understanding Pixels & Resolution ➢ The Image Size Command ➢ Interpolation Options ➢ Resizing for Print & Web ➢ Cropping & Straightening an Image ➢ Adjusting Canvas Size & Canvas Rotation **Lesson 5: WORKING WITH BASIC SELECTIONS** ➢ Selecting with the Elliptical Marquee Tool ➢ Using the Magic Wand & Free Transform Tool ➢ Selecting with the Regular & Polygonal Lasso Tools ➢ Combining Selections ➢ Using the Magnetic Lasso Tool ➢ Using the Quick Selection Tool & Refine Edge ➢ Modifying Selections
Week 03	**Lesson 6: GETTING STARTED WITH LAYERS** ➢ Understanding the Background Layer ➢ Creating, Selecting, Linking & Deleting Layers ➢ Locking & Merging Layers ➢ Copying Layers, Using Perspective & Layer Styles ➢ Filling & Grouping Layers

	➢ Introduction to Blending Modes ➢ Blending Modes, Opacity & Fill ➢ Creating & Modifying Text **Lesson 7: PAINTING IN PHOTOSHOP** ➢ Using the Brush Tool ➢ Working with Colors & Swatches ➢ Creating & Using Gradients ➢ Creating & Working with Brushes ➢ Using the Pencil & Eraser Tools ➢ Painting with Selections
Week 04	**Lesson 8: PHOTO RETOUCHING** ➢ The Red Eye Tool ➢ The Clone Stamp Tool ➢ The Patch Tool & the Healing Brush Tool ➢ The Spot Healing Brush Tool ➢ The Color Replacement Tool ➢ The Toning & Focus Tools Painting with History **Lesson 9: INTRODUCTION TO COLOR CORRECTION** ➢ Color Spaces & Color Modes ➢ The Variations Command ➢ The Auto Commands ➢ Adjusting Levels ➢ Adjust Curves, Non-Destructively, with Adjustment Layers

Week 05	**Lesson 10: USING QUICK MASK MODE**
	➢ Quick Mask Options
	➢ Painting a Selection
	➢ Saving & Removing a Selection from the Background
	Lesson 11: WORKING WITH THE PEN TOOL
	➢ Understanding Paths & the Pen Tool
	➢ Creating Straight & Curved Paths
	➢ Creating Combo Paths
	➢ Creating a Clipping Path
Week 06	**Lesson 12: CREATING SPECIAL EFFECTS**
	➢ Getting Started with Photoshop Filters
	➢ Smart Filters
	➢ Creating Text Effects (Download different effects from Internet)
	➢ Applying Gradients to Text
	Lesson 13: EXPORTING YOUR WORK
	➢ Saving with Different File Formats
	➢ Saving for Web & Devices
	➢ Printing Options
	➢ Credits
Week 07	**A Quick Tour of Adobe Illustrator CS6**
	➢ Getting to Know the Work Area
	➢ Selecting and Aligning
	➢ Creating and Editing Shapes
	➢ Transforming Objects
	➢ Drawing with the Pen and Pencil Tools
	➢ Color and Painting
	➢ Working with Type
	➢ Working with Layers

Week 08	➢ Working with Perspective Drawing
	➢ Blending Colors and Shapes
	➢ Working with Brushes
	➢ Applying Effects
	➢ Applying Appearance Attributes and Graphic Styles
	➢ Working with Symbols
	➢ Combining Illustrator CS6 Graphics with Other Adobe Applications
Week 09	**Introduction to Adobe Photoshop Lightroom** ➢ Import images into the program ➢ Organize images using metadata and collections ➢ Make color corrections to images ➢ Crop, rotate and straighten images ➢ Use tools to add gradients, remove objects, and add effects
Week 10	➢ Add borders and backgrounds to images ➢ Create and publish photobooks and stunning slideshows ➢ Print images using layouts and templates ➢ Create online photo galleries ➢ Export images

Week 11	**Getting started with Corel Draw**
	➢ Introduction to Corel Draw
	➢ Features of Corel Draw
	➢ Corel Draw Interface
	➢ Tool Box
	➢ Moving from Adobe Illustrator to Corel Draw
	➢ Common Tasks (at least 20 tasks to perform)
	➢ Drawing and Coloring
Week 12	**Introduction**
	➢ Selecting Objects
	➢ Creating Basic Shapes
	➢ Reshaping Objects
	➢ Organising objects
	➢ Applying color fills and Outlines
	➢ Mastering with Text
	➢ Introduction
	➢ Text Tool
	➢ (At least 20 tasks)
Week 13	➢ Artistic and paragraph text
	➢ Formatting Text
	➢ Embedding Objects into text
	➢ Wrapping Text around Object
	➢ Linking Text to Objects
	➢ Applying Effects
	➢ (At least 20 tasks)

Week 14	**Introduction**
	➢ Power of Blends
	➢ Distortion
	➢ Contour Effects
	➢ Envelopes
	➢ Lens effects
	➢ Transparency
	➢ Creating Depth Effects
	➢ **(At least 20 practical tasks)**
Week 15	➢ Power Clips
	➢ Working with Bitmap Commands
	➢ Introduction
	➢ Working with Bitmaps
	➢ Editing Bitmaps
	➢ Applying effects on Bitmaps
	➢ Printing
	➢ Corel Draw- Web resources
	(At least 20 tasks)
Week 16	➢ Internet Tool bar
	➢ Setting your webpage
	➢ Exporting files
	➢ Creating buttons with rollover effects
	➢ Introduction to all tools
	Pick tool - Select, position, or transform objects.
	Freehand Pick tool - Select objects by using a freehand selection marquee. Position and transform objects.
	Shape tool - Edit a curve object or text character by manipulating nodes.
	Smudge Brush tool - Change the shape of an object by dragging along its outline.
	Roughen Brush tool - Distort the edge of an object by dragging along its outline.
	Free Transform tool - Rotate, skew, mirror, and scale objects.
	Smear tool - Change the edge of an object by dragging along its outline.
	Twirl tool - Add swirl effects by dragging along the outline of an object.

		Attract tool - Reshape objects by attracting nodes to the cursor.
		Repel tool - Reshape objects by pushing nodes away from the cursor.
		Smooth tool - Smooth object by dragging along its outline.
		Crop tool - Remove the areas outside a selection.
		Knife tool - Slice an object to split it into two separate objects.
		Eraser tool - Remove unwanted areas in a drawing.
		Virtual Segment Delete tool - Remove overlapping segments in objects.
		Zoom tool Change the magnification level of the document window.
		Pan tool - Drag hidden areas of a drawing into view without changing the zoom level.
		Freehand tool - Draw curves and straight line segments.
		2-Point Line tool - Draw a straight line by drawing from the starting point to the endpoint.
		Bezier tool - Draw curves one segment at a time.
		Artistic Media tool - Add artistic brush, spray, and calligraphic effects by using freehand strokes.
		Pen tool - Draw curves in segments, and preview each segment as you draw.
		B-Spline tool - Draw curved lines by setting control points that shape the curve without breaking it into segments.
		Polyline tool - Draw connected curves and straight lines in one continuous action.
		3-Point Curve tool - Draw a curve by dragging from the starting point to the endpoint and then positioning the center point.
		Smart Fill tool - Create objects from overlapping areas, and apply a fill to those objects.
		Smart Drawing tool - Convert freehand strokes to basic shapes or smoothed curves.
		Rectangle tool - Draw squares and rectangles by dragging in the drawing window.
		3-Point Rectangle tool - Draw rectangles at an angle. more detail
		Elipse tool - Draw circles and elipses by dragging in the drawing window.
		3-Point Elipse tool - Draws elipses at an angle.
		Polygon tool - Draw polygons by draggig in the drawing window. more detail
		Star tool - Draw uniform, outlined stars.
		Complex Star tool - Draw stars that have intersecting sides.

Graph Paper tool - Draw a grid.

Spiral tool - Draw symmetrical and logarithmic spirals.

Basic Shapes tool - Draw triangles, circles, cylinders, hearts and other shapes.

Arrow Shapes tool - Draw arrows of various shapes and directions.

Flowchart Shapes tool - Draw flowchart symbols.

Banner Shapes tool - Draw ribbon objects and explosion shapes.

Callout Shapes tool - Draw labels and speech bubbles.

Text tool - Add and edit paragraph and artistic text.

Table tool - Draw, select, and edit tables.

Parallel Dimension tool - Draw slanted dimension lines.

Horizontal or Vertical Dimension tool - Draw horizontal or vertical dimension lines.

Angular Dimension tool - Draw angular dimension lines.

Segment Dimension tool - Display the distance between end nodes on single or multiple segments

3-Point Callout tool - Draw a callout with a two-segment leadingline.

Straight-Line Connector tool - Draw a straight line to connect two objects.

Right-Angle Connector tool - Draw a right angle to connect two objects.

Right-Angle Round Connector tool - Draw a right angle with a rounded corner to connect two objects.

Edit Anchor tool - Modify the connector line anchor points of objects.

Blend tool - Blend objects by creating a progression of intermediate objects and colors.

Contour tool - Apply a series of concentric shapes that radiate into or out of an object.

Distort tool -Transform objets by applying Push and Pull, Zipper, or Twister effects.

Drop Shadow tool - Apply shadows behind or below objects.

Envelope tool - Change the shape of an object by applying and dragging the nodes of an envelope.

Extrude tool - Apply 3D efect to objects to create the illusion of depth.

Transparency tool - Partially reveal image areas underneath the object.

Color Eyedropper tool - Sample colors, and apply them to objects.

Outline Pen - Set outline properties sucj as line thickness, corner shape, and arrow type.

	Outline Color - Choose the outline color by using color viewers and color palettes.
	Uniform Fill - Choose a solid fill color for an object by using color palettes, color viewers, color harmonies, or color blends.
	Fountain Fill - Fill an object with a gradient of colors or shades.
	Pattern Fill - Apply a preset pattern fill to an object or create a custom pattern fill.
	Texture Fill - Apply preset texture fills to objects to create the illusion of a variety of textures, such as water, clouds and stone.
	PostScript Fill - Apply an intricate PostScript texture fill to an object.
	Interactive Fill tool - Create a fill dynamically by using markers in the drawing window and property bar to change the angle, midpoint, and color.
	Mesh Fill tool - Fill an object by blending multiple colors or shades arranged over a mesh grid.
Week 17	**Overview of developing a 3D animation (Learning Autodesk Maya 2008: Foundation)** ➢ From modeling to rendering ➢ Basics of surfacing, lighting, animation, and modeling techniques. ➢ Advanced topics: compositing, particle systems, and character animation. ➢ Concepts Fundamentals of 3D modeling, animation, surfacing, and special effects: ➢ Understand the processes involved in the creation of 3D animation and How to balance the interaction of vision, budget, and time constraints within productions. ➢ Develop an understanding of the diverse methods available for achieving similar results and the decision making processes involved at various stages of project development. ➢ Gain insight into the differences among various animation tools.

Week 18	**3D Studio MAX Training Course Outline**
	LESSON 1 - Interface
	➢ User Interface
	➢ Viewpoints
	➢ Command Panel
	➢ Viewpoint UI Elements
	LESSON 2 - Files & Objects
	➢ Scene File Manipulation
	➢ Simple Geometry Creation & Pivot Points
	➢ Object Orientation
	➢ Modifying Standard Objects
	➢ Selecting Objects
	➢ Organization of Objects in a Scene
	LESSON 3 - Transforms
	➢ Transform Tools
	➢ Transform Base Point
	➢ Coordinate Systems
	➢ Align
	➢ Cloning Objects
	➢ Other Transforms
	LESSON 4 - Applying Modifiers
	➢ Concepts of the Modifier Stack
	➢ Modifiers
	➢ Noise
	➢ Collapsing the Stack

Week 19	**INTRODUCTION to Adobe Premier**
	➢ Understanding Non Linear editors
	➢ The standard digital video workflow
	➢ Overview of workflows in Premiere Pro
	➢ Overview of audio editing
	➢ Overview of color correcting
	➢ Overview of Titling
	➢ Using Premiere Pro with other Adobe products
	➢ Getting to know the Premiere Pro workspace
	➢ Touring the interface of Premiere Pro
	➢ Overview of the editing process
	➢ Understanding resolutions (SD,HD,UHD)
	➢ Frame rates
	➢ Screen ratios
	➢ Understanding pixel aspect ratios
	➢ Exploring progressive vs. interlaced video
Week 20	**CREATING PROJECTS**
	➢ Creating new projects
	➢ GPU acceleration vs. CPU rendering
	➢ Working with timecode
	➢ Using frames in Premiere Pro
	➢ Capture format setting in Premiere Pro
	➢ Choosing a sequence preset
	➢ Customizing sequences
	➢ Creating sequence presets
	➢ Overview of audio sampling
	➢ Understanding scratch disks
	➢ Best practices

Week 21	**IMPORTING MEDIA**
	➢ Importing video files
	➢ Capturing from DV/HDV
	➢ Using the media browser
	➢ Working with parsed media types (P2, AVCHD etc)
	➢ Cached files
	➢ IMPORTING MEDIA CONTINUED
	➢ Importing graphics
	➢ Importing layered files from Photoshop
	➢ Importing from Illustrator
	➢ Best practices and concerns
Week 22	**Organizing media with bins**
	➢ Assigning labels
	➢ Assigning metadata to clips
	➢ Organization in the project panel
	➢ At least 10 video clips as a task
Week 23	**ESSENTIALS OF VIDEO EDITING**
	➢ Navigating the time line
	➢ Understanding tracks
	➢ Using the program monitor
	➢ Working with the source monitor
	➢ Selecting ranges in the source monitor
	➢ Using safe margins
	➢ Understanding overscan/underscan
	➢ Understanding YC scopes
	➢ Overview of vector scopes

Week 24	**Overview the RGB parade (Color models, images representation)**
	➢ Touring the monitor tool bars
	➢ Insert edits
	➢ Overwrite edits
	➢ 3-point edits
	➢ Storyboard editing
	➢ Applying colors on images and use them in Video (10 Examples)
Week 25	**REFINING EDITS**
	➢ Merging clips
	➢ Interpreting footage
	➢ Raw file considerations
	➢ Using keyboard commands for editing
	➢ Creating sub clips
	➢ Understanding handles
	➢ Using multiple tracks for editing
	➢ Targeting tracks
	➢ Changing track displays
	➢ Using the trim tool
	➢ Using the track select tool
	➢ Using the razor tool
	➢ Lift edits
	➢ Extract edits
Week 26	**TRANSITIONS IN PREMIERE**
	➢ Using video transitions in Premiere Pro
	➢ How transitions work
	➢ Default transitions
	➢ Best practices
	➢ Audio transitions
	➢ Multitrack audio editing
	➢ THE ART OF THE EDIT

	➢ Understanding pacing ➢ Creating compelling compositions ➢ Storytelling concepts
Week 27	**EXPORTS** ➢ Formats and codecs ➢ Which is right for you ➢ Lossless vs. lossy ➢ Archival formats ➢ Intermediate formats ➢ Using the Adobe media encoder ➢ Export vs. queue ➢ Tiered exports ➢ Watch folders ➢ Watermarks ➢ Publishing **Final Exam**