

Desktop Publishing(DTP)

Adobe Photoshop

- What is Photoshop?
- What Does Photoshop Do?
- The Photoshop Workspace
- The Menu Bar
- The Drawing Canvas
- The Tool Box
- The Palettes
- Drawing Things on the Canvas
- Choosing a Color
- Defining the Brush
- The Pencil Tool
- The Paintbrush Tool
- The Line Tool
- The Airbrush Tool
- The Text Tool
- The Paint Bucket Tool
- The Gradient Tool
- Modifying Things on the Canvas
- The Eraser Tool
- The Smudge Tool
- The Focus Tool
- The Toning Tools
- The Eye Dropper Tool
- The Zoom Tool
- Advanced Tools
- Selecting Things
- The Marquee Tool
- The Lasso Tool
- The Magic Wand Tool
- The Move Tool
- The Crop Tool
- Channels
- Masks
- Layers
- Fills
- Cloning
- Filters
- Text Manipulation
- Learn by Example
- Real World Example
- Backboard Under painting
- Rainbow Facade Preparation
- Rainbow Facade Creation
- Logo Text

- Logo Text in 3D
- Visual Illusion
- Save as: File Formats
- Buttons
- Shadows
- Beveling
- Arrow

COREL DRAW

1. 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

2. Drawing and Coloring

- Introduction
- Selecting Objects
- Creating Basic Shapes
- Reshaping Objects
- Organizing objects
- Applying color fills and
- Outlines

3. Mastering with Text

- Introduction
- Text Tool
- Artistic and paragraph text
- Formatting Text
- Embedding Objects into text
- Wrapping Text around
- Object
- Linking Text to Objects

4. Applying Effects

- Introduction
- Power of Blends
- Distortion
- Contour Effects
- Envelopes
- Lens effects
- Transparency
- Creating Depth Effects

- Power Clips

5. Working with Bitmap Commands

- Introduction
- Working with Bitmaps
- Editing Bitmaps
- Applying effects on Bitmaps
- Printing

6. Corel Draw- Web resources

- Introduction
- Internet Tool bar
- Setting your webpage
- Exporting files
- Creating buttons with rollover effects

Adobe PageMaker

Introduction

1. THE BASICS

- PageMaker tool box
- PageMaker palettes
- Menus, Icons and dialog boxes
- The control palette

2. PAGE LAYOUT

- Creating and saving documents
- Opening and editing documents
- Using guides
- Creating and using templates
- Creating frames
- Changing contents of frames

3. TYPOGRAPHY

- Modifying character attributes
- Modifying paragraph formats
- Importing text
- Rules and tabs
- Adding bullets and numbering

4. GRAPHICS

- Importing graphics
- Editing and cropping images
- Using the picture palette

5. COLOUR

- The color palette

- Creating process, spot, tints and special colors
- Applying fill and stroke colors
- Changing stroke weights

Adobe illustrator

1. INTRODUCING ILLUSTRATOR

- Using the Welcome Screen
- Introducing Vector Based Paths
- Working with Layers in Illustrator
- Introducing Anchor Points
- Creating a New Document
- Repositioning and Adjusting View
- Saving the Document
- Utilizing Illustrator Startup Documents

2. THE BRIDGE

- Intro to Bridge and The Bridge Center in CS
- Finding Folders and The Thumbnail View
- Opening, Moving and Previewing Bridge Files
- Preview, Filtering and Rating Options
- Organizing Files using Preferences
- Deleting, Duplicating, Moving files in Bridge
- Renaming Sorting and Batch Renaming files
- Presenting a slide show from the Bridge

3. WORKSPACE & NAVIGATION

- Setting Up Preferences
- Using Color Settings
- Configuring Palettes & Workspaces
- Using Navigation

4. SYMMETRICAL SHAPES

- Setting Palette Options and Using Transparency
- A Look at the Shape Tools. Creating a Circle
- Aligning Circle Shapes
- Creating Star Shapes
- Creating Rectangle Shapes
- Using the Flip Tool to Mirror Shapes
- Combining Shapes
- Tilde Key Function
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5. FILL, STROKE AND COLOR

- Introduction to Fill and Stroke
- An Overview of the Color Palette
- The Color Spectrum Bar and Dialing in colors
- Black vs. Rich Black in the Color Palette

- CMYK vs. RGB
- Creating and Saving new Color Swatches
- Filling and Arranging Objects in a document
- Modifying and Arranging the Stroke of an Object
- Display Artifacts and Stroke Palette options
- Creating a fill Pattern

6. TRANSFORMING PATHS

- Introducing Path Transformations
- Duplicating Objects
- Moving Objects in Increments
- Using the Reshape Tool
- Moving Paths
- Using the Offset Path Dialogue Box
- Working with Swatches
- Grouping Paths
- Using the Scale Tool
- Using the Rotate Tool
- Rotating Multiple Objects
- Advanced Rotate Options

7. USING THE POWERFUL PEN TOOL

- Using Bridge
- Creating a Tracing Template
- Drawing with the Pen Tool
- Modifying a Path
- Using and Editing Spline Curves
- Using BeziÃ©r Curves
- Creating a Cusp Point
- Modifying and Converting BeziÃ©r Curves
- Cutting, Extending, and Closing Paths
- Filling Paths

8. SELECTING POINTS AND PATHS

- Strokes and Fills
- Appearance Palate - Transform And Tweak
- Working With Layers - Uzz Character
- Making Use of the Join Command
- Locked Layers
- Making Center Points
- Intro To Pathfinder - Intersect Shape Areas
- Precision Filling Selection
- Various Selection Commands & Methods
- Various Scaling Methods
- Lacemaking Using Shape Tool - Rotate & Fill
- Merging Strokes & Fills With Compound Path
- Lacemaking Using Direction Handles & Anchor Points
- Pucker & Bloat

9. PATHFINDER OPERATIONS

- Touring the Project
- An Introduction to the Pathfinder Operations
- Working with the Pathfinder Palette
- Comparing Pathfinder Behaviors
- Joining Paths and the Miter Limit
- Cropping, Uniting and Arranging
- Selecting and Deselecting Paths
- Fill Options and other pathfinder operations

10. LIQUEFY & ENVELOPE

- Preparing an Image for Liquify & Envelope
- Using the Warp Tool to Liquify
- Using the Envelope Functions
- Editing Enveloped Content
- Liquify with Live Trace

11. CREATING AND FORMATTING TYPE

- Importing Text into Illustrator
- Selecting Text for Reformatting
- Moving Text to a New Text Container
- Reformatting Text with the Paragraphs Palette
- Altering Text Font and Size
- Moving Text and Altering Line Spacing
- Copying Text Formats