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Graphics Designing



Course Guide

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Graphics Designing Course Contents

Graphics Designing curriculum follows the Corel and Adobe standards and is designed to meet the requirements of print and electronic media users as well as professionals.

Corel Draw

Introduction to COREL DRAW

- Welcome screen + workspace tour + overview
- Vector vs. bitmap
- Customizing the page layout
- Working with multiple pages
- Using snap to + guidelines

Drawing shapes

- Rectangle tool ellipse tool ctrl +shift
- The pick tool + zooming
- Polygons, stars, spirals + graph paper
- The perfect shapes collection
- Selecting objects
- Deleting objects
- Duplicating objects + step + repeat
- Cut, copy, paste
- Undo, redo, repeat
- Arranging objects
- Grouping + un-grouping

Creating custom shapes

- Curve tools
- Freehand tool
- Bezier tool
- Curves + nodes
- Adding, deleting nodes
- Bending + straightening lines

Colors + Fills

- Introducing color palettes
- Cmyk, rgb and pantones

Filling objects

- Using the interactive fill tool
- Solid fills
- Linear, radial, conical + square fills
- Two color patter fills
- Full color pattern fills
- Bitmap pattern fills
- Texture fills
- No fill

Outlines

- Outlines and advanced outline options
- Converting outlines to objects
- Using the eye dropper and paint bucket tool

Working with artistic text

- Creating artistic text with the text tool
- Character formatting + fonts
- Spelling + quick correct
- Fitting text to path
- Inserting symbol characters
- Converting text to curves

Working with paragraph text

- Creating paragraph text with the text tool
- Creating columns
- Additional paragraph features

Shaping objects

- Using commands: Trim, break-apart, weld, simplify Working with bitmaps
- Importing bitmaps
- Cropping bitmaps
- Using the image adjustment lab
- Applying effects to bitmaps
- Using photo-paint + the cut-out lab
- Using the magic wand mask tool
- Using the clone tool
- Resolution
- Re-sampling bitmaps
- Converting vector objects to bitmaps
- Exporting to jpeg + png formats

Using the interactive tools

The interactive blend tool

- The interactive contour tool
- The interactive distortion tool
- The interactive drop shadow tool
- The extrude tool
- The interactive transparency tool

Final Assessment

- Designing a business card
- Designing a flyer
- Designing an invitation
- Designing a logo
- Publishing to pdf for print + web

Adobe Photoshop

Introduction to Adobe Photoshop

• Bitmap vs. vector

- Resolution and quality issues
- Viewing/opening documents
- Tool bar
- Most commonly used palettes

Rulers, guides and grids Layers

- Background v layer, creating layers
- Preserving data
- Re-arranging
- Hiding, locking/unlocking
- Naming, deleting
- Layer opacity

Layers Styles

- Shadow effect
- Glow effect

Stroke

• Warp Text

Image

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Transformation

Control options

Working with Text

Text with mask

Image modes

Color adjustment

shadow/highlight

'Quality' adjustment

Blur. Gaussian blur

Pen tool specifics

Paths to selections

Various tools, tool options

Selections

Image sizes (handout)

Image size vs. canvas size

Free transform, straighten or tilt

Text with underline and Strikethrough

Cropping (and resizing), plus manual

Basic tonal adjustment/enhancement

Dust and scratches, reduce noise

Sharpen/unsharpened, and size issues

Basic retouching with clone, heal, patch tools

Brightness/contrast: when to use levels (+ auto),

Inversing, feathering, grow, smooth, expand, similar

Bevel & Emboss effect

Gradient Overlay

Flipping, scaling, rotating, distorting, perspective

Pattern Overlay

Color Overlay

Selection with Mask

Outputting for the Web

- Optimizing for Web colors
- Resizing and compressing an image for quick rendering

Saving

- Save options, file formats for InDesign, web etc.
- Paths to Illustrator

• Keyboard shortcuts *Project achievements:*

- House ad/poster
- Duotone photograph
- Repaired photograph

Adobe Illustrator

What is Illustrator?

- Introduction Understanding vector graphics
- Setting preferences
- Exploring the panels
- Illustrator interface
- Creating and saving workspaces

Working with Documents

- Creating files for print & Web
- Managing multiple documents & Navigation
- Using rulers, guides, and grids
- Changing units of measurement
- Locking and hiding artwork
- Creating and using artboards
- Illustrator Artboards

Selecting and Transforming Objects

- Using the Direct Selection and Group Selection tools
- Using the Magic Wand & Lasso tool
- Grouping objects
- Using isolation mode
- Resizing your artwork
- Rotating objects

Distorting and transforming objects

- Reflecting and skewing objects
- Aligning and distributing objects
- Working with Color
- RGB vs. CMYK

Working with Fills and Strokes

- Understanding fills and strokes
- Working with fills & strokes
- Creating and editing gradients

Applying gradients to strokes

• Applying and editing pattern fills Working with Paths

- Understanding paths
- Understanding anchor points
- Using the Scissors tool and the Knife tool Creating Shapes
- Working with the Shape Builder tool
- Working with the Blob Brush and Eraser tools
- Working with the Paintbrush and Pencil tools
- Smoothing and erasing paths

Pen Tool

- Exploring the Pen tool
- Drawing straight lines
- Drawing simple curves
- Converting corners and curves
- Tracing artwork with the Pen tool

Using Type in Illustrator

- Adjusting your type settings
- Basic text editing
- Using the type panels
- Creating text on a path
- Converting text into paths
- Saving time with keyboard shortcuts

Working with Layers

- Exploring the Layers panel
- Creating and editing layers
- Targeting objects in the Layers panel
- Working with sublayers
- Hiding, locking, and deleting layers
- Using the Layers panel menu

Drawing in Perspective

- Defining a perspective grid
- Drawing artwork in perspective

Printing, Saving, and Exporting

- Saving & Printing your artwork
- Saving for the web

Adobe Flash CC

Understanding the Interface

- Timeline, Layer Controls, Edit Bar, Panels *Animation Basics*
- Understanding Key frames and Frames
- Frame-by-Frame Animation with Key frames
- What Is the Frame Rate?

- Recommended Frame Rates
- Copying, Reversing, Inserting and Deleting Frames
- Using Onion Skinning
- Testing Movies

Motion Tweening and Timeline Effects

- Classic Tween
- Shape Tweening vs. Motion Tweening
- Understanding Basic Motion Tweening
- Using Tweening Effects Editing Multiple Frames
- Using a Motion Guide
- Animating Text
- Animating with the Blur Filter
- Animating with the Drop Shadow Filter
- Basic use of Bone Tool

Working with Bitmaps

• Understanding the Benefits of Bitmaps

Importing and Compressing Bitmaps

Using Animated Masks {motion and shape}

Animated Graphic Symbols vs. Movie Clip Symbols

Putting an Animated Rollover Button into Action

Creating Background Sound with Sound Effects

Flash, HTML, GIF, JPEG, and PNG Settings

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Creating an Animated Rollover Button with movie clips

Controlling Animation and Sound with Stop/Play Buttons

Creating Rollover & Invisible Buttons

Importing Bitmap Sequences

Converting Bitmaps to Vectors

Compression in Flash

Using Basic Masking

Duplicating and Aligning

What Is a Movie Clip?

Creating a Movie Clip

Publishing and Exporting

To Publish or to Export?

Create a MOVIE to Audience

More About the Publish Settings

Exporting Image Files

Creating Projectors

Importing Sounds

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Final Project

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Masking

Buttons

Movie Clip