NATIONAL INSTITUTE OF ELECTRONICS & INFORMATION TECHNOLOGY

Syllabus for "Basic Course in Graphics Designing"

1. Introduction: **2 Hrs**

What is graphics? Types of Graphics, uses of graphics, software used for graphics designing.

2. Photoshop   **25Hrs**

Introduction: Photoshop Interface, Raster graphics & vector graphics, Image formats, Operations on image.

Manipulation of Image: The marquee tool, the lasso tool, magic Wand tool, Inverting Selection, Layers, Brush tool, Eraser tool, Fill tool, Blur tool, Smudge tool, Sharpen tool, Dodge tool, Sponge tool, Darken tool.

Transformation & Retouching: Free transform, Scaling, rotation, Skew, perspective, Wrap, Distort, Crop, Image size, Canvas size, Clone stamp tool, Healing brush tool, patch tool, red eye tool, history brush tool.

Colour Correction: Colour swatch, image modes, color adjustments, color selection.

Text: The text tool, editing text, formatting, line & spacing, wrap text, text effects.

Effects: Blending modes, styles, filters, liquefy, Vanishing point.

Drawing: The pen tool, Drawing shapes, managing paths, converting path to selection

3. CorelDraw   **20Hrs**

Introduction: An overview, interface, menus and tools, working with new document, advanced options, page setup, dockers.

Drawing: Lines, Shapes, objects, tables, templates

Import/Export : Importing files, Using Corel Connect, Exporting files.

Manipulation : Viewing options, pick tool, selection, moving, sizing, mirroring, rotating, skewing, undo, redo, staking order.

Text: Artistic text, Paragraph text.

Duplication &Alignment : understanding duplication, aligning objects, distribution, spacing.

Colour :colouring objects, uniform fill, fountain fill, understanding colour palette, interactive fill, eyedropper tool, outline, convert to curve, outline properties, advanced outline options.

Group, Combine, Weld, Trim, Intersect

4. AdobeInDesign   **17 Hrs**

Looking at the Work Area: Using the tools, Using palettes, Workspaces, Using context menus, Opening and closing documents, Changing the view, Selecting objects, Saving a document, Recovering a document after a failure, Undoing mistakes, Working with preferences and defaults

Setting Up Pages: Setting up basic layout options, Using rulers, grids, and guides, Working with pages and spreads, Numbering pages, Changing Numbering and

Section Options, Using master pages, Laying out pages with frames, Adjusting layout objects automatically, Working with layers

Working with Text: About text frames, About threading text frames, Adding text to frames, Setting text frame properties, Editing text, Finding and changing text, Finding and changing fonts, Combining text and graphics, Creating path type

Setting Type: Formatting characters, Formatting paragraphs, Working with tabs, Copying type attributes with the eyedropper tool, Working with the type composition engines, Controlling hyphenation and justification, Paragraph and character style sheets, Creating nested styles, OpenType, Glyphs palette

Arranging and Combining Objects: Modifying objects using graphics frames, Grouping and ungrouping objects, Stacking objects, Aligning and distributing objects, Locking object position, Moving objects, Changing size, proportions, or orientation, Duplicating objects

Applying Color: About spot and process color types, Working with swatches and unnamed colors, Applying color, Using the Swatches palette, Mixed inks, Mixed ink groups, Using swatch libraries, Using the Color palette, Applying colors by dragging and dropping, Creating gradients

Creating Tables: Creating and editing tables, Importing spreadsheets from Word or Excel, Advanced table techniques, Placing graphics into tables

Adobe Product Integration: Working with Acrobat, Photoshop, and Illustrator files, Using Photoshop layer masks instead of clipping paths, Using Photoshop's file browser, Copy and Paste from Illustrator to InDesign CS

PDF, Print, Preflight, and Package:PDF styles, Export options, PDF in detail, Other export formats (ID Interchange), Pre-flighting your files, Using the Package command, Printing and transparency, Flattener settings, The Separations palette

5.Adobe Illustrator   16 Hrs

Workspace: Workspace basics, Customizing the workspace, Artboard overview, Files and templates, Recovery, undo, and automation, Rulers, grids and guides, Using multiple artboards, Viewing artwork

Drawing : Drawing basics, Drawing simple lines and shapes, Drawing with the Pen, Pencil, or Flare tool, Editing paths, Adjust path segments, Using Live Trace, About Perspective Grid, Perspective drawing, Symbolism tools and symbol sets, Symbols.

Colour: About color, Selecting colors, Using and creating swatches, Create color themes with Kuler, Adjusting colors

Painting: About painting, Painting with fills and strokes, Live Paint groups, Brushes, Transparency and blending modes, Gradients, Gradient panel and Gradient tool overview, Apply or edit a gradient, Stroke an object, Meshes, Patterns

Selecting and arranging objects: Selecting objects, Grouping and expanding objects, Moving, aligning, and distributing objects, Rotating and reflecting objects, Layers, Locking, hiding, and deleting objects, Duplicating objects, Stacking objects

Reshaping objects: Transforming objects, Scaling, shearing, and distorting objects, Reshape using envelopes, Combining objects, Cutting and dividing

objects, Clipping masks, Creating shapes using Shape BuilderTool, Blending objects, Building new shapes using the Shape Builder tool, Creating 3D objects, Reshaping objects with effects

Type: Importing and exporting text, Creating text, Creating type on a path, Scaling and rotating type, Fonts, Character and paragraph styles, Formatting paragraphs, Formatting type, Hyphenation and line breaks, Line and character spacing, Special characters

Creating special effects: Appearance attributes, Working with effects, Summary of effects, Create a drop shadow, Drop shadows, glows, and feathering, Graphic styles

Importing, exporting, and saving: Adobe PDF options, Creating Adobe PDF files, Exporting artwork, File information and metadata, Importing Adobe PDF files, Importing artwork files, Importing artwork from Photoshop, Importing bitmap images, Saving artwork

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Syllabus for "2D Animation using Flash"

1	Introduction to Flash CS4, Vector Graphics, Flash Layout & Interface	4 Hrs
2	The Toolbox, Brush, Pencil, Eraser, options of tool.	6 Hrs
3	Shapes & Objects, Transformation, Colors, Palettes, frame, key frame, animation	20 Hrs
4	Shape Tween, Symbols, Types of symbol, Motion Tween, Motion Guide, Mask	30 Hrs
5	Character design and animation	20 Hrs

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Syllabus for "Audio & Video Editing"

1. Sound Editing 20 Hrs
Introduction:

Learning the sound forge workspace, getting started, navigating, zooming and selecting, Recording & Editing.

Processing Audio:

Auto trim/crop, Bit-depth Converter, Channel Converter, fade-in, fade-out, Insert Silence, Invert/Flip, Mute, Time Stretch, Volume, Working with effects, Sampling, looping, Mixing, Pitch, Noise reduction.

2. Video Editing 60 Hrs
Introduction:

Basics of Adobe Premiere, Creating a new project, Video formats, aspect ratio, the interface, project window, Monitor, Timeline, supported file formats.

Manipulation of files:

Importing files, capturing video, trimming clips, working with clips in a sequence, rearranging clips, previewing sequence, opacity

Effects & transitions:

Working with effects, applying & adjusting effects, duration & speed, color correction effects, keying effects, transition effects

Animation:

Animation effects & clips, adding navigating and setting keyframes, moving & copying keyframes.

Titles:

Creating titles, adding text, adding shapes & images, text styles, creating rolling & crawling text.

Exporting:

Basics of exporting, Adobe Media Encoder, Exporting editable movie & audio files.