

WEB GRAPHICS

ADOBE PHOTOSHOP CS3

Learning Outcomes:

At the end of the course the participant will

- ✓ Design layouts for web pages, Paper Adverts, Brouchers, CD Covers, Package Designing
- ✓ Event and Exhibition stall Designs, Pop Ups
- ✓ Touch Ups
- ✓ Color corrections
- ✓ Paintings, Drawings
- ✓ Converting B/W photo to color

Pre-Requisite:

Nil

Course Contents

- Images in Photoshop and Image Ready
 - Welcome Window
 - Introduction
 - System Requirements
 - Image size and resolution
 - Scanning Images
 - creating new images
 - Opening, importing & placing images
 - Placing Files
 - File Browser
- Intro to Tools Selections & Color Models
 - Introduction
 - Tool Box & Tool Options Bar
 - Tools Presets
 - Selection Tools & Selection Menu
 - Color Models & Modes at a Glance
 - Color gamuts
 - Adjusting color display for cross-platform variations
 - Changing Screen Mode

- Working with Layers
 - What is a layer?
 - Blending Modes
 - Working with Layers
 - Features of Layer Mask and Clipping Path
 - Blending Modes
 - Features Of An Adjustment layer
 - Working with Layer Comps
- Creating Shapes and Painting
 - Introduction
 - Painting
 - Drawing
 - Pen tool
 - Work path
 - Painting tools available in Photoshop
 - Brush Presets
- Transforming & Retouching
 - Introduction
 - Cropping images
 - Working with Canvas Size
 - Transforming Objects
 - Working with Rubber Stamp Tools
 - Retouching the Image
- Color & Tonal Adjustments
 - Introduction
 - Basic Steps for Correcting Images
 - Color Corrections
 - Using the Gradient map Command in Photoshop
- Sharpening Images
 - Introduction
 - Understanding Extract Command
 - Distorting with Liquify Command
 - Pattern Maker
 - Filter Gallery
 - Filters
- Working with Type
 - Introduction
 - Features of type in Photoshop & Image Ready
 - Work Path From Text
 - Spell Checker

Adobe Flash CS3

Learning outcomes:

At the end of the course the participant will

- ✓ Learn to create animated graphics, add sound and interactivity.
- ✓ Can develop Website
- ✓ CD based presentations

Pre-Requisite:

Knowledge of Photoshop preferred.

Course Contents

- Getting Started with Flash
 - · Knowing Flash CS3 Edition
 - · Knowing the Interface
 - · Organizing Panels
 - · Working with a Document
 - · Working with Templates
 - · Working with Rulers, Grid and Guides
 - · Viewing Documents
 - · Setting Preferences
 - · Managing Multiple Document Files
- Drawing and Coloring
 - · Using Drawing Toolbar
 - · Selecting and Reshaping Objects
 - · Fills and Strokes
 - · Painting Tools
 - · Working with Colors and Gradient Fills
 - · Getting images in Flash
- Working with text and Modifying Objects
 - · Using Text Tool
 - · Formatting Text
 - · Types of Text
 - · Using Strings Panel to Author Multilanguage Text
 - · Modifying Objects and Shapes
 - · Adding Timeline Effects to Objects
 - · Editing Options
- Working with Layers and Symbols
 - · Working with Layers
 - · Creating Layer Masks

- · Working with Symbols
- · Using Library
- · Modifying Symbols
- · Working with Instances
- Animation Part I
 - · About Animation
 - · Working with Frames
 - · Creating Frame-by-Frame Animation
 - · Using Playback Controls
 - · Testing Movie
 - · Onion Skinning
 - · Creating Animation using Timeline Effects
 - · Creating Motion Tween
 - · Create Shape Tweening
- Animation Part II
 - · Create Animated Symbols
 - · Animating Layer Mask
 - · Adjusting Animation Speed
 - · Using Filters
 - · Applying Blend Mode to Movie Clips
 - · Getting to know the Button States
 - · Creating Buttons
 - · Using Runtime Bitmap Caching Option
 - · Working with Scenes
 - · Testing Scenes
- Working with Sound and Video
 - · Sound Categories
 - · Importing Sound Clips
 - · Placing SoundsEditing Sound
 - · Starting and Stopping Sounds at a Keyframe
 - · Find and Replace
 - · Working with Video in Flash
 - · Using Movie Explorer
- Testing and Publishing
 - · Working with Interactive Mobile Device Emulator
 - · Testing Flash Movies
 - · Exporting Movies and Images
 - · Export keyboard shortcuts as HTML
 - · Publish Settings
 - · Creating Projectors
 - · Publish Preview and Publish Commands
 - · Publish Profiles

DREAMWEAVER CS3

Learning outcomes:

At the end of the course the participant will be

- ✓ Design a complete website
- ✓ Able to include to audio, video, flash, java applets and images
- ✓ Design different layout styles which includes backend programming
- ✓ Applying variety of Fonts
- ✓ Design Forms, Frames, Tables
- ✓ Design Cascading Styles Sheets
- ✓ Create Database connectivity

Pre-Requisite:

Nil

Course Contents:

- Working with Dreamweaver CS3
 - Introduction to Dreamweaver CS3
 - Features of Dreamweaver
 - New Features of Dreamweaver CS3
 - Interface
 - Dreamweaver Workspace Elements
 - Images
 - Creating a Web Site
- Working with Text, Lists and Tables
 - Introduction
 - Adding Text
 - Formatting and Editing text
 - Working with External Applications
 - Lists
 - Tables
 - Tabular data
- Links and Frames
 - Introduction
 - Understanding links

- Adding links
- Modifying and Removing Links
- Image Maps
- Rollover Images
- Frames
- Navigation Bar

- Working with Layers, Forms and CSS
 - Introduction
 - Layers
 - Forms
 - Cascading Style Sheets
 - RoundTrip HTML

- Behaviors, Snippets and Library
 - Introduction
 - Behaviors
 - Coding Toolbar and Code collapse
 - Actions
 - Events for 5.0 Browsers
 - Snippets
 - Library

- Templates, Flash Objects, Shockwave and Other Multimedia
 - Introduction
 - Templates
 - Flash Objects
 - Shockwave
 - Java Applets
 - ActiveX Control
 - Plug-ins

- Testing a Web Site and Moving in to the Internet
 - Introduction
 - Site Launch Checklist
 - Check target Browsers
 - Validating web pages
 - Find and Fix broken links
 - Accessibility
 - Moving Site to the Internet
 - Transferring files
 - Synchronizing Site Files
 - Compare files

- Working with Dynamic Websites
 - Introduction
 - Server Models in Dreamweaver
 - Setting up Dreamweaver
 - Connecting Dreamweaver to a database
 - Creating Dynamic page
 - Viewing live data within Dreamweaver
 - Displaying XML Data in Web Pages
 - Password protection for web pages

Developing interactive Web Pages (JavaScript)

- Introduction to JavaScript
 - Getting Started with JavaScript
 - Client-Side and Server Side Application
 - Java Script In a Browser
 - JavaScript on a Web Server
 - Comparing JavaScript with other Scripting
 - Specifying JavaScript Version
 - Integrating JavaScript Version
 - Adding Comments
 - Hiding Script Using Comments Tags
 - <NOSCRIPT> and </NOSCRIPT> tags
 - The <SCRIPT>tag's "SRC" Attributes
 - Using JavaScript Entitles
 - Variables
 - Type Casting
 - Conversion Functions
- Programming Constructs and Functions
 - Arrays
 - Operators
 - JavaScript Statements
 - Functions
 - Events
 - Event Handlers in JavaScript
 - Link Events
 - Body Events
 - Image Events
 - Events Associated with other HTML Elements

- Event Handling and JavaScript Object
 - JavaScript Object Model
 - Browser Object
 - The Window Object
 - The Document Object
 - The History Object
 - The Navigator Object
 - The location Object
 - Discuss various JavaScript Predefined Objects
 - Create an Array Object and apply its method
 - Create a String Object and apply its method
 - Create a Date Object and apply its method

- Predefined JavaScript Objects
 - Create a Boolean Object and apply its method
 - Create a Function Object and apply its method
 - Use the Math and Global Objects
 - Create a user-defined object and add properties methods to the object
 - The Image Object
 - Handle exceptions
 - Form object elements.
 - The List properties and methods
 - The form array of the document object
 - The element array of form object