



Graphic Designing





About Course

Graphic design is the profession and academic discipline whose activity consists in projecting visual communications intended to transmit specific messages to social groups, with specific objectives. Design is based on the principle of "form follows a specific function".

Therefore, graphic design is an interdisciplinary branch of design whose foundations and objectives revolve around the definition of problems and the determination of objectives for decision-making, through creativity, innovation and lateral thinking along with manual or digital tools, transforming them for proper interpretation.

GRAPHIC DESIGNING CURRICULUM

GRAPHIC DESIGN, also known as communication design, is the art and practice of planning and projecting ideas and experience with visual and textual content.

PHOTOSHOP

Getting to Know the Work Area

The Photoshop Environment
Creating Custom Workspaces
Opening Images
Using the File Browser
Image Magnification
Viewing Document Information
Moving the Image
Undoing Mistakes and the History Palette
Using the options bar and other panels
Using the Tools
Displaying Drawing Guides
Setting Preferences



Photoshop Image Manipulation

Opening an Image in Photoshop
Creating images in Photoshop
Basic image editing
Cropping an Image
Bitmap Images
Vector Images
Image Size and Resolution Settings
Scanning Images
Placing Files
Supported import and export formats

Color Basics

Color Modes and Models
Color Management
Foreground and Background colors
Using the Color Picker
Selecting colors with the Eyedropper Tool
Selecting colors with the Swatches Palette

Photoshop Tools

Parts of the Toolbox Toolbox shortcuts



Tool Options
Marquees Tool
Magic wand Tool
Lassos Tool
Move Tool
Crop Tool
Slice Tools
Healing Brush Tool
Pattern Stamp Tool
Clone Stamp Tool
Patch Tool
Pencil Tool

Transforms

Using free transform
Move
Rotate
Scale
Skew Distort
Perspective
Flip-vertical, horizontal
Invert
Rotate 180, 90ocw, 90occw

Layer Basics



About Layers-fill and adjustment Layers
Using the Layers Palette
Creating Layers
Deleting Layers
Moving Layers
Layer Opacity
Locking Layers
Layer modes and blending options
Apply Layers Style
Flatting and saving file

Working with selections

Using the quick selection tool
Moving a selected area
Manipulating selection
Refining the edges of a selection

Masks and channels

Editing a mask

Applying a filter effect to a masked selection

Creating a Gradient mask

Actions

Using the action palette Recording action



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Text editing and special effects

About the type Layer
Creating horizontal and vertical type
Using horizontal and vertical type mask tools
Using character palette for text editing
Creating text warp
Rasterizing type
Converting type to Shapes
Adding effect to text

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Photoshop Special effects and Filters

About special effects
Using filters
Basic filters
Filter Combinations

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Creating Links within an image

Slicing and image in Photoshop Saving linked images in an HTML file How to convert PSD file to HTML and CSS



Animating GIF Images for the Web

Animating by hiding and showing layers



Animating with layer opacity and position Using masks to create animations

ILLUSTRATOR

Getting to Know the work Area

About special effects
Using filters
Basic filters
Filter Combinations

Selection and Aligning

Selecting objects
Aligning Objects
Working with Groups
Arrange Objects
Distributing Objects

Creating and Editing Shapes

Working with basic shapes
Creating ellipses and polygons
Changing Stroke width and alignment Joining paths
Combining and editing shapes

Working with the pathfinder Using Live Trace

Transforming Objects

Working with artboards
Scaling, reflecting, rotating, distorting and shearing objects
Working with rulers and guides
Changing Perspective
Using free distort
Transforming Content

Drawing

Using the pen tool
Using the Pencil and brush tools
Drawing Curves
Editing a Path
Coloring and Painting

Color modes

Editing a Swatch
Using Patterns
Working with Live Paint



Using Gradients

Working with Type

Threading text
Changing fonts size and color
Using styles
Warping text
Text on a path
Creating Outlines
Wrapping text around an object
Sampling text

Working with Layers

Creating Layers
Moving Objects and Layers
Creating clipping masks

Working with Brushes

Using Calligraphic Brushes
Editing a brush
Using Art Brushes
Creating a pattern brush
Creating custom brushes



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Using Effects, Appearance Attributes and Graphic Styles

Using and editing effects
Using appearance attributes
Creating and saving graphic styles
Applying an appearance to a layer
Applying a Photoshop effect

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Working with Symbols

Creating Symbols
Editing Symbols
Using Symbols tools
Symbols and Flash

CorelDraw



CorelDRAW Basics and Interface Getting Started

Exploring the CorelDraw Screen File Management Setting Up the Page





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Moving Around and Viewing Drawings

Moving Around the Current Page Viewing Modes Inserting and Deleting Pages Changing Page

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Customizing Options

Using Multiple Workspaces
Customizing the Toolbars
Using Shortcuts
Saving Defaults
Setting File Backups



Objects- Creation And Manipulation Drawing and Shaping Objects

Drawing and Shaping Tools
Using the Freehand Tool
Drawing Lines and Polylines
Drawing Freehand Polygons
Drawing Perfect Shapes
Reshaping Lines and Polylines
Drawing Curves
Reshaping Curves





Drawing Rectangles Drawing Circles

Selecting & Manipulating Objects

Selecting and Deselecting Objects
Moving Objects
Copying and Deleting Objects
Deleting Objects
Sizing Objects

Transforming Objects

Mirroring Objects Rotating and Skewing Objects Using Transform Objects

Outlining & Filling Objects

Eyedropper and Paint bucket Tool
The Outline Tool
Choosing Outline Thickness
Choosing Outline Colors
Using Fill Tool
Uniform Fill, Fountain Fill, Pattern Fill
Interactive Mesh Fill



Copying Attributes Setting Outline and Fill Defaults

Arranging Objects

Arranging Objects
Grouping and Ungrouping Objects
Using Guidelines
Using Snap To
Aligning Objects
Group and Child Objects
Combining and Breaking Objects
Welding Objects
Using Intersection
Using Trim

Using Layers

About Layers
Editing Layers
Setting Up a Master Layer
Moving, Copying, and Layer
Reordering Layers
Using the Object Manager





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Working with Special Effects and Texts Special Effects

Drawing with The Artistic Media Tool
Shaping an Object with an Envelope
Extruding an Object
Blending two Objects
Using the Lens Effect
Adding Perspectives
Using Power Clips
Applying Contours
Applying Drop Shadows
Using Interactive Transparencies
Applying Mesh Fills

Working with Text

The Text Tool
Creating Artistic Text
Editing Text
Formatting Text
Setting Text Options
Creating Paragraph Text
Choosing Paragraph Options
Setting Indents Using the Ruler





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Working with Paragraph

Text Implementing Color Management
Creating Custom Color Palettes
Choosing a Color Using Color Harmonies
Applying Colors Using the Color Docker
Automatically Creating Color Styles
Importing and Sizing Paragraph Text
Flowing Text Between Frames
Formatting Paragraph Frames
Wrapping Paragraph Text Around Objects
Applying Drop Caps
Typing Text into Objects

Special Text Effects

Fitting Text to a Path
Converting Text to Curves
Creating Blended Text Shadows
Special Text Effects
Jumpy Text
Neon Text
Glowing Text
Chrome Text
Bevel Text
Creating Enveloped Text



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Using Symbols and Clipart

Inserting Text Symbols
Adding Clipart
Modifying Clipart

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Working with Bitmaps

What is a Bitmaps
Importing Bitmap Options
Adjusting Color
Hiding Certain Colors in a Bitmap
Applying Special Bitmap Effects
Creating Web Images
Advanced GIF Options



Page Layout, Printing, Exporting and Advanced Features Special Page Layouts

Creating a Greeting Card Print Previewing the Layout Creating Labels



Printing

Print Options
Print Previewing



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Exporting Drawings

Exporting to Graphic Formats
Copy and Pasting Into Other
Applications



Using Styles and Templates

About Styles and Templates
Creating a style
Applying a Style
Copying Properties



Custom Creation Tools

Creating Custom Patterns
Managing and Using Symbols



Using Corel Trace

Types of Graphic Formats
About Corel Trace
Tracing Image
Importing Traced Files into CorelDraw
Special Trace Effects





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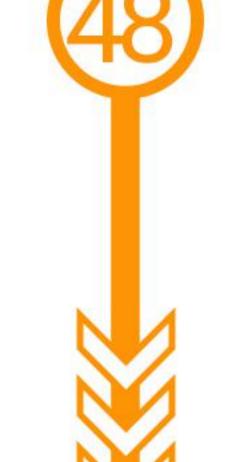
Using Corel R.A.V.E.

About Corel RAVE
Playing sample RAVE
Performing the five steps necessary to
create RAVE animations
Working with the Timeline Docker
Tweening objects to create animation
Exporting to Macromedia Flash Format
Publishing to the web Create web Rollovers
Inserting Hyperlinks
Creating Sprites and adding behaviors
Creating interactive movies

Introducing the Workspace

Overview
Working with Panels
Customizing the Workspace
Using Context menus
Finding Resources

Getting to Know InDesign





Viewing Guides
Adding Text
Working with Styles
Working with Objects
Working with object styles

Setting Up a Document and Working with Pages

Working with master pages
Changing the size of pages
Placing text and graphics

Working with Objects

Creating and editing text frames
Creating and editing graphics frames
Changing the shape of a frame
Wrapping text around a graphic
Transforming and aligning objects
Selecting and modifying grouped Objects

Flowing Text

Flowing text into and existing frame Flowing text manually Flowing text automatically



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Editing Text

Finding and Changing a missing font Checking Spelling Editing text by dragging and dropping Entering and importing text

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Working with Type

Adjusting Vertical Spacing
Changing Fonts and type Style
Changing Paragraph Alignment
Creating a drop cap
Adjusting letter and word spacing
Setting Tabs



Working with Golor

Creating and applying Colors
Working with gradients
Applying Colors to test and Objects



Working with Styles

Creating and applying paragraph styles Creating and applying Character Styles Creating and applying object styles



60 Importing and Modifying Graphics

Adding Graphics from other programs
Comparing vector and bitmap graphics
Working with alpha Channels
Adjusting display quality

Creating Tables

Formatting a Table
Adding Graphics to table cells
Creating and applying table and cell styles

Solution Substitution of the second second

Creating PDFs
Preflighting files
Packaging files
Previewing the page

- 59 Typography
- 60 Principles of Design
- Theory of Design
- 62 Color Wheel Study
- Rule of Third

























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