Fresher2Expert
Academy of Technology

GRAPHICS DESIGN
SYLLABUS | 2024

Photoshop Syllabus

Basic Photoshop

Session	Topic	Outline
Class –1	Introduction	• Raster vs. Vector • The history of Photoshop • Creating new document • Page prefference • RGB vs. CMYK • Understanding Resolution • Understanding Canvas • basic art to start
Class –2	Getting To Know Your Workspace	• Overview of the interface • Manage Workspace • Menu bar, options bar, tools panel, panel dock • Rulers, Grids, and Guides • Mesurement tool & change Unit • Different ways to zoom & use Hand tool • Undoing and History panel • Understanding basic tools • Hidden tools on toolbar • Setting up preferences • Common Shortcuts • Different types of Save, Save as & export • Saving files for print • Saving files for web/screen

Class –3 &4	Marque Tool	• Use different types Marque tool to select
		• Fill & Stroke with color
		• Diffrent types of fill options
		  Foreground color vs Background colo
		• Select option from menu –
		  All, Deselect, Reselect, Inverse, All Layers, Deselct Layers, Find & Isolate Layers

Class –5	Understanding Layer Panel	• Different ways to Create a new layer • Different ways to Duplicate layers • Layer Rename & Visibility (Show / Hide) • Layer Thumbnail • Rename Layer • Delete a Layer • Adjustment Layers • Layer Mask
Class –6	Manage Layer & Color	• Manage Layers - *select, move or delete layers* • Arrange Layers • Align & distribute Layers • Group & ungrouping Layers • Blend Mode of Layers • Layer Filter • Blend Mode • Layer Opacity & Layer Fill • Diffrent types layer Locked • Link Layer, Layer Style

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Photoshop Syllabus

Advanced Photoshop

Session	Topic	Outline
Class -7	Color Palate	• Fill layer with - Solid Color / Gradient Color / Pattern • Understand Color picker window & swatches • Create & manage Gradient color • Selecting Colors with the Color Palette • Eyedropper Tool • Swatches Palette
Class -8	Working With Image	• Opening Images • Using the File Browser • Types of Place image • Place image vs. Opening image • Understanding Canvas (Image Size & Canvas Size) • Image Rotation and Flip option from menu • Change Color mode of the document • Crop Image • Basic subject selection • Fill with content-Aware Fill • Basic background removal technique ** Projects-
Class -9	Canvas	• Understanding Canvas Size • Creating a New Canvas • Resizing the Canvas (width & Height) • Canvas Orientation (Rotate & Flip) • Types Canvas Cropping • Canvas Trimming • Image Size Vs Canvas Size • Canvas Background • Canvas Vs Artboards
	Theory & Project	Paper size Print technology Business Card - by using Text, image & color
Class - 10	Every tools & Option panel – basic introduction	• Selection Tools • Crop and Slice Tools • Measurement Tools • Healing and Retouching Tools • Painting and Drawing Tools • Gradient and Fill Tools • 3D Tools • Blur and Sharpen Tools • Dodge, Burn, and Sponge Tools • Pen Tools • Type Tools • Path Selection and Direct Selection Tools • Shape Tools • Navigation Tools

Photoshop Syllabus

Session	Topic	Outline
Class – 11 & 12	Type Tool	• Point vs Paragraph Type • Understanding Character panel • Understanding Paragraph panel • Type on a Path • Warping Type - Round logo • Creating work path from type • Convert type to shapes • Horizontal/Vertical Type Mask Tool • Create a selection in the shape of type • Clipping Mask w/ Type • Popular fonts • Download fonts from internet and Install • Convert type layer to raster layer ***Create a project by using typography
Class – 13	Transfrom From Edit menu	• Scale • Rotate • Skew • Distrot • Perspective • Warp • Rotate & Flip • Puppet Warp • Perspective Warp ***Using Transform in different for project
Class –14	Types of Layers	• Different types of layers - *(Raster / Shape / Text / Smart / Adjustment)* • Expert Layers to different file • *Understand Smart Object and edit* • *Convert smart Object to Raster layer*
Class –15 & 16	Shape Layer	• Different types of shapes • Custom shape tool • Fill & Stroke Shape • Use Direct & Path selection tool to edit shape • Combine / Subtract / Intersect / Exclude / Merge • Create new shape and save it • Make shape from marque • Download shape from internet • Convert Shape layer to raster layer ***Create a project - Basic logo by using Shapes
Class – 17 , 18, 19 &20	Mask	Types of Mask - • Clipping mask *-With Shape* *-With Brush* *-With Text* • Layer mask *-Different Types of Layer mask* • vector mask • Quick Maks

Photoshop Syllabus

Session	Topic	Outline
Class – 21	Layer styles	• Layer Style • Applying layer styles to multiple layers • Copy, Add, Remove Layer style • Marge Layer style
Class – 22	Making Selections	• Selection Basics • Making Pixel Selections • The Marquee Tools • The Lasso Tools • Object Selection / Quick Selection / Magic Wand • Selecting by Color Range • Adjusting Pixel Selections • The Extract Command • Copying and Pasting Pixel Selections • Saving and Loading Selections
Class – 24	Pen tool	• Use Pen tool • Curvature pen tool • Freeform pen tool • Convert point tool • Add anchor point tool • Delete anchor point tool
Class – 25	Brush Palete Settings	• Using the Brushes Palette • Creating Custom Brush • Creating Custom Brush Tips in the Brushes Palette • Setting Shape Dynamics, Brush Scattering • Setting Brush Texture, Dual Brushes & Color Dynamics • Setting Other Dynamics • Miscellaneous Brush Settings • Saving a Customized Brush • Saving a Customized Brush Library • Download Brush from internet, Install & Use.
	Projects	1) Leaflet 2) Foldable Brochure 3) Standee 4) Social Media Ad 5) Book Cover
Class – 26	Image Option from menu	• Liquify tool • Clone Stamp Tool • Pattern Stamp Tool • Healing Brush Tool • Patch Tool • Color Replacement Tool • Using content-aware fill • Applying the Unsharp Mask filter

Photoshop Syllabus

Session	Topic	Outline
Class – 27 & 28	Photo Corrections	• Strategy for retouching • Resolution and image size • Adjusting the color • Brightness / Contrast • Levels / Curves • Vibrance / Hue & saturation • Channel Mixer & Color lookup • Posterize • Gradient Map • Selective Color & match color • Replacing colors in an image
	Filter	• Filter Gallery • Liquify • Vanishing Point • 3D • Blur • Distort • Noise • Pixelate • Render • Sharpen • Stylize • Video • Other
	Trending Photo Effects	• Double Exposure • Glitch Art • Burning Fire Photo Effect • Vintage Photo Effect • Retro Photo Masks • Artistic Smoke Photo Effect • The Ultimate Watercolor • Text Portrait Mockup
	Automate & Action	• Batch Automation • Exploring Pre-installed Actions • Creating New Actions • Recording Actions • Editing and Modifying Actions • Batch Processing with Actions • Automating Repetitive Tasks • Improving Efficiency in Editing Workflow
	Plugins	• Popular Plugin in photoshop • Implementation of plugins

Photoshop Syllabus

Project Details
1. Create Candle
2. Create Emoji
3. Social Media Ad
4. Leaflet
5. Folded Brochure
6. Business Card
7. Movie Poster
8. Photo-manipulation
9. Magazine Cover

Photoshop Syllabus

1.   Getting Acquainted with Photoshop
1.1.   The Photoshop Environment
14.1.   Painting Tools
4.2.   The Brush Tool
4.3.   Blending Modes
4.4.   The Pencil Tool
4.5.   The Eraser Tool
4.6.   The Magic Eraser Tool
4.7.   The Background Eraser Tool
4.8.   Using the Art History Brush
4.9.   Using the History Brush
5.   Brush Settings
5.1.   Using the Brushes Palette
5.2.   Creating Custom Brush Tips by Selection
5.3.   Creating Custom Brush Tips in the Brushes Palette
5.4.   Setting Shape Dynamics
5.5.   Setting Brush Scattering
5.6.   Setting Brush Texture
5.7.   Setting Dual Brushes
5.8.   Setting Color Dynamics
5.9.   Setting Other Dynamics
5.10.   Miscellaneous Brush Settings
5.11.   Clearing Brush Settings

5.12.   Saving a Customized Brush
5.13.   Saving a Customized Brush Library
6.   Making Selections
6.1.   Selection Basics
6.2.   Making Pixel Selections
6.3.   The Marquee Tools
6.4.   The Lasso Tools
6.5.   The Magic Wand Tool
6.6.   Selecting by Color Range
6.7.   Adjusting Pixel Selections
6.8.   The Extract Command
6.9.   Copying and Pasting Pixel Selections
6.10.   Saving and Loading Selections
7.   Filling and Stroking
7.1.   Applying Fills
7.2.   Using the Paint Bucket Tool
7.3.   Using the Gradient Tool
7.4.   Using the Gradient Editor
7.5.   Using Patterns
7.6.   Using the Pattern Maker
7.7.   Stroking

8.   Layers
8.1.   Using Layers and Layer Sets
8.2.   Creating Layers and Layer Sets
8.3.   Stacking and Linking Layers
8.4.   Moving Layer Content with the Move Tool
8.5.   Locking Layers
8.6.   Common Layer Management Tasks
8.7.   Merging and Flattening Layers
9.   Advanced Layers
9.1.   Layer Styles
9.2.   Adjustment Layers and Fill Layers
9.3.   Masking Layers
9.4.   Creating Clipping Groups
9.5.   Creating Knockouts
10.   Text
10.1.   Text Basics
10.2.   Entering Text
10.3.   Selecting Text
10.4.   Editing the Bounding Box
10.5.   Creating a Type Selection
10.6.   Applying Effects to Type Layers
10.7.   Using the Character Palette
10.8.   Checking for Spelling Errors

10.9.   Using the Paragraph Palette
11.   Drawing
11.1.   Raster vs. Vector
11.2.   Shape Layers and Shape Options
11.3.   Using the Shape Tools
11.4.   Using the Pen Tools
11.5.   Using the Anchor Point Tools
11.6.   Using the Paths Palette
11.7.   Working with Paths
12.   Using Channels and Masking
12.1.   Using the Channels Palette
12.2.   Using Channels
12.3.   Spot Colors
12.4.   Blending Channels and Layers
12.5.   Masks
12.6.   Using Alpha Channels
13.   Manipulating Images
13.1.   Changing the Canvas Size
13.2.   Rotating and Flipping Images
13.3.   Cropping Images
13.4.   The Free Transform Command

Photoshop Syllabus

Module 1: Introduction to Photoshop (Weeks 1-2)

Introduction
 - Raster vs. Vector
 - Creating new images
 - Saving files for print
 - Saving files for web/screen

Week 1: Getting Started
 - Introduction to Photoshop interface
 - Using the menu, options bar and other panels
 - Undoing actions in Photoshop
 - Customizing the workspace
 - Tools panel overview
 - Understanding basic tools: Move, Marquee, Lasso, Magic Wand, Crop, Eyedropper, etc.

Week 2: Working with Layers and Basic Editing
 - Understanding layers: Creating, deleting, and organizing
 - Basic layer adjustments: Opacity, blending modes
 - Introduction to basic editing tools: Brush, Eraser, Clone Stamp, Healing Brush

Module 2: Image Manipulation (Weeks 3-4)

Week 3: Advanced Selection Techniques
 - Refining selections using Quick Selection, Pen Tool, and Refine Edge
 - Working with layer masks for non-destructive editing

Week 4: Retouching and Restoration
 - Advanced retouching techniques
 - Repairing old or damaged photos
 - Content-Aware tools for quick fixes

Module 3: Color Correction and Enhancement (Weeks 5-6)

Week 5: Understanding Color
 - Color theory and the Color Wheel
 - Adjusting color balance, saturation, and vibrance
 - Using the Hue/Saturation and Color Balance tools

Week 6: Advanced Color Correction
 - Working with adjustment layers: Curves, Levels, Selective Color
 - Correcting skin tones and specific color issues

Module 4: Text and Typography (Week 7)

Week 7: Adding Text and Effects
 - Creating and formatting text
 - Adding layer styles: Drop shadows, bevels, glows
 - Typography principles and best practices

Module 5: Graphic Design and Composition (Weeks 8-9)

Week 8: Design Principles
 - Understanding design principles: Balance, contrast, unity
 - Applying design principles to Photoshop projects

Week 9: Creating Graphics and Posters
 - Combining text and images for graphic design
 - Creating posters and promotional materials

Module 6: Advanced Techniques (Weeks 10-12)

Week 10: Advanced Filters and Effects
 - Using advanced filters: Liquify, Blur, Sharpen
 - Applying artistic and creative effects

Week 11: 3D Modeling and Texturing
 - Introduction to 3D tools in Photoshop
 - Creating 3D text and objects

Week 12: Automation and Batch Processing
 - Creating and using actions for repetitive tasks
 - Batch processing images for efficiency

Module 7: Final Project and Portfolio (Week 13)

Week 13: Capstone Project
 - Applying all learned skills to create a final project
 - Building a portfolio showcasing various Photoshop projects

Module 9: Photography and Photo Manipulation (Weeks 16-17)

Week 16: Advanced Photo Manipulation
 - Creating surreal and fantasy scenes
 - Incorporating multiple images seamlessly
 - Mastering advanced blending techniques

Week 17: Professional Photo Editing Workflow
 - Implementing a professional photo editing workflow
 - Retouching portraits with advanced techniques
 - High-end skin retouching and frequency separation

Module 10: Animation and Video Editing (Weeks 18-19)

Week 18: Introduction to Animation
 - Creating simple animations using the Timeline
 - Understanding keyframes and animation basics

Module 11: Advanced Photoshop Techniques (Weeks 20-21)

Illustrator Syllabus

-Introduction to Adobe Illustrator-	Session 1: Introduction to Adobe Illustrator	- Creating Your First Document from Templete - Overview of the interface - Manage Workspace - Show Tools, control & panels - Setting up preferences - Create and manage Artboard - Rulers, Grids, and Guides - Navigation tools (Zoom, Hand) - Understanding others basic tools - Common Shortcuts - Print Document - Save, Save as & export
	Session 2: Basic Drawing and Editing	- Creating basic shapes - Editing path & anchor point (cut & join) - Understanding others tools - Using Fill color & outline (stroke) - Using control panel (Align, Transform) - Creating basic art using shapes - Drawing with the Pen tool
	Session 3: Working with Layers and Groups	- Understanding the Layers panel - Creating and organizing layers - Grouping and ungrouping objects - Show / Hide layers - Lock / Unlock layers - Arrange
	Session 4: Color and Swatches	- Exploring the Color panel - Applying and editing colors - Creating and managing swatches -Working with color harmonies. -Advanced color blending and shading. -Creating color schemes for specific moods.
	Session 17: Custom Shapes & Advanced Pathfinder Operations	-Understanding Shapes & line - Mastering Pathfinder tools - Creating complex shapes through operations - Combining and dividing shapes - Using Shape builder tool - Path option from menu (Outline stroke, Offset Path)
-Weeks 1-2: Flat Cartoon Design-	Session 5: Character Design Basics	- Setting up an artboard for flat cartoon illustrations. - Basic shapes and their use in flat design. - Anatomy of a flat cartoon character. - Drawing simple facial features and expressions. - Adding details and accessories.
	Session 6: Building Scenes and Environ-ments	- Designing simple flat backgrounds and landscapes. - Creating scenes with characters and objects. - Exploring perspective in flat design.
	Session 8: Gradient and Patterns	- Types of fill color - (Solid, Gradient, Pattern) - Types of Gradient fill (linear, redial, freeform) - Creating & applying gradients to objects - Creating and editing gradient meshes - Working with patterns

-Weeks 3-4: Advanced Drawing Techniques-	**Session 7: Drawing with Brushes and Symbols**	- Using the Brush tool - Creating and editing custom brushes - Creating symbols & working with symbols - Incorporating symbols into designs.
	Session 9: Advanced Pen Tool Techniques	- Mastering the Pen tool for intricate designs - Creating complex shapes and paths - Working with curvature and anchor point handles
	Session 10: 3D Effects and Perspective	- Introduction to 3D effects - Applying perspective and extrusion - Creating realistic 3D objects
-Weeks 5-6: Typography and Text Effects-	**Session 11: Working with Text**	- Adding and formatting text - Text manipulation tools - Creating text effects
	Session 12: Text on a Path and Textures	- Placing text on a path - Applying textures to text - Creating text-based designs
	Session 13: Typography and Hierarchy	- Understanding typography principles - Establishing text hierarchy - Creating visually effective text layouts
	Session 14: Advanced Typography Effects	- Warping text - Applying envelope distortions - Creating stylized text effects
-Weeks 7-8: Advanced Techniques and Project Work-		**Session 15: Advanced Blending and Transparency** - Blending objects and colors - Applying transparency and opacity - Creating complex gradients

	Session 16: Clipping Masks and Opacity Masks	- Creating and using clipping masks - Applying opacity masks for creative effects - Masking techniques for complex designs
	Session 18: Project Work and Critique	- Participants work on a comprehensive project applying all learned techniques - Group critique and feedback session
-Weeks 9-10: Expert Level and Special Topics-	**Session 19: Automation with Actions and Scripts**	- Creating and using actions for repetitive tasks - Introduction to scripting for advanced automation
	Session 20: Integration with Other Adobe Creative Cloud Apps	- Working seamlessly with Photoshop and InDesign - Integrating Illustrator with other Creative Cloud apps
	Session 21: Industry Best Practices and Efficiency Tips	- Time-saving techniques - File organization and management - Collaboration and workflow optimization
	Session 22: Final Project and Portfolio Development	- Participants work on a final project showcasing their skills - Building a portfolio with Illustrator projects - Presentation and discussion of portfolios

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Photoshop Syllabus

Vector Design Tools (Adobe Illustrator)	**Photoshop Syllabus**		
Week03	Lesson01	Vector shape principles	
-	Quality Vs. Size		
-	Scalable Drawings		
-	Artistic Techniques		
-	Samples of Vector Art works		
	Lesson02	Shape design tools and modification	
-	Drawing (Pen tool, brush and pencil)		
-	Typography		
-	Primitives Shapes		
Week04	Lesson03	Vector Paint and Color	
-	Fill Color Types		
-	Gradient Options		
-	Swatches Library		
	Lesson04	Stroke Styles	
-	Stroke Color		
-	Stroke Options		
-	Brush Library		
-	Brush Types and Creations		
Week05	Lesson05	Shape Modification	
-	Transformation Attributes (rotate, shear, … etc)		
-	Shape Modifications (Bloat, wrap, … etc)		
-	Slicing Tools		
-	Reshape Tool		
	Lesson06	Shape Effects	
-	Symbol Sprayer		
-	Blend Shape		
-	Mesh Tool		
-	Live Paint		
Week06	Lesson07	Layout and file management tools	
-	Alignments		
-	Grid and Guidelines		
-	Layers		
-	Multiple Pages File		
	Lesson08	Typography	
-	Character Options		
-	Paragraph options		
-	Glyphs		

-	Create Outline		
-	Create Character Style		
Week07	Lesson09	Compound Shapes	
-	Shape Modes		
-	Pathfinder		
-	Mask Types		
-	Blending Modes		
	Lesson10	Filters and Effects	
-	Shape fine tuning		
-	Creating your Graphic Styles Library		
-	3D Form and Style		
Week08	Review	Review	
	Exam	Midterm Exam	20%
Vector art Workshops			
Week09	Workshop	Tracing Techniques	
-	Auto Tracing (B&W, Grayscale and Color)		
-	Manual tracing using Pen tool		
-	Artistic Tracing Techniques		
	Exercise	Poster of Fashion Design	
Week10	Workshop	Advanced Vector Shapes design techniques	
-	Logo Design		
-	Configuration and theme creation		
	Exercise	Logo and ID design	
Week11	Workshop	Advanced Stroke and brush techniques	
-	Brush Types and Creation		
-	Decoration Designs		
-	Islamic Art		
	Exercise	Religious Phrase	
Week12	Workshop	Advanced Typography	
-	Art of Typography		
-	Character reshaping		
	Exercise	Proverb design	
Week13	Workshop	Advanced Layout Design	
-	Multiple Pages Format		
-	Creative Context design		
	Exercise	Brochures design	
Final Project			
Week14	Discussion	Final Project initiation	