

Photoshop CS3, CS5, CS6

Contents

- Getting started Installation
- Workspace
- Opening and importing images
- Camera Raw
- Color
- Color management
- Making color and tonal adjustments
- Retouching and transforming
- Selecting
- Layers
- Painting
- Drawing
- Filters
- Type
- Saving and exporting images
- Printing
- Web graphics
- Video and animation
- Keyboard shortcuts

CorelDraw

- Getting started with Corel Draw
- Drawing and Coloring
- Mastering with Text
- Applying Effects
- Working with Bitmap Commands
- Corel Draw- Web resources

Web-Designing



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Flash CS3,CS4,CS5

COURSE CONTENT

INTRODUCING THE COURSE

- Understanding the course format
- Reviewing the course objectives and prerequisites
- Looking at the course outline

WORKING WITH FLASH

- Setting Stage dimensions
- Working with panels and panel layouts
- Setting preferences
- Identifying the development cycle
- Publishing a file

CREATING AND IMPORTING GRAPHIC ASSETS

- Working with different graphic formats
- Importing bitmap graphics
- Importing vector graphics
- Working with layers and layer folders
- Using the drawing tools
- Using object and merge drawing
- Working with the Color panels
- Creating and using Graphic symbols
- Using the Library panel
- Using the Text tool
- Adding and formatting static text
- Changing font rendering methods
- Adding input text fields
- Embedding fonts in input text fields
- Using font best practices

CREATING ANIMATIONS

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- Working with the Timeline
- Using keyframes, blank keyframes, and frames
- Creating motion tweens
- Creating shape tweens
- Creating transition effects
- Using animation best practices

USING MOVING CLIPS

- - Creating and using Movie Clip symbols
 - Organizing a Movie Clip Timeline
 - Using actions to control a Timeline
 - Using frame labels
 - Responding to user interactions
- ### **ADDING SOUND AND VIDEO**
- Importing sound
 - Changing sound properties
 - Adding sound to a Timeline
 - Embedding video in a Timeline
 - Using the FLVPlayback component

PUBLISHING FLASH DOCUMENTS

- Using different publishing formats
- Using publishing profiles
- Adding Flash Player detection
- Publishing for deployment

Javascript

DreamweaverCS3

CSS

HTML

Javascript

FTP