



A Leading IT Institute

Graphics Animation Program (One Year)

Media Has Always Played A Prominent Role In Every Society So Has The Computer, Advent Of Multimedia In Computers Has Actually Provided A Platform For Media Professionals To Utilize The Tremendous Potential Being Offered By Computers In Field Of Digital media Specially In Production Scenarios.

Graphics Designing (6 Months Diploma)

Welcome to Adobe Creative Cloud Family



Softwares included:



Adobe Photoshop CC for Web & Graphic Designing.



Adobe Illustrator CC for Stationary designing and desktop publishing



Adobe InDesign CC for as Books, Magazines, Brochures, Newspapers etc.)



Exporting Urdu titles and paragraphs for use in Graphic Designing.

Projects:

(Adobe Photoshop CC, Adobe Illustrator CC & InDesign CC)

1. Visiting Card
2. Letter head
3. Boucher
4. Poster
5. Magazine
6. Calendar
7. CD Cover



Course Outline Adobe Photoshop CC

Introduction to Adobe Photoshop, Environment and Interface:

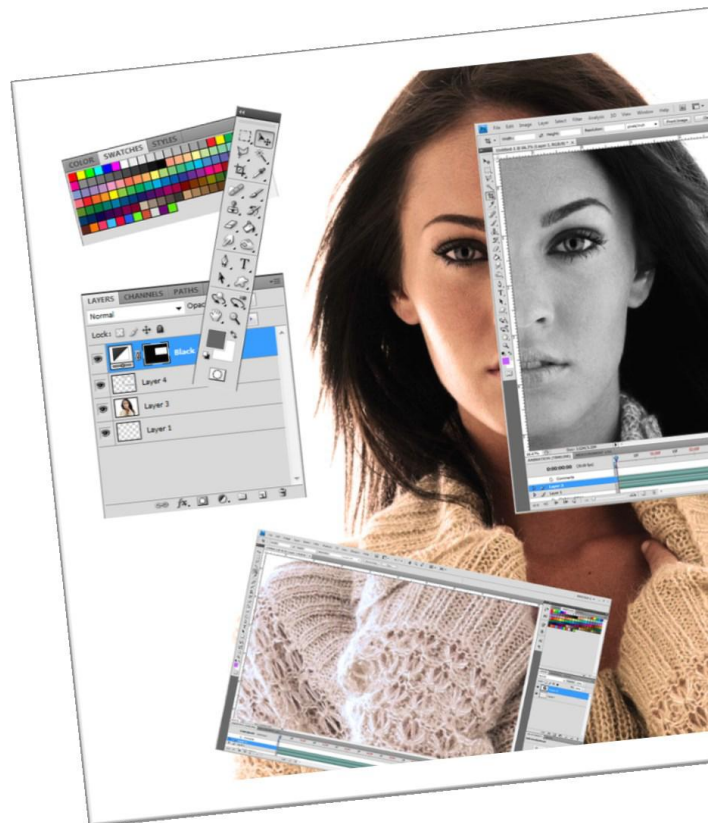
- 1) Image Size
- 2) Width
- 3) Height
- 4) Color Mode
- 5) Contents
- 6) Resolution

Color Management in Photoshop:

- 1) Foreground / Background Color
- 2) Color Picker And Custom Colors
- 3) Selecting Default Colors
- 4) Gradient

Image:

- Adjust
- Levels
- Curves
- Brightness Contrast
- Color Balance
- Hue Saturation Brightness
- Replace Color
- Invert



Concept of Layer and Layer Option:

- 1) Assigning Layer Properties
- 2) Deleting Layer
- 3) Duplicating Layers
- 4) Arranging And Merging Layers (Layer Menu)
- 5) Layer Styles

Drawing Tool:

- 1) Marquee Tools
- 2) Lasso Tools
- 3) Magic Wand
- 4) Cropping
- 5) Brush
- 6) Air Spray
- 7) Rubber
- 8) Stamp
- 9) Type Tool
- 10) Sharpen , Smudge And Blur
- 11) Sponge, Dodge , Burn
- 12) Healing Brush, Patch
- 13) Zoom
- 14) Hand Tool
- 15) Pen Tool And Its Purpose



Extra Tools:

- 1) Transformation of Objects
- 2) Action Palette
- 3) Channel Palette
- 4) Filters



Course Outline Adobe Illustrator CC

Introduction:

- 1) Understanding the Environment
- 2) Using the Tools
- 3) Tool Box Overview
- 4) Using Context Menu



5) Viewing Artwork

Working With Tools and Palettes:

- 1) About Paths
- 2) Changing A Tool Pointer
- 3) Drawing And Editing Freeform Paths
- 4) Drawing With The Pen Tool
- 5) Adjusting Path Segments
- 6) Drawing Shapes
- 7) Drawing Line And Arc Segments
- 8) Drawing Spirals

Working With Tools and Panels:

- 1) Drawing Grids
- 2) Working With Symbols
- 3) Using Symbolism Tools
- 4) Drawing And Editing Brushed Paths
- 5) Managing Brushes
- 6) Creating Brushes
- 7) Using The Brush Libraries
- 8) Tracing Artwork

Working With Objects:

- 1) Correcting Mistakes
- 2) Using Rulers
- 3) Using Guides And Grids
- 4) Using Smart Guides
- 5) Selecting Objects
- 6) Saving, Editing, And Loading Selections
- 7) Moving, Copying, And Deleting Objects
- 8) Rotating The X And Y Axes
- 9) Grouping And Ungrouping Objects
- 10) Locking And Hiding Objects

Transforming and Distorting Shapes:

- 1) Transforming Selected Objects
- 2) Using The Transform Palette
- 3) Using Warp Effects
- 4) Using Envelopes
- 5) Modifying Shapes With Liquefy Tools

- 6) Modifying Shapes With Filters & Effects
- 7) Blending Shapes
- 8) Combining Objects Into Complex Shapes
- 9) About Compound Shapes
- 10) Creating Compound Paths
- 11) Converting Strokes To Filled Objects
- 12) Cutting Objects
- 13) Working With Clipping Masks

Using Transparency, Gradients, and Patterns:

- 1) About Transparency
- 2) Specifying Transparency
- 3) About Opacity Masks
- 4) About Gradients, Meshes, And Blends
- 5) Working With Gradient Fills
- 6) Creating Multicolored Objects With The Mesh Tool
- 7) Creating And Working With Patterns
- 8) Changing Strokes, Gradients, Blends, Patterns, , And Symbols Into Regular Objects

Using Appearance Attributes, Styles, and Effects:

- 1) About Appearance Attributes, Styles, And Effects
- 2) Working With Appearance Attributes
- 3) Using Styles
- 4) Using Style Libraries
- 5) Using Effects



Course Outline Adobe InDesign CC

Essential skills

Working with InDesign tools and panels
The InDesign workspace
The document window
Using guides
Viewing modes

- Saving your workspace
- Working with the Control panel
- Navigating through a document

Master pages

- Planning your document
- Creating a custom-sized document
- Formatting master pages
- Adding layout pages
- Placing formatted text
- Adding images & text to master pages

Text and type

- Creating a text frame
- Changing character attributes
- Changing paragraph attributes
- Finding and changing text
- Flowing text and threading text between frames

Styles

- Defining and applying paragraph styles
- Defining and applying character styles
- Updating and loading styles from another document
- Organizing styles into groups
- Creating and applying object styles

Graphics

- How InDesign handles graphics
- Locating missing images
- The Links panel and Link badge
- Creating a graphic frame
- Adding graphics
- Repositioning graphics
- Fitting graphics to frames
- Placing multiple graphics
- Wrapping text around graphics
- Importing layered Photoshop files

Tables

- Creating a table
- Copying and pasting table content
- Adding text to tables
- Converting tables and text
- Importing a table
- Editing table options

Using cells
Merging cells
Defining columns and rows
Using graphics in cells

Using color

Applying color to text and frames
Creating and saving a new swatch
Applying Live Corner Effects
Applying strokes to text
Creating a tint reduction
Working with gradients
Using the Eyedropper
Updating and editing colors
Using and saving spot colors

Creating & Exporting PDF

Creating a PDF
Adobe PDF Presets
PDF Export Options



Course Outline Urdu InPage 2000

Urdu Text:

Typing in Urdu
Text Formatting
Using Text Boxes
Export to Photoshop and Illustrator

3D Animation (6 Months Diploma)



**Adobe Premier Pro CC for Non-Linear
Video Editing**



**Adobe After Effects CC for Motion
Graphics and Post Production**



**Autodesk 3DS MAX for 3d modeling
and 3D Animation**

Projects:

(Adobe Premier pro CC, Adobe After Effects CC & 3DS MAX)

8. Making Promo in Premier pro CC
9. Product Animated AD in After Effects CC
10. Making a TV Ticker in After Effects CC
11. Making a Channel ID in 3DS MAX



COURSE OUTLINE

ADOBE PREMIER PRO CC

Introduction to Video Editing:

- 1) Basic Settings of Sequence
- 2) Introduction to key framing
- 3) Introduction to basic Animation
- 4) Setting of Sequence Preset
- 5) How to use Multiple Sequence

Basic Animation on Stills:

- 1) Introduction to Still files
- 2) Controlling of multiple Stills
- 3) Arrangement of Stills
- 4) Making short Animation of stills
- 5) Use of PSD files in Premier Projects

Video and Audio Cutting & Join:

- 1) How to import Video & Audio files in Sequence
- 2) How to split or Cut videos and Audios
- 3) How to join Videos and Audios
- 4) Arrangement of Split Videos
- 5) Slow Motion Videos

Effects or Transition:

- 1) Introduction to Effects and Transition
- 2) Apply Effects on Multiple Videos
- 3) Apply Transition on Multiple Videos
- 4) Apply Transition on Multiple Stills
- 5) Setting of Effects Parameters
- 6) Setting of Transition Parameters
- 7) Key Framing on Effects or Transition
- 8) How to use **Chroma** Effect on Videos

Making of Title:

- 1) How to make Basic Title
- 2) Advance Setting of Title
- 3) Still Title
- 4) Roll Title
- 5) Crawl Title
- 6) Animation of Title

Render & Export:

- 1) How to Render full Sequence
- 2) Basic setting of Render
- 3) Export Setting
- 4) How to make Video file
- 5) How to Export



COURSE OUTLINE ADOBE AFTER EFFECTS CC

Introduction to After Effect:

- 1) Understanding basic Interface
- 2) How to make New Project
- 3) How to make new Compositing and it's Setting
- 4) Concept of Layer in AE
- 5) Layer Making and Setting
- 6) Layer Arrangement

Animation:

- 1) Understanding Animation Concept
- 2) Basic Animation Setting
- 3) Animation on Layer
- 4) Advance Animation Controlling
- 5) Key Framing Knowledge
- 6) Animation from Key Framing Handling
- 7) Advance Preset Animation
- 8) Camera Animation



Masking in AE:

- 1) Introduction to Masking
- 2) Masking Parameters
- 3) Masking Tools
- 4) How to use tools of Masking
- 5) Multiple Masking Videos Merge
- 6) Advance Masking Concepts
- 7) Masking with pen tool

Effects in AE:

- 1) Introduction to Effects
- 2) Effects Setting
- 3) Effects Control
- 4) How to apply Effects on layer
- 5) Videos Effects Parameters

Camera and 3D:

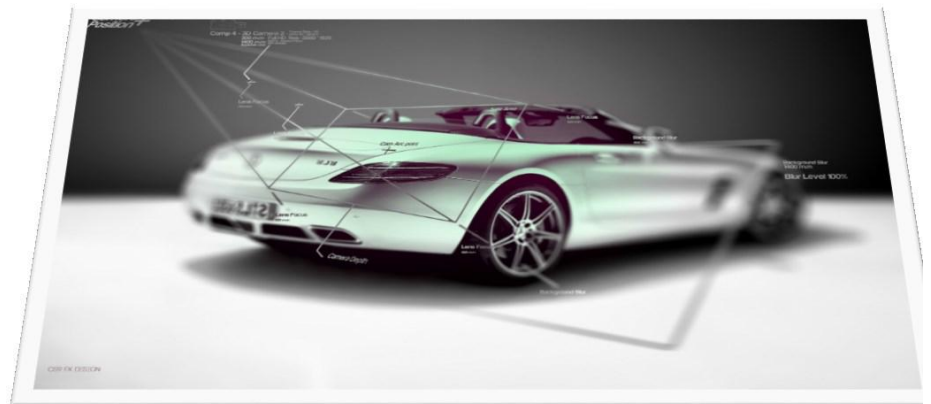
- 1) Introduction to 3D
- 2) Introduction to Camera
- 3) How to Make 3D layer
- 4) Camera and 3D Setting
- 5) Apply Camera on 3D
- 6) Animation of Camera
- 7) Advance Camera Setting

Lighting:

- 1) Introduction to Lighting
- 2) Apply Lighting on 3D Layer
- 3) Basic to Advance Setting of Lighting
- 4) Parallel Lighting
- 5) Spot Lighting
- 6) Point Lighting
- 7) Ambient Lighting

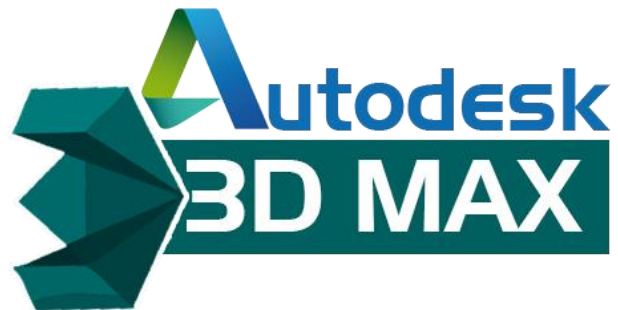
Text & Null Object:

- 1) Introduction to Text Layer
- 2) Introduction to Null Object
- 3) Basic Setting to Text Area
- 4) Basic Setting of Null Object
- 5) Working of Null Object
- 6) Uses of Null Object



Render & Export:

- 1) Render Setting
- 2) Export Setting
- 3) How to Render
- 4) Advance Export Setting
- 5) Finalization



Interface of 3D Max:

- 1) Installation
- 2) Workspace
- 3) Camera Navigation
- 4) Camera Views

Basics Modeling:

- 1) Create Panel – Geometry Panel – Standard Primitives
- 2) Modifying Panel
- 3) Cloning
- 4) Creating Objects
- 5) Transform Objects
- 6) Assignments

Basic Rendering:

- 1) Rendering
- 2) Export
- 3) Environment
- 4) Quick Render

Basic 2D Modeling:

- 1) Create 2D Shapes
- 2) Line Properties
- 3) 2D into 3D
- 4) 2D Modifying Panel

Modifiers:

- 1) How to apply Modifiers
- 2) Basic Modifiers



- 3) Apply on 3D Objects
- 4) Apply on 2D Shapes
- 5) Architectural Modifiers
- 6) Modifiers Parameters

Architectural Modeling:

- 1) Architectural Objects
- 2) Model simple Exterior
- 3) Architectural Engineering Construction
- 4) Basics of Unit Setup

Material:

- 1) Basics of Material Editor
- 2) Reflection
- 3) Refraction
- 4) Raytrace
- 5) Bitmap Setting
- 6) Bump
- 7) Architectural Material

Lighting:

- 1) Basic Introduction to Light
- 2) Light Categories
- 3) Light Tracer
- 4) Omni & Sky Light Setting
- 5) Spot Light & Target Light
- 6) Advance Light Parameters
- 7) V-ray Lighting Setting

Camera:

- 1) Introduction to Camera
- 2) Free Camera
- 3) Target Camera
- 4) V-ray Camera Setting
- 5) Animation with Camera

Animation

- 1) Basic Animation
- 2) Animation with Object
- 3) Assign Controller
- 4) Motion Panel
- 5) Key Framing

6) Advance Parameter of Animation

Rendering:

- 1) Default Scan-line Rendering
- 2) Mental Ray Rendering
- 3) V-ray Rendering