DEPARTMENT OF COMPUTER SCIENCE
THE MADURA COLLEGE (AUTONOMOUS) , MADURAI-11.

<u>CERTIFICATE COURSE</u>

DESCRIPTION:

       This is an introductory course that provides a basic understanding of desktop publishing . DTP is a software of publishing used to create high quality printed material for all individuals, businesses as well as organizations. The DTP software provides very good control over the designing and layout of a page as compared to the word processor. The role of the DTP operator is to bring the required information in the most comprehensive and understandable manner. Also, they bring the required information in the most comprehensive and understandable manner before consumers consume something. DTP is a type of profession, presentation of the information is completely related to the performance of the organization. Thus there is a great scope of these professionals not only now but in the future also.

Objectives:

❖   To give a basic understanding on the most comprehensive application tools like Photoshop and flash.

❖   To provide hands-on training on Adobe-Photoshop, flash applications knowledge and skills.

❖   To impart the practical skills on the creation of various DTP related business work with case studies.

Course Scope:

There are a number of opportunities available in various fields after completing DTP course. Some fields available which give career option after completing this course.

- Newspaper
- Software Companies
- Magazines
- Advertising

Eligibility criteria:

       Open to all major students with minimum knowledge of basic computer operation. Preference will be given to final year students of UG and PG.

Minimum number of students per batch: 30 nos.

Course duration	**: 30 hrs.**
Timing	**: After college working hours.**
Max marks	**: 100 marks**

Certificates will be given to the students after the completion of course.

DEPARTMENT OF COMPUTER SCIENCE				Certificate Course				
Course Type	Course Code	Course Code Course Title	Credits	Total Contact Hours	CIA	Ext	Total
Value Added Course		Desktop publishing (DTP)	2	30			

Learning objectives:

> ➢ To gain knowledge and exposure on desktop publishing works.
> ➢ To understand both theoretical and practical knowledge on various tools used in DTP
> ➢ To be able to show the creative skills in DTP work.

Learning outcomes:
Comprehensive knowledge on creativity in desktop publishing work. Ability to show the creative idea using DTP tools.

Syllabus:

Unit-1: introduction :Getting started –work with images-understanding photoshop-workspace-find your projects-set preferences-save work spaces-open an image-filter images-import images –create a new image.Understanding photoshop images: toolbox-work with tool box-magnify with zoom tool-adjust views-change screen modes-rulers and guides-undo commands-revert an image-manage windows.

Unit-2: changing size of an image-change print size-changing resolution of an image-crop and straighten photos trim an image-changing canvas size of the image. Making selections: marquee tool-lasso tool-quick selection tool-magic wand tool- color range command-select all the pixels in an image-move a selection boarder-invert selection-grow selection- create slices.

Unit-3: working with layers: create and add layers-hide-move-duplicate and delete layers-merge, rename and transform layers-create solid fill layer-create and edit adjustment layer-link layers-add , edit layer –mask. Applying filters: applying filter styles.

Unit-4: Flash – introduction: getting started with flash cs5-creating a project plan -building a flash project-creating new document-working with document windows-saving a document-working with flash environment: working with layers- organizing layers-changing layer properties-working with frames and scenes- using edit bar-using the main tool bar-resizing panels – setting text preferences-working with pagesetup in windows.

Unit-5: creating graphics: working with object drawing-drawing with the line tool-pencil tool-drawing shapes-creating groups -arranging multiple groups- creating symbols-edit symbol mode-working with text: creating TLF text- changing font type,style,size and color-changing text alignment-creating text cloumns-text direction -using font mapping-importing multiple files. Motion tweening -tweening properties.

Text book:

1. Teach yourself Adobe Photoshop CS6 by Mike Wooldridge and Brianna stuart, wiley publication.
2. Adobe Flash professional CS5 on demand. By steve johnson . Perspection Inc.