Computer Graphics Syllabus

Course instructor: Sarah Constantini

Course Overview:

This course introduces you to the world of graphics. You will master the use of Adobe Illustrator, InDesign and Photoshop to create the full range of graphic projects including logos, advertisements, signs, collages, books, book jackets, magazines and everything else printed professionally. You will gain proficiency in the various tools of the Adobe programs and will learn how to use all of the programs at once to complete complex projects.

Upon completing this course, you will be an expert in the Adobe Graphics program and you'll have a clear understanding of which Adobe program to use for the various graphics tasks at hand.

Prerequisites:

Student must have a licensed copy of Adobe Illustrator CC. As Compuskills student, you are eligible to purchase the student edition of Adobe CC which contains the Adobe programs you need for this course. You may purchase this directly from Adobe.com.

Certificate:

Certificate from the Ministry of Labor and Compuskills.

Adobe Illustrator

- 1. Introduction to Adobe Illustrator and basic tools
- 2. Basic Tools, Direct Selection Tool, Rotating Tool, Grouping and Eraser Tool
- 3. Align and Distribute, Rulers, Guides, and Templates
- 4. Pathfinder, Pencil Tool, Layers and Paths
- 5. Brush Tool, Defaults, Workspaces, and Live Paint
- 6. Colors, Swatches, Gradients, and Sets
- 7. Text, Clipping Masks, Artboard Tool

- 8. Pen Tool, Mesh Tool, and Retouching Tools
- 9. Symbols, 3D, Appearance
- 10.Live Trace: Converting an image into an illustration, Envelope Distort, and Effects
- 11. Patterns, Publishing and Printing

Adobe Photoshop

- 1. Introduction to Adobe Photoshop and basic tools
- 2. Selection Tools, Rulers and Guides, Select menu, and Gradient tool
- 3. Color Range, Stamp Tools, Crop Tool, and Content Aware
- 4. Layers, Blend Modes, and Effects
- 5. Masks and Quick Masks
- 6. Filters, and Text
- 7. Color Adjustments, Adjustment Layers, Tonal Correction Brushes and 3D Shadows
- 8. Paths, Pen Tool, and Smart Objects
- 9. Advanced Brushes and Pattern
- 10. Actions, Transform and Distort, Channels
- 11. Creating Bleeds, Preparing Files for Production and for the Web
- 12. Color Modes and Resolutions
- 13. Bitmap Images
- 14. Bridge and Camera Raw

Adobe InDesign

- 1. Introduction to InDesign and the basic tools
- 2. Text boxes, Grids and Guides
 - Pathfinder window
 - Stroke window
 - Pen Tool, Pencil Tool
- 3. Pages and Placing Images
- 4. Links, Picture Layouts, and Text Wrap
 - Display Performance
 - Frame Fitting Options
 - Gap Tool
- 5. Basic Character and Paragraph Styles
- 6. Formatting with Tabs, Effects, and Object Styles
 - Showing and Hiding Hidden Characters
 - Blend Modes and Opacity
 - Gradients
- 7. Text Containers, Nested Styles, Find and Replace, and Alternate Layouts
 - Typing on a path
 - Dealing with Missing Fonts
 - Liquid Page Rule
 - Bilingual Documents
- 8. Accurate Transformations, Anchored and Inline Objects, Step and Repeat, and Libraries
- 9. Books
- 10. Table of Contents, Footnotes, Cross References and Index
- 11. Tables
- 12. Interactive PDFs
- 13. Preparing Files for production

Final project

You will complete a full branding for a company. You will create several pieces for the brand including logo, stationery, business card, ad, and a giveaway.