

DTP-201-T/P	Image processing and Graphic Design
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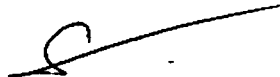
DTP-201 (T): Image Processing and Graphic Design

Objective: The objective of this paper is to introduce the student to tools essential for image processing and editing; and for graphic design in the form of illustrations. This will equip the student to handle the publishing environment where ability to deal with images are vital. The course is essentially practical oriented and meant as an introduction to the tools used for image processing and editing (Photoshop) and graphic design (Corel DRAW).

The Question Paper: The paper will consist of two parts: Part A (Image Processing) and Part B (Graphic Design). Part A will have questions from Unit I and Unit II. Part B will have questions from Unit III and Unit IV. Each part will carry 25 marks.

DTP-201 (T): Image Processing and Graphic Design

Part A: Image Processing (Adobe Photoshop)



Unit I: : Introduction, Tools and Layers

- Introduction – Understanding pixels & resolution, photographs and printing. Interface of Photoshop.
- Tools of Photoshop – Move Tool, Selection Tools, Lasso Tools, Brush Tool, Magic Wand Tool, Clone Stamp Tool, Paint Bucket Tool, Gradient Tool, Crop Tool, Pen Tool, Type Tool, Quick Mask Mode.
- Layers – Creating, Selecting, Linking & Deleting Layers, Locking & Merging Layers, Copying Layers, Using Perspective & Layer Styles, Filling & Grouping Layers, Introduction to Blending Modes, Blending Modes, Opacity & Fill, Creating & Modifying Text

Unit II: Photo Retouching, Colour Correction and Exporting Work

- Photo Retouching – The Red Eye Tool, The Clone Stamp Tool, The Patch Tool & the Healing Brush Tool, The Spot Healing Brush Tool, The Color Replacement Tool, The Toning & Focus Tools, Painting with History.
- Colour Correction – Color Spaces & Color Modes, The Variations Command, The Auto Commands, Adjusting Levels, Adjust Curves, Non-Destructively with Adjustment Layers
- Exporting Work - Saving with Different File Formats, Saving for Web & Devices, Printing Options.

Part B: Graphic Design (Corel DRAW)

Unit-III: Introduction, Objects, Curves, Lines and Fills

- Introduction- vector images and bitmapped images, illustration and image editing software.
- Elements of CorelDraw: Tools in Toolbox, docker windows and property bar.
- CorelDraw Objects – creating, selecting, moving and changing objects, nudge, supernudge, importing and pasting (OLE) objects, dragging and dropping objects, view of objects (Normal, Wireframe, Draft), zooming in and out, grouping objects, combining and welding, arranging, aligning and ordering, undo, repeat, redo, drag and duplicate.
- Curves and Lines – freehand tool, straight lines, freehand curves, bezier drawing, nodes, types, changing from one type to another, node miscellany, converting objects to curves
- Outlines – outlines, width, colour, arrow styles, corners
- Fills – CMYK, RGB, HSB colour models, Types of fills (Uniform, Fountain, Pattern, Texture and Mesh)

Unit-IV: Text, Transformations and Effects

- Working with text – Artistic text, paragraph text, editing and formatting.
- Artistic Text – wrapping text, fitting text to a curve, creating text effects (embossed text, squeezed text, text mask)
- Transformations – position, rotation scale and mirror, size, skew, shaping objects (weld, trim, intersect), perspective: one point and two-point)
- Effects – Envelopes (types of envelopes, presets, custom envelopes), Blend (creating, editing and controlling blends; blending along a path, text effects using blends), Extrude (adding depth with extrude, various options, bevel), Lenses (various types of lenses, frozen lenses), Powerclips (the power clip and its uses), Distortion (types of distortion, applying and editing distortion), Dropshadows (the drop shadow, its options and uses)

References:

1. CorelDRAW 12: The Official Guide, Bain, Wiley India, 2004, 1st edition
2. Adobe Photoshop CS5 Bible, Lisa D Dayley and Brad Dayley, Wiley India, 1st Edition

DTP-201 (P): Image Processing and Graphic Design

Part A: Image Processing (Adobe Photoshop)			
Unit	Title	Class Hours	Marks
I	Photo Retouching and Image Special effects	15	25
Part B: Graphic Design (CorelDraw)			
Unit	Title	Class Hours	Marks
II	Drawing objects, text, fills and effects	15	25
Total		30	50

The Practical Paper: The paper will consist of two parts: Part A (Image Processing) and Part B (Graphic Design). Part A will have two questions from Unit I, out of which one is to be attempted. Part B will have two questions from Unit II, out of which one is to be attempted. Each part will carry 25 marks.

Part A: Image Processing (Adobe Photoshop)

Unit I: Using Layers, Layer Styles, Layer Masks, Text and Text Effects; Applying Adjustment Layers. Photo Retouching; Use of Quick Mask mode and Filters; Colour Correction; Special Effects and Exporting Images.

Part B: Graphic Design (CorelDRAW)

Unit II: Drawing objects, arranging, transformations, editing of objects, shaping objects; creating text and editing and applying various effects on text; application of various fills; application of effects including envelopes, blend, extrusion, powerclip, distortion,, drop shadows

References:

1. CorelDRAW 12: The Official Guide, Bain, Wiley India, 2004, 1st edition
2. Adobe Photoshop CS5 Bible, Lisa D Dayley and Brad Dayley, Wiley India, 1st Edition

Marks will be awarded under the following categories:

Completion of the project	: 30%
Overall visual impact	: 30%
Efficacy of tools employed	: 20%
Effectiveness and grasp of techniques	: 20%

For judging the last two aspects, the examiner should orally examine each student as he/she is working on the practical project.