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THC
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so good



Advanced Adobe Photoshop Course

Duration (8 Weeks – 32 Classes – 64 Hours)

INTRODUCTION OF BEST PHOTOSHOP TRAINING INSTITUTE

Adobe Photoshop is a Graphics image editing program that is used ubiquitously in the world of Design, Film making , Photography and Print. Adobe Photoshop CS6 and Adobe Photoshop CC are the latest versions of the software present on the Market with Creative Clouds Options. TGC is a leading institute in India providing unmatched training solutions in Photoshop CC.

OBJECTIVE

An Adobe Photoshop course that would teach it's students all the tools and functionality of the adobe Photoshop software in order to use it for designing, editing, simulation and Manipulation.

COURSE OUTLINE

Introduction to Adobe Photoshop Interface
Photo Corrections and Manipulations
Typography through Photoshop
How to design art-works in Photoshop
Digital Painting.
Matte painting and compositing
Preparing files for Web.
3D Images & Animation
Color Management



Getting to Know the Work Area and layer Basics

- Open Adobe Photoshop files.
- Select and use some of the tools in the toolbox.
- Set options for a selected tool using the tool options bar.
- Use various methods of zooming in and out on an image.
- Select, rearrange, and use palettes.
- Undo actions to correct mistakes or to make different choices.
- Customize the workspace.
- Organize artwork on layers.
- Create, view, hide, and select layers.
- Rearrange layers to change the stacking order of artwork in the image.
- Link layers to work on them simultaneously.

MODULE 1

Working with Selections

- Make specific areas of an image active using various tools.
- Reposition a selection marquee.
- Move and duplicate the contents of a selection.
- Use keyboard-mouse combinations that save time and hand motions.
- Deselect a selection.
- Constrain the movement of a selected area.
- Adjust the position of a selected area using the arrow keys.
- Add to and subtract from a selection.
- Rotate a selection.
- Use multiple selection tools to make a complex selection.
- Erase pixels within a selection.

MODULE 2



Using Selections make Logo Design

ASSIGNMENT 1





Working with brushes

Applying the brushes
Brush size, hardness, opacity, flow, smoothing
Pencil tool, color replacement and mixer brush
Apply blending modes to layers.
working with edit menu options

MODULE 3

Retouching and Repairing

Use the Clone Stamp tool to eliminate an unwanted part of an image.
Use the Spot Healing Brush tool to repair part of an image.
Use the Healing Brush and Patch tools to blend in corrections.
Make corrections on a duplicate layer and adjust it for a natural look.
Backtrack within your work session using the History palette.
Use the History brush to partially restore an image to a previous state.
Use snapshots to preserve earlier states of your work

MODULE 4



Retouching and Repairing

ASSIGNMENT 2





Working with Type Typographic Design

Use guides to position text in a composition.
Make a clipping mask from type.
Merge type with other layers.
Use layer styles with text.
Preview typefaces interactively to choose them for a composition.
Control type and positioning using advanced type palette features.
Warp a layer around a 3D object.
Type menu options

MODULE 5

Creating and Working with Paths

Creating a Path with the Pen Tool, Pen tool options
Drawing curves, Working with the Paths Palette
Creating a path, Saving a work path
Deleting, duplicating, and renaming a path
Stroking a path
Filling a path
Loading Paths as Selections
Turning a Selection into a Path, Editing Paths

MODULE 6



Type Typographic Design



ASSIGNMENT 3



Working with shape & Vector Drawing Techniques

Differentiate between bitmap and vector graphics.
Draw straight and curved paths using the Pen tool.
Convert a path to a selection, and convert a selection to a path.
Save paths.
Draw and edit layer shapes.
Draw custom layer shapes.
Import and edit a Smart Object from Adobe Illustrator.

MODULE 7

Working with layer style

Applying Layer style on any object
Add text and layer effects to a layer
Defining a new layer style
Applying layer style to another layer
Creating 3d effect by using layer style

MODULE 8



Shape & Vector Drawing Techniques



ASSIGNMENT 4



Image Essentials

Difference Between Vector images, Raster images
Understand image resolution and size.
Resolution, pixels and Bit Depth
Resampling Images
Changing the Canvas Size, Cropping an Image
Straighten and crop an image
Choosing Color Modes and File Formats
Image menu options

MODULE 9

Working with adjustment layer, Photo Corrections

How to use Histogram
Adjust the tonal range of an image.
Remove a color cast from an image using Auto Color correction.
Adjust the saturation and brightness of isolated areas of an image using the Sponge and Dodge tools.
Apply the Unsharp Mask filter to finish the photo-retouching process.
Save an image file for use in a page-layout program.

MODULE 10



Image Essentials

ASSIGNMENT 5





Masks and Channels

Refine a selection using a quick mask.
Save a selection as a channel mask.
View a mask using the Channels palette.
Apply filters, effects, and blend modes to a mask.
Create a layer mask./ Move an image within a mask.
Paint in a mask to modify a selection.
Make an intricate selection using the Extract feature.
Create and use a gradient mask.
Isolate a channel to make specific image corrections.
Create a high-quality grayscale image by mixing channels.
Layer menu options

MODULE 11

Let the Photoshop To do this

Automate:
Batch,
Pdf presentation,
Contact Sheet-2
Picture Pacakage,
Photomerge,
Web PhotoGallery
Scripts:
Image Processor, Export Layers to file, Load Files into
File menu options

MODULE 12



The Fun Side Of Photoshop

- Brush/Show your Actions
- Dressing Up Images with Layer Styles
- Playing with Opacity and Blend Modes
- Smart Sharpen
- Blurring images or selections
- Using the Lens Correction filter
- Cleaning up with Reduce Noise
- Smart Filters: Your Creative Insurance Policy
- Getting Creative with the Filter Gallery
- Push, Pull, and Twist with Liquify
- Filter menu options

MODULE 13

Producing and Printing Consistent Color

- Working with 3D
- Working with GIF Animation
- Define RGB, grayscale, and CMYK color spaces for displaying, editing, and printing images.
- Specifying Color-Management Settings
- Prepare an image for printing on a PostScript CMYK printer.
- Proof an image for printing.
- Identify out- of- Gamut colors.
- Understand how images are prepared for printing on presses

MODULE 14



Assignment

Logos and identity design
Text Photoshop Collage
Product Design
Magazine cover page
Matte painting and Digital painting
Surreal Portrait
Summer Photo Manipulation
Book Cover
Colour Correction
Poster
Web Template design UI and mock-ups
Album Cover
CD Covers
Announcements
Fun Typographic Posters
Social Media Cover
Broadcast BG
GIF Animations and Memes



Matte painting and Digital painting



ASSIGNMENT 6





Surreal Portrait



ASSIGNMENT 7



Summer Photo Manipulation



ASSIGNMENT 8



Colour Correction



Before

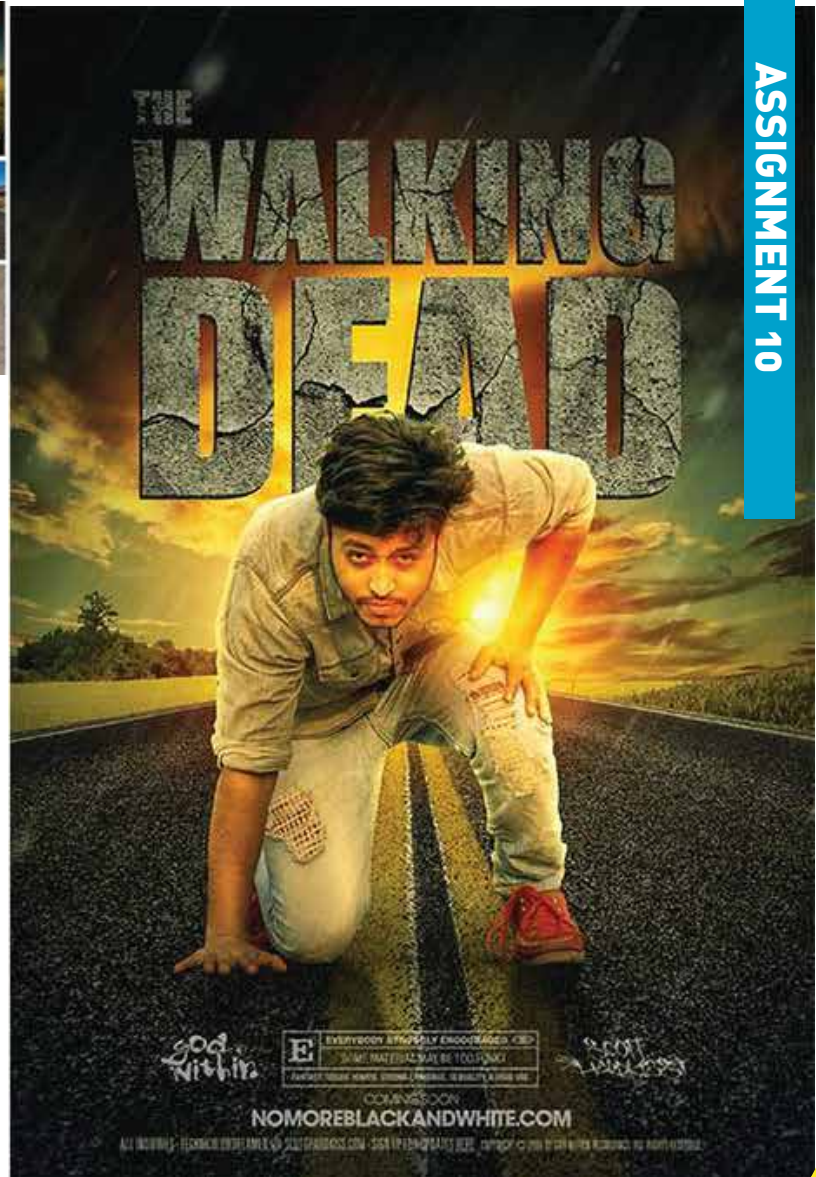
After



ASSIGNMENT 9



Poster



ASSIGNMENT 10