

Title of the Course: Photoshop and Animation**Course Code : SEC242****Nature of the Course : SKILL ENHANCEMENT COURSE****Total Credits : 03****Distribution of Marks : 80 (End Sem)(60T+20P) + 20 (In-Sem)**

Course objective:

- To introduce the students to the concept of graphics design
- To provide a space for students to know their creativity through creating and editing images.
- To expose the students for learning by doing combined with reflection.

Unit	CONTENT	L	T	P	Total Hr
1 (Marks) (12 TH + 2 PR)	Basic concept of SOFTWARE & its INSTALLATIONS: 1.1 Basic concept about hardware and software 1.2 Different types of software 1.3 Installation photoshop and animation software	05	01	04	10
2 (Marks) (12 TH + 2 PR)	Introduction of photoshop 2.1 What is an image, vector and bitmap image. 2.2 Photoshop interface, settings for creating a new Photoshop document. 2.3 Saving a new document, open an image, Creating image in Photoshop. 2.4 The Default Palettes, working with Photoshop Palettes, Photoshop Toolbox and Options bar. 2.5 File formats of an image	05	01	05	11
3 (Marks) (12 TH + 9 PR)	Photoshop tools and transformations: 3.1 Toolbox Shortcut, Parts of the Toolbox. 3.2 Tools Options, Marquees, Magic and Lassos, Move tool, Crop tool, Slice tools, Pencil, Pen, Paintbrush, Eraser tools, selection tool, History brushes, Clone tamp-Pattern stamp, Healing brush tool, note tool, ruler tool, gradient and Retouch tool, Gradient, Paint bucket, text tool 3.3 Burn- Dodge-Sponge, Blur-Sharpen-Smudge, Shapes-Line rectangle- polygon-custom shapes, mask tool, Path. 3.4 photo lightings, temperature and color options for background shades, creating web galleries , pdf conversion. 3.5 Photoshop layers and channels	05	01	08	14
4 (Marks) (12 TH + 2 PR)	Introduction of Animation: 4.1 What is graphics design ,basic elements of graphics 4.2 Overview of animation software 4.3 Basic concept of animation, animation types, principles ,different file format of animation .	05	01	06	12

5 (Marks) (12 TH + 5 PR)	Animation technique:	05	01	07	14
	5.1 Free transformation 5.2 Fade in fade out 5.3 Ripple effect 5.4 Uses of various layers to create animations, 2D and 3D animation				
	Total Hours	25	05	30	60

Where, *L: Lecture*

T: Tutorial

P: Practical (1P = 2 Hours)

Modes of Insemester Assessment:

(20 Marks)

- **One Test** **=10 Marks**
- **Students have to choose any one of the following activities in a semester for their insemester assessment** **=10 Marks**
 - **Seminar presentation on any one of the relevant topics from syllabus.**
 - **Quiz**
 - **Assignment**
 - **Poster presentation**

Expected learning outcome: On completion of the course, the students will be able to-

- Install and use photoshop and animation software
- Use different tools and apply various methods to different applications for graphic design purposes.
- Learn how to apply image enhancements to a photograph or learning a step-by-step process to making a poster, book cover etc
- Learn how to create 2D and 3D Animation.

Suggested Readings:

1. K. Andleigh and K. Thakkar, “**Multimedia System Design**”: PHI.2013
2. Kit Laybourne, “**The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D**”: Three Rivers Press.