TOPICS AND SUB TOPICS

1. **INTRODUCTION**
   - types of images (raster and vector)
   - image resolution
   - prefrences
   - changing interface and units

2. **SELECTION TECHNIQUES**
   - selection tools
   - Modifying selection
   - color based selections
   - selections using masking and alpha channels

3. **PAINTING**
   - painting tools
   - using pen, pencil, brushes
   - patterns

4. **LAYERS, PATHS AND CHANNELS**
   - understanding layers
   - working with layers
   - understanding layer panels and options
   - masking
   - blending modes
   - creating smart objects
   - layer adjustments
   - path panel in photoshop
   - channels in photoshop

5. **COLORS IN PS**
   - understanding RGB , CMYK and other color modes

6. **SIZING**
   - scale, rotate, skew, perspective transform
   - changing size of images and canvas
   - cropping

7. **ALPHA CHANNELS**
   - masking using alpha channels
   - making and saving selections using alpha channels

8. **UNDERSTANDING REFINE EDGE**
   - understanding the concept
   - Make fine selctions using refine edge

9. **IMAGE CORRECTION AND ENHANCEMENT**
   - color correction
   - using levels and curves

10. **TYPE**
    - using text and text formatting

11. **FILTERS**

12. **RETOUCHING/RESTORING IMAGES**
    - Balancing colors and color tones in image
    - working with contrast and brightness
    - working with spot healing , healing , patch tools for retouching

13. **UNDERSTANDING ADOBE BRIDGE**
    - understanding the concept
    - previewing images in bridge
    - organizing images in bridge
    - other features

14. **INTRODUCTION TO EXTENDED VERSION FEATURES**

PHOTOSHOP

TOPICS AND SUB TOPICS

1. **INTRODUCTION**
   - understanding the workspace
   - exploring control panel
   - tools introduction
   - panels introduction

2. **SELECTION AND ALIGNMENT**
   - selection tools
   - working in isolation mode
   - aligning objects
   - nested groups

3. **WORKING WITH SHAPES**
   - shape tools (rectancle, ellipse etc)
   - understanding drawing modes
   - working with pathfinder panel
   - shape buider tool, width tool
   - image trace and cleaning up traced artwork

4. **OBJECT TRANSFORMATION**
   - resizing and reordering artboard
   - working with rulers and guides
   - scaling, reflecting, rotating, shearing, distorting objects
   - multiple transformations

5. **COLOR AND PAINTING**
   - exploring color modes
   - creating and saving a custom color as a swatch
   - creating and editing a global swatch
   - creating a spot color
   - copying appearence attributes
   - creating patterns and painting with patterns
   - working with live paint
   - creating a color group

6. **TYPE IN ILLUSTRATOR**
   - type tools
   - area and point type text
   - working with text overflow and text reflow
   - threading text
   - creating columns for text
   - working with glyphs
   - creating, applying and editing paragraph style
   - creating, applying and editing character style
   - creating text outlines

7. **LAYERS**
   - moving, locking, pasting and merging layers
   - creating clipping mask
   - applying appearence attributes to layers
   - isolating layers

8. **PERSPECTIVE DRAWING IN ILLUSTRATOR**
   - introduction to perspective tools
   - understanding perspective grid
   - working with preset grid
   - editing symbols in perspective grid
   - grouping content in perspective
   - releasing content from perspective

9. **BLENDING COLORS AND SHAPES**
   - working with gradients
   - working with blended objects
   - adding transparency to gradients

10. **BRUSHES**
    - using paintbrush
    - using calligraphic brush to artwork
    - using art brush
    - using pattern brushes
    - editing the pattern brush

11. **EFFECTS**
    - 3d effects in illustrator
    - understanding other effects
    - using graphic styles
    - applying multiple graphic styles

12. **SYMBOLS**
    - using symbols
    - understanding symbol tool types in toolbox
    - mapping a symbol to 3d artwork

13. **INTRODUCTION TO COMBINING IL-LUSTRATOR GRAPHICS WITH OTHER ADOBE APPLICATIONS**

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ILLUSTRATOR