



Adobe Photoshop CS5

Duration: 5 Days | 40 Hrs

Adobe Photoshop, sound knowledge of this tool will help you to create a strong base in your career as a graphic and web designer. You will learn how to create elegant layered designs of Photoshop, drawings and text, organize your photo library. Special importance is given to Photoshop for the web.

Audience :

You should have a working knowledge of computer and its operating system. Make sure you know how to use the mouse and standard menus and commands, and also how to open, save, and close files.



Course Outline

Unit 1. Getting to Know the Work Area

- Starting to work in Adobe Photoshop
- Using the tools
- Using the options bar and other panels
- Undoing actions in Photoshop
- Customizing the workspace
- Finding resources for using Photoshop
- Checking for updates
- Tools panel overview
- 3D tools overview (Photoshop Extended)

Unit 2. Basic Photo Corrections

- Strategy for retouching
- Resolution and image size
- Getting started
- Adjusting the color in Camera Raw
- Straightening and cropping the image in Photoshop
- Replacing colors in an image
- Adjusting saturation with the Sponge tool
- Repairing areas with the Clone Stamp tool
- Using the Spot Healing Brush tool
- Using content-aware fill
- Applying the Unsharp Mask filter
- Saving the image for four-color printing

Unit 3. Working with Selections

- About selecting and selection tools
- Getting started
- Using the Quick Selection tool
- Moving a selected area
- Manipulating selections
- Using the Magic Wand tool
- Selecting with the lasso tools
- Rotating a selection
- Selecting with the Magnetic Lasso tool
- Cropping an image and erasing within a selection
- Refining the edge of a selection



Unit 4. Layer Basics

- About layers
- Getting started
- Using the Layers panel
- Rearranging layers
- Applying a gradient to a layer
- Applying a layer style
- Flattening and saving files

Unit 5. Correcting and Enhancing Digital Photographs

- Getting started
- About camera raw files
- Processing files in Camera Raw
- Merging exposures and applying advanced color correction
- Correcting digital photographs in Photoshop
- Correcting image distortion
- Adding depth of field

Unit 6. Masks and Channels

- Working with masks and channels
- Getting started
- Creating a mask
- Refining a mask
- Creating a quick mask
- Manipulating an image with Puppet Warp
- Working with channels

Unit 7. Typographic Design

- About type
- Getting started
- Creating a clipping mask from type
- Creating type on a path
- Warping point type
- Designing paragraphs of type



Unit 8. Vector Drawing Techniques

- About bitmap images and vector graphics
- About paths and the Pen tool
- Getting started
- Using paths with artwork
- Creating vector objects for the background
- Working with defined custom shapes
- Importing a Smart Object

Unit 9. Advanced Layering

- Getting started
- Clipping a layer to a shape
- Setting up a Vanishing Point grid
- Creating your own keyboard shortcuts
- Placing imported artwork
- Adding artwork in perspective
- Adding a layer style
- Placing the side panel artwork
- Adding more artwork in perspective
- Adding an adjustment layer
- Working with layer comps
- Managing layers
- Flattening a layered image
- Merging layers and layer groups
- Stamping layers

Unit 10. Advanced Compositing

- Getting started
- Assembling a montage of images
- Applying filters
- Hand-coloring selections on a layer
- Applying Smart Filters
- Adding drop shadows and a border
- Matching color schemes across images
- Automating a multistep task
- Stitching a panorama



Unit 11. Painting with the Mixer Brush

- About the Mixer Brush
- Getting started
- Selecting brush settings
- Mixing colors
- Creating a custom brush preset
- Mixing colors with a photograph

Unit 12. Working with 3D Images

- Getting started
- Creating a 3D shape from a layer
- Manipulating 3D objects
- Using the 3D panel to adjust lighting and surface texture
- Merging 2D layers onto 3D layers
- Importing 3D files
- Merging 3D layers to share the same 3D space
- Adding a spot light
- Painting on a 3D object
- Using Repoussé to create 3D text
- Creating a 3D postcard

Unit 13. Preparing Files for the Web

- Getting started
- Selecting a web design workspace
- Creating slices
- Exporting HTML and images
- Using the Zoomify feature
- Creating a web gallery

Unit 14. Producing and Printing Consistent Color

- About color management
- Getting started
- Specifying color-management settings
- Proofing an image
- Identifying out-of-gamut colors
- Adjusting an image and printing a proof
- Saving the image as a CMYK EPS file
- Printing