GRAPHIC DESINGING -

Flash Syllabus

FLASH

Introduction To Flash Object based animation **Motion Tween Presets** File menu Edit menu View menu Insert menu Modify menu Text menu Commands menu Control menu Debug menu Windows menu Help menu Tools of Flash Free Transform tool Lasoo tool Pen tool Pencil tool

Eye Droper tool Hand tool 3D Rotation tool Text tool Rectangle tool Brush tool Paint Bucket tool Eraser tool Magnifier tool Working with Text in Flash Creating Text with Text tool Formatting the text Converting text to vector **Kerning Text Drawing Object in Flash Drawing Lines** Drawing a Custom line Drawing Curve with the pen tool **Drawing Oval shapes Editing Objects in Flash** Editing the fills colour Adding strokes to shapes

Rotation an Objects

Using the Eraser tool

Creating Gradient tool

Adusting Colour Intensity

Grouping Object

Creating and Editing Artwoks in Flash

Vector Graphics and Bitmap Graphics

Paths

Drawing Modes and Graphics Objects

Reshape line and shape

Transforming Object

Combining Object

Arranging Object

Snapping art into position

Color Plattes

3D Graphics

Working with Layers in Flash

Adding a layer and Deleting

working with layer in the timeline

Adding the stacking order

Adding Classic Motion guide layer

Adding a plain guide layer

Adding a mask layer

Working with Animation in Flash

Setting speed and Dimensions of the Document

Adding Frame

Creating Animation Frame and Frame

Motion tween

shape tween

classic tween

Using Sound in Flash

Importing Sound

Assigning sound to the layer

Assigning sound to the Buttons

Filters and Blends

Animated filter

Apply a drop shadow, glow, blur,

gradient level, bevel, blends mode.

Using Tween and Action in Flash

Creating a Motion Tween

Ease in and Ease out

Adding Flash action

Assigning a stop and play Actions

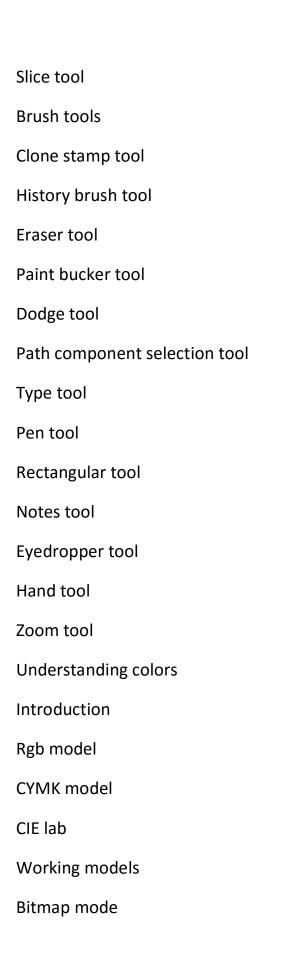
Basic Scripting

Movie clip Control Calculator script Digital and anolog clock script **Button script** Sound scripts Gallery and photoslider script Image effect scripts Games scripts PHOTO SHOP **Introduction to Photoshop** Introduction What's new in Photoshop Adjustment panel Masks panel Advanced compositing Canvas rotation Smoother panning and zooming Better raw processing in camera Raw Improved light room work flow Powerful printing option

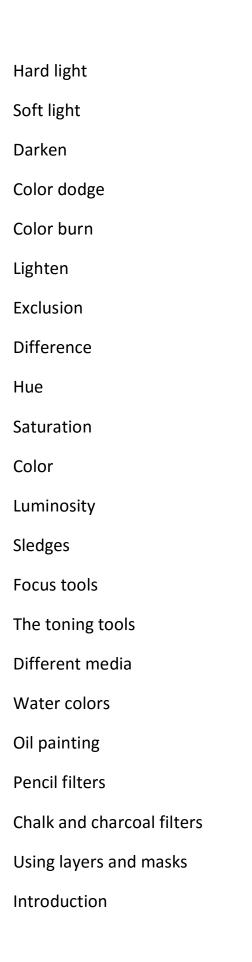
3d acceleration

Compressive 3d tools

High performance on very large images .
Menu commands in Photoshop
Using the start menu
Using shortcut
Menu command
Edit menu
File menu
Image menu
Layer menu
Select menu
Filter menu
Analysis menu
3D menu
View menu
Help menu
Tools of Photoshop CS 4
Introduction
Rectangular marquees
Move tool
Lasso tool
Magic tool
Cropping tool



Indexed colors
Using transformations
Introduction
Resizing an Image
Resizing a canvas
Resizing a selection
Rotating
Using paints
Introduction
Color tools
Color picker
The color Platte
The swatches Platte
Adding new colors
Saving Foreground as a Swatch
Blending modes
Normal
Dissolve
Multiply
Behind
Screen
Overlay



Layers Creating a anew layer Hiding and showing of layers Working with multiple layers Merging layers Layers effects Mask Quick mask Adding mask to layer Editing layer masks Removing layer masks Adding text to picture Introduction Layer effects Glow effect Bevel and emboss Adding actions Introduction Recording an action Running an action Creating a vignette effects Creating buttons

Restoring images Introduction Combining two images Restoring the damaged areas Applying the sepia tone Modifications of pictures. Using drop shadow and reflections Introduction Creating background Creating a light source Shadowing an image Creating multiple light screens Live effect and banding. Finally. D tools and application **WEB CODING -HTML HTML SYLLABUS** Wordspress Introduction to WordPress & Blogging One Year Course **HTML**

HTML is the most important thing a Web designer or Web developer can learn. Even if you

plan on using WYSIWYG editors for most of your career, knowing HTML will give you an

understanding of how the Web works so that your designs will be more effective. HTML is

imperative to both Web designers and Web developers. Even Web designers who don't plan to

do much work outside of a WYSIWYG editor should learn HTML so that they know the basis

of their Web pages.

HTML overview

HTML Basic tag

HTML list

HTML image

HTMl Link

HTML image map

HTML table

HTML frameset

HTML form

HTML Meta

HTML Script

DIV (CSS)-

CSS Id and class **CSS Styling** CSS Background **CSS Text CSS Font CSS Links CSS Table CSS List CSS BOX MODEL CSS Border CSS Outline CSS Margin CSS Padding CSS ADVANCE** CSS grouping CSS dimension CSS display CSS positioning **CSS** floating

CSS

CSS introduction

CSS Syntax

CSS align
CSS Navigation bar
CSS Udo-class
CSS Image
CSS Gallery
CSS Image opacity
DREAM WEAVWER
Dreamweaver Syllabus
Insert
Common
Layout
Form
Text html
Flash
Behavior
Panels
Modify
Window
JAVA SCRIPT
JAVA SCRIPT
JAVASCRIPT INTRODUCTION
JAVASCRIPT VARIABLE

JAVASCRIPT OPERATORS JAVASCRIPT COMPARISION (IF-ELSE) JAVASCRIPT SWITCH JAVASCRIPT LOOP JAVASCRIPT ARRAY JAVASCRIPT FUNCTION JAVASCRIPT EVENTS JAVASCRIPT'S OBJECTS **FORM OBJECT IMAGE OBJECTS** Window object String object Math object **JAVA SCRIPT ADVANCE** Browser Validation **Image** Cookies Create objects **J QUERY Jquery Syllabus** jQuery HOME

jQuery Intro jQuery Syntax jQuery Selectors jQuery Events jQuery Effects jQuery Callback jQuery HTML jQuery CSS jQuery AJAX jQuery Reference jQuery Selectors jQuery Events jQuery Effects jQuery HTML jQuery CSS

jQuery AJAX

jQuery Misc