

# Graphical and Web Design

Skill Based Elective – I

(Semester – III)

## Drawing Skills

- Unit -I**                    **Strong basics of drawing** : Simple shapes – circle, sphere, ellipse, cylinder, cone, cube, household objects, fruits, flowers, landscapes
- Unit -II**                    **Human and Animal Anatomy** – Adult profiles, Children figures, Simple seated figures, Complex seated figures, Animal Anatomy
- Unit -III**                    **Drawing for Animation:** Walks – Passing position or breakdown, double bounce, foot action, walk spacing, arm movements, sneaks
- Unit -IV**                    **Runs, Jumps and Skips** - The 4 Drawing formula Run – The 3 Drawing a Run – The 2 Drawing Run, Skips, Jumps, **Weight, Takes and Accents** – Pressure and Weight, Synchronizing action, hard accent, soft accent
- Unit -V**                    **Timing, Stagers, Wave and Whip** - Stagger timings, Side to side vibration formula, whip action, wave action

## References

Drawing for Absolute and Utter Beginner by Watson-Guptill, Mahona Books, 1992  
The Art of Drawing by Willy Pogany, Mahona Books, 1996

## **Skill Based Elective – II**

**(Semester – IV)**

### **Photoshop**

- Unit -I** Introduction to Raster graphics, Open & Save options, Page setup, Tools, Palettes, Saving options for web and printing options, Options bar, Status bar, Brushes, Colours, Pencil, Airbrush
- Unit -II** Paths, Layers and its options, Masking, Text and its options, Custom brush, palettes and shapes, Views, Navigator, History, Actions Channels, Styles, Print set up.
- Unit -III** Swatches, Save for web, Automate options, Purge, Modes, Adjustments, Image Vs Canvas size, Variables, Rasterizing layers, Save, load & transform Selections, Scanning
- Unit -IV** Filters, Gamete, Screen modes, Extras, Histograms, Color corrections, Understanding Tonal, Blending modes, Use of custom channels.
- Unit -V** Scripts, Image ready animations, Slices, Image & No. image options, Tables, Rollovers, Web content, Optimization, Creating gif animation, Grids, Slices, Snap options, Preset Palettes, standards, full screen options

### **References**

Adobe Creative Team, Pearson Technology Group, USA, Photoshop 7 Classroom in a Book, 2004  
Deke Mcclelland, Willey Publishing. Inc., Photoshop 7 Bible, 2005

## **Skill Based Elective – III**

**(Semester – V)**

### **CorelDraw**

- Unit -I** Introduction to Vector graphics, Important & Export types, Page Size, background & properties, Tools, Align, Distribute, Grouping, Selection, Guidelines, Snapping Grid, Rulers setup.
- Unit -II** Transform, Creating Textures, Fill types, Styles, Calligraphy effect, Text types, Colors, Web safe options, Undo, Revert, Paste options
- Unit -III** Inserting, Deleting pages, View modes, Effect menu
- Unit -IV** Dockers, File Management, Filters, Save options, Exporting to PDF and web
- Unit -V** Specialization class (Industrial tips & tricks)

### **References**

Brain.S, Nick Wikinson, CorelDRAW the official Guide, 2003  
Copestake.S, Computer Step, CorelDRAW in easy Steps, 2002

## **Skill Based Elective – IV**

**(Semester – V)**

### **In design**

**Unit -I** Workspace, Page Setup, Library, Book, Tools, Palettes, Styles, Rotating & skewing, Create outlines, Special characters, Fitting options, Transparency, Path finder, Layers, Compound paths, Paths

**Unit –II** Text frame options, Threading, Type on path, Hyphenation, Story editor, Introduction to graphics options, Master Pages, Indents & Tabs, Text wrap,

**Unit - III** Numbering & Sections, Table options, Stroke color & gradient options, Swatches

**Unit –IV** Guides, Margin Columns, Printing issues, Placing videos & sounds,

**Unit - V** Buttons and Hyperlinks, Indexing & Table of contents, Data merge, Footnotes, Glyphs, Interactive, Page maker toolbar

### **Reference**

In design one-to- One, Mc Clelland, O' Reilly, 2006

## **Skill Based Elective – V**

**(Semester – VI)**

### **Flash**

- Unit -I** Introduction to Vector animation, Tools, File and Page Properties, Key frame animation, Inserting Copying Pasting, Reverse Key frames, Tweening, Masking, Symbols, Use of Layers, Guide layers, Library, Publishing
- Unit -II** Property Palette, Onion skinning, Inserting sound, Animated Buttons, Importing videos, Basic action scripts, Scenes, Importing Flax, Movie control, Exporting with protection for web and other application
- Unit -III** Buttons Animations with Sound, Hit tests, Rollover & Roll out events, Importing form Illustrator, Core Draw, Photoshop, Frame labeling, Textbox types, Scrolling, Render to Html, Password, Text effects
- Unit -IV** Specialization class on Animation, Action Script – timeline control, Fs command, Movie clip control, Custom cursors, Setting properties, Attaching from library
- Unit -V** Hit tests, Scrolling texts, Colors, Arrays, Pre loader, Duplicate, Empty movie clips, Get Urls, Key Press events, Time control, Variables, Loading External texts and pictures, Attaching sound through linkage and sound control

### **Reference**

Flash8, Rich Shupe, O' Reilly, 2006

## **Skill Based Elective – VI**

**(Semester – VI)**

### **Dream Weaver**

- Unit -I** Introduction to dream weaver, Page set up, Site map, Text & Images , Image place holder, web animation imports, Property palettes, standard Vs Layout view
- Unit -II** Navigation bar, rollover buttons, Anchors, Emails, Flash buttons, head & Meta tag, Browse option, Tables, Frames
- Unit -III** Layers, Assets, Library, Snippets
- Unit -IV** Behaviors, CSS Style Sheets, Templates
- Unit -V** Specialization class on Dream weaver, Ask the students to do create an static website, conduct the test.

### **References**

- Dreamweaver CS3: The Missing Manual, David Mc Farland, 2006  
Dreamweaver CS3 for Dummies, Janine C Warner, 2006  
The Essential Guide to Dreamweaver CS3 with CSS, Ajax and PHP, David Powers, 2006