

B.Sc. Computer Science**SEMESTER – VI**

Course Code	Course Title	H	C	I	E	T
17U6DSM6	Desktop Publishing	2	2	25	75	100

Objectives:

- To impart the knowledge of Desktop Publishing.
- Learning the tools of Photoshop and Flash software.

Unit – I**Total Hours: 30****Photoshop****(6 Hours)**

Introduction – Working environment – Opening and Saving files – Getting started with Images – Defining colors.

Unit – II**Photoshop tools****(6 Hours)**

Painting tools – Editing tools – Making selection – Layers – Filters – Color correction and Techniques.

Unit – III**Photoshop tools****(6 Hours)**

Getting started – Tools & Toolbar – Properties inspector – Panels – Viewing Options - Creating Objects – Stage and overlay objects – Tools – Panel tool – Line tool – Pen tool – Sub select tool – Oval tool – Rectangle tool – Pencil tool – Brush tool – Ink bottle tool – Paint bucket tool – Dropper tool – Eraser tool.

Unit – IV**Flash****(6 Hours)**

Editing object – Selecting with Lasso tool – Arrow tool – Grouping objects – Free Transform tool – Reshaping objects – Align objects – Pixels – Snapping – Stacking order – Color and text – Standard color Palette – Adding solid colors – Adding Gradients – Fill Transform tool – Selecting Colors – Adding, formatting, Manipulating text – Bitmap sound and videos – Using bitmaps – Importing bitmaps – Properties – Bitmap as file – Using sound – Importing sounds – Editing sounds – Adding video – Manipulating videos.

Unit – V**Flash tools****(6 Hours)**

Frames and layers – Working with frames – Adding frames – Deleting and copying frames – Frame properties – Working with layers – Inserting layers – Deleting and Copying layers – Layer mode – Properties – Folders – Mask layers – Animations – Animation basics – Elements of Animation – Animation scenes – Frame by Frame animation – Motion twinning – Motion Guides – Shape twinning – Animation text – Distribute text to layers – Movie clips.

Text Book:

1. Nick Vandome – “Flash MX in Easy steps” – Dream tech Press.
2. Robert Shuffle Botham - “Photoshop 7 in Easy steps” – Dream tech Press.

Reference Books:

1. Vikas Gupta – “Comdex Desktop publishing course kit”.
2. Lisa Bucki – “Macro Media flash MX 2004 fast and easy web development” – Premier Press.