

**BHARATHIAR UNIVERSITY: COIMBATORE-641 046**  
**DIPLOMA IN WEB DESIGNING**

(For the students admitted from the academic year 2014-2015 and onwards)

**SCHEME OF EXAMINATION**

<b>PART</b>	<b>NAME OF THE SUBJECT</b>	<b>INSTRUCTION HOURS/ WEEK</b>	<b>EXAMINATION</b>	
			<b>DURATION/ HOUR</b>	<b>TOTAL MARKS</b>
<b>Paper I</b>	Photoshop Theory	3	3	100
<b>Paper II</b>	Photoshop Lab	3	3	100
<b>Practical I</b>	Flash Theory	3	3	100
<b>Practical II</b>	Flash Lab	3	3	100

**Eligibility : HSC Pass**

**PAPER-I**  
**PHOTOSHOP THEORY**

**UNIT I**

Photoshop: Getting started with Photoshop cs2-the Photoshop program window- creating new file-saving files-reverting files-closing files – Interface Tools and options – Layers, channels and actions – Regular and Interlaced Graphics – Lossy and Lossless Compression – shortcuts.

**UNIT-II**

Working with Images: Vector and Bitmap Image-Image size-Image resolution-editing images-color modes-sifting a current foreground and background colors. Making selections: making selection-editing selection-adding to an existing selection-subtraction from a selection-coping a selection-pasting into selections - Restoring and enhancing images – color modes CMYK, RGS, Grayscale, Lab.

**UNIT-III**

Painting, drawing and retouching tools: the painting tools-the drawing tools-the retouching tools. Text editing and Special effects – Alpha Channels and masks.

**UNIT-IV**

Layers: Layers palette-working with layers-hiding/showing layers-deleting layers-repositioning layers-flattening images – Merging layers – Layer modes and Blending options – Image Compositing using layers – Levels and curves – Hue and saturation.

**UNIT-V**

Filters: the filter menu-files gallery-extract filter-liquify filter-vanishing point filter-artistic filter-blur filters-noise filters - Distorting filter – Plug-in-filters- web application and animation.

**Textbook:**

Multimedia and Web Design- Vikasgupta

**LAB-I**

**PHOTOSHOP LAB**

1. Create Sun Flower using Photoshop.
2. Animate Plane flying in the Clouds using Photoshop.
3. Create See-through text using Photoshop.
4. Create a Web Page using Photoshop.
5. Convert Black and White Photo to Color Photo using Photoshop.
6. Create Visiting Card using Photoshop.
7. Create Banner using Photoshop.
8. Create Invitation using Photoshop.

## **PAPER – II FLASH THEORY**

### **UNIT I**

Create a Document - Change background and Stage size - Add graphics to the Stage - Add video - Creating a banner - Adding text - Creating a symbol - Adding animation to a timeline - Creating a button - Writing simple actions - Test the application - Considering your audience - Checking your publish settings - Test the application .

### **UNIT II**

Basic Tasks: Create Accessible Flash Content - Basic Tasks: Work with Layers - Add a mask layer - Add a guide layer - Delete a layer- Basic Tasks: Create an Application - Add and name a Button component – Saving, Exporting and Testing – Accessing and organizing panels – Flash natural drawing tools.

### **UNIT III**

Basic Tasks: Create a Presentation with Screens - Creating Graphics: Draw in Flash - Copy strokes - Group the shape Creating Graphics: Create a Timeline Animation – Setting color in Flash – Bitmaps in Flash - using Text in Flash – Shape Tweening – motion tweening

### **UNIT IV**

Creating Graphics: Making Animations with Easing - Create a Presentation with Screens - Creating Graphics: Draw in Flash - Symbol effects: Filters and Blends – Sound and Video – Flash buttons – Basic Navigation systems – Flash screens.

### **UNIT V**

Creating Graphics: Create a Timeline Animation - Creating Graphics: Making Animations with Easing - Applying Gradients - Apply Graphic Filters and Blends - Text: Add Text to a Document - Animated masks and Filters – Advanced Animation Techniques.

#### **Text Book:**

Macromedia FLASH 8, Flash Tutorial, Jay Armstrong, Jen deHaan, First Edition: September 2005

## **LAB – II FLASH LAB**

1. Create Shapes and Drawings in Flash.
2. Change a Shape to Another Shape. (Shape Animation)
3. Change the Colors of an object with the help of Animation.
4. Animate a Ball with the help of Guide line Animation. (Path Animation)
5. Create Buttons & Link with other Frames.
6. Create an Album with the help of Buttons.
7. Create a 3D Rotation of a Box with the Help of Shape Animation.
8. Create Morphing between two images in Flash.