

Creative Web Designer Course

Photoshop

1. Getting to Know the Work Area

Starting to work in Adobe Photoshop

Using the tools

Setting tool properties

Undoing actions in Photoshop

More about panels and panel locations

Customizing the workspace

Finding resources for using Photoshop

2. Basic Photo Corrections

Strategy for retouching

Resolution and image size

Getting started

Straightening and cropping the image in Photoshop

Adjusting the color and tone

Using the Spot Healing Brush tool

Using content-aware fill

Repairing areas with the Clone Stamp tool

Applying a content-aware patch

Sharpening the image

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

Selecting from a center point

Resizing and copying a selection

Cropping an image

4. Layer Basics

About layers

Getting started

Using the Layers panel

Rearranging layers

Applying a gradient to a layer

Applying a layer style

Adding an adjustment layer

Updating layer effects

Adding a border

Flattening and saving files

5. Correcting and Enhancing Digital Photographs

Getting started

About camera raw files

Processing files in Camera Raw

Applying advanced color correction

Correcting digital photographs in Photoshop

Correcting image distortion

Adding depth of field

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

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.

Working with type styles

Adding a rounded rectangle

Adding vertical text.

8. Vector Drawing Techniques

About bitmap images and vector graphics

About paths and the Pen tool

Using paths with artwork

Creating vector objects for the background

Working with defined custom shapes

Importing a Smart Object

9. Advanced Compositing

Getting started

Arranging layers

Using Smart Filters

Painting a layer

Adding a background

Automating a multistep task.

Upscaling a low-resolution image.

Saving the image for four-color printing

Matching color schemes across images.

Stitching a panorama

Finishing the image

10. Editing Video

Getting started

Creating a new video project

Animating text with key frames

Creating effects

Adding transitions

Adding audio

Muting unwanted audio.

Rendering video

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

Review questions and answers

12. Working with Fuse 3D

Getting started.

Create character in fuse

Creating animation in mixamo site

Create animation in photoshop

13. Preparing Files for the Web

Getting started

Creating slices

Exporting HTML and images

Using the Zoomify feature

14. Producing and Printing Consistent Color

About color management.

Getting started

Specifying color-management settings

After Effects

GETTING STARTED

About Classroom in a Book.

Prerequisites.

Installing After Effects and Bridge.

Optimizing performance.

Restoring default preferences.

Accessing the Classroom in a Book files.

How to use these lessons.

Additional resources.

Adobe Authorized Training Centers.

1-GETTING TO KNOW THE WORKFLOW

About the After Effects work area.

Getting started.

Creating a project and importing footage.

Creating a composition and arranging layers.

About layers.

About the Tools panel.

Adding effects and modifying layer properties.

Animating the composition.

About the Timeline panel.

About timecode and duration.

Previewing your work.

Optimizing performance in After Effects.

Rendering and exporting your composition.

Customizing workspaces.

Controlling the brightness of the user interface.

Finding resources for using After Effects.

Review questions and answers.

2- CREATING A BASIC ANIMATION USING EFFECTS AND PRESETS

Getting started.

Importing footage using Adobe Bridge.

Creating a new composition.

Working with imported Illustrator layers.

Applying effects to a layer.
Applying and controlling effects.
Applying an animation preset.
Previewing the effects.
Adding transparency.
Rendering the composition.
Review questions and answers.

3- ANIMATING TEXT

Getting started.
About text layers.
Installing a font using Typekit.
Creating and formatting point text.
Using a text animation preset.
Animating with scale keyframes.
Animating using parenting.
About parent and child layers.
Animating imported Photoshop text.
Animating text using a path animation preset.
Animating type tracking.
Animating text opacity.
Using a text animator group.
About text animator groups.
Cleaning up the path animation.
Animating a nontext layer along a motion path.

Adding motion blur.

Review questions and answers.

4-WORKING WITH SHAPE LAYERS

Getting started.

Adding a shape layer.

Creating custom shapes.

Duplicating shapes.

Using Brainstorm to experiment

Positioning layers with snapping.

Adding compositions to a 3D project.

Extra credit: Animating layers to match audio.

Review questions and answers.

5-ANIMATING A MULTIMEDIA PRESENTATION

Getting started.

Animating the scenery using parenting.

Adjusting an anchor point.

Masking video using vector shapes.

Keyframing a motion path.

Animating additional elements.

Applying an effect.

About solid-color layers.

Creating an animated slide show.

Supported audio file formats.

Adding an audio track.

Zooming in for a final close-up.

Extra credit: Editing audio files in Adobe Audition.

Review questions and answers.

7-WORKING WITH MASKS

About masks.

Getting started.

Creating a mask with the Pen tool.

Editing a mask.

About mask modes.

Creating a Bezier mask.

Feathering the edges of a mask.

Replacing the content of the mask.

Adding a reflection.

Creating a vignette.

Using the Rectangle and Ellipse tools.

Trimming the work area.

Tips for creating masks.

Review questions and answers.

8-DISTORTING OBJECTS WITH THE PUPPET TOOLS

Getting started.

About the Puppet tools.

Adding Deform pins.

Defining areas of overlap.

Stiffening an area.

Animating pin positions.

Squash and stretch.

Recording animation.

Review questions and answers.

9-USING THE ROTO BRUSH TOOL

About rotoscoping.

Getting started.

Using Adobe Premiere Pro with After Effects.

Creating a segmentation boundary

Fine-tuning the matte .

Refine Soft Matte and Refine Hard Matte effects.

Freezing your Roto Brush tool results.

Changing the background.

Adding animated text.

Outputting your project.

Review questions and answers.

10-PERFORMING COLOR CORRECTION

Getting started.

Previewing your project on a video monitor.

Adjusting color balance with levels.

Adjusting color balance with Color Finesse 3.

Replacing the background.

Color-correcting using Auto Levels.

Motion tracking the clouds.

Replacing the sky in the second clip.

Color grading.

Extra Credit: Cloning an object in a scene.

Review questions and answers.

11-USING 3D FEATURES

Getting started.

Creating 3D text.

Using 3D views.

Importing a background.

Adding 3D lights.

Adding a camera.

Repositioning layers.

Adding a text layer.

12-WORKING WITH THE 3D CAMERA TRACKER

About the 3D Camera Tracker effect.

Getting started.

Repairing rolling shutter distortions.

Tracking the footage.

Creating a ground plane, a camera, and the initial text.

Creating realistic shadows.

Adding ambient light.
Creating additional text elements.
Locking a layer to a plane with a null object.
Animating the text.
Adjusting the camera's depth of field.
Rendering the composition.
Review questions and answers.

13-ADVANCED EDITING TECHNIQUES

Getting started.
Using Warp Stabilizer VFX.
Bicubic scaling.
Using single-point motion tracking.
Warp Stabilizer VFX settings.
Checking for drift.
Moving and resizing the track points.
Using multipoint tracking.
Mocha for After Effects.
Creating a particle simulation.

14-RENDERING AND OUTPUTTING

Getting started.
Creating templates for the Render Queue.
About compression.
Exporting using the Render Queue.

Premiere pro cc 2017

GETTING STARTED

About Classroom in a Book.

Prerequisites.

Installing Premiere Pro CC.

Optimizing performance.

Using the lesson files

Relinking the lesson files.

How to use these lessons.

Web Edition.

Accessing the Web Edition.

Additional resources.

Adobe Authorized Training Centers.

1-TOURING ADOBE PREMIERE PRO CC

Getting started.

Nonlinear editing in Premiere Pro.

Expanding the workflow.

Touring the Premiere Pro workspace.

2-SETTING UP A PROJECT

Getting started.

Setting up a project.

Setting up a sequence.

3 -IMPORTING MEDIA

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Getting started.

Importing assets.

Working with the Media Browser.

Importing images.

Customizing the media cache.

Recording a scratch narration track.

4 ORGANIZING MEDIA

Getting started.

Using the Project panel.

Working with bins.

Monitoring footage.

Modifying clips.

5 ESSENTIALS OF VIDEO EDITING

Getting started.

Using the Source Monitor.

Navigating the Timeline.

Essential editing commands.

6 WORKING WITH CLIPS AND MARKERS

Getting started.

Using Program Monitor controls.

Playback resolution.

Using markers.

Using Sync Lock and Track Lock.

Finding gaps in the Timeline.

Selecting clips.

Moving clips.

Extracting and deleting segments.

7 ADDING TRANSITIONS

Getting started.

9 PUTTING CLIPS IN MOTION

Getting started.

Adjusting the Motion effect.

Changing clip position, size, and rotation.

Working with keyframe interpolation.

Using other motion-related effects.

8 ADVANCED EDITING TECHNIQUES

Getting started.

Performing four-point editing.

Changing playback speed.

Replacing clips and footage.

Nesting sequences.

Performing regular trimming.

Performing advanced trimming.

Trimming in the Program Monitor.

Fixing color balance.

Using special color effects.

Creating a look.

10 MULTICAMERA EDITING

Getting started.

Following the multicamera process

Creating a multicamera sequence.

Switching multiple cameras.

Finalizing multicamera editing.

13 ADDING VIDEO EFFECTS

Getting started.

Working with effects.

Master clip effects.

Masking and tracking visual effects.

Keyframing effects.

Effect presets.

Frequently used effects.

14 COLOR CORRECTION AND GRADING

Getting started.

Following a color-oriented workflow.

An overview of color-oriented effects.

Fixing exposure problems.

What are transitions?

Using edit points and handles.

Adding video transitions.

Using A/B mode to fine-tune a transition.

Adding audio transitions.

15 EXPLORING COMPOSITING TECHNIQUES

Getting started.

What is an alpha channel?

Making compositing part of your projects.

Working with the Opacity effect.

Working with alpha-channel transparencies.

Color keying a greenscreen shot.

Masking clips.

16 CREATING TITLES

Getting started.

An overview of the Title window.

Mastering video typography essentials.

Creating titles.

Stylizing text.

Working with shapes and logos.

Making text roll and crawl.

17 MANAGING YOUR PROJECTS

Getting started.

Using the File menu.

Using the Project Manager.

Performing the final project management steps.

Importing projects or sequences.

Managing collaboration.

Using the Libraries panel.

Managing your hard drives.

18 EXPORTING FRAMES, CLIPS, AND SEQUENCES

Getting started.

Overview of export options.

Exporting single frames.

Exporting a master copy.

Working with Adobe Media Encoder.

Exchanging with other editing applications.

Recording to tape.

Creative thinking

- In this part we will talk about creative thinking and the steps to be professional Web designer

Real Life projects

- In between the classes we will make different projects based on the software we will teach, then at the end of the course we will combine them in one folder to upload the project online.