

Subject Code : 2CS1010308	Subject Title: DESKTOP PUBLISHING TOOLS-I
Pre-requisite :	-

Course Objective:

This course is intended to make students familiar with various practical aspects of desktop publishing software like PageMaker and Photoshop. The course aims to enable them to design page, graphical image, text animation and formatting the book publishing. Student is expected to learn different technique of desktop publishing.

Teaching Scheme(Hours per week)				Evaluation Scheme(Marks)								Total
Lecture	Tutorial	Practical	Credit	Theory				Practical				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min. Marks	Max. Marks	Min. Marks	Max. Marks	Min. Marks	Max. Marks	Min. Marks	Max. Marks	
-	-	4	2	-	-	-	-	12	30	8	20	50

Photo Editing Software

Students must be trained by discussing various case studies.

1. Create a Simple page
2. Marge two picture into one image
3. Write a name of picture on the picture
4. Create a friendship card
5. Convert color photo into black and white
6. Give them some extra effect on the photo
7. Create an Advertisement
8. Crete a Calendar
9. To convert black & white photo to color photo
10. Create 3D graphics text with different effects
11. Explore other Photo Editing Software such as
 - a. GIMP (gimp.org, www.gimpshop.com)
 - b. Paint.NET (www.getpaint.net)
 - c. Pixlr Editor (<http://pixlr.com/editor/>)
 - d. Inkscape (<https://inkscape.org/en/about/overview/>)

Course outcomes:

At the end of this course, the students would be able:

- To implement practical designs using photo editing software and desktop publishing software
- To learn and develop any multimedia application.

List of References:

1. Inkscape 0.48 Essentials for Web Designers by Bethany Hiitola, published by Packt Publishing
2. Scribus: Open-Source Desktop Publishing by Christoph Schäfer (Author), Gregory Pittman (Author) published by Fles Books