

Subject Code : 2CS1010408	Subject Title: DESKTOP PUBLISHING TOOLS-II
Pre-requisite :	NONE

Course Objective:

This course is intended to make students familiar with various practical aspects of desktop publishing software like Adobe Flash and Corel draw. This course provides with essential knowledge and practical drills in computer graphics. Student is expected to learn different technique of desktop publishing.

Teaching Scheme(Hours per week)				Evaluation Scheme(Marks)								
Lecture	Tutorial	Practical	Credit	Theory				Practical				Total
				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 & Text Editing Software like Corel Draw

Students must be trained by discussing various case studies.

1. Create a Simple Visiting Card
2. Create a sticker
3. Create a attractive Letterhead with logo
4. Create a Wedding card
5. Create flex banner
6. Create a Book title page
7. Create a Newspaper advertising
8. Create a brochure
9. Create 3D graphics text with different effects
10. Explore other Photo Editing Software such as
 - a. Xara Xtreme (www.xaraxtreme.org/download.html)
 - b. SK1 (sk1project.org/)
 - c. Karbon (www.calligra.org/karbon/)
 - d. pixelmator (www.pixelmator.com/mac/)
 - e. Pixlr Editor (<http://pixlr.com/editor/>)
 - f. Inkscape (<https://inkscape.org/en/about/overview/>)

Course outcomes:

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

- Basis of computer graphics; types of computer graphics (bitmap or raster and vector; 2-, 3- dimensional); advantages and disadvantages of different types of computer graphics
- The use of computer graphics in business.
- Modern computer graphics software.
- Utilize several Flash tools and tactics learned throughout the course to produce an interactive Flash based website.
- Demonstrate the ability to effectively utilize the timeline and motion tween affects to produce animation.
- To implement practical designs using photo editing software and desktop publishing software
- To learn and develop any multimedia application.

List of References:

1. Corel DRAW 7: The Official Guide Book by Foster D. Coburn and Peter McCormick
2. Corel Draw 12 Unleashed by Foster D. Coburn
3. Corel Draw in examples, Komjagin V.B., Kotsjubinskij A.O.'s , 2003.

E-Resources / Web Links:

1. <http://citiwings.com/examples.html>
2. <https://coreldesigner.wordpress.com/category/beginner/>
3. <http://www.tutorialspoint.com/listtutorials/corel-draw/1>