

(SYLLABUS)
GLOBAL ADVANCED



ADOBE PHOTOSHOP



GLOBALCERT

ΦΟΡΕΑΣ ΠΙΣΤΟΠΟΙΗΣΗΣ ΑΝΘΡΩΠΙΝΟΥ ΔΥΝΑΜΙΚΟΥ

Adobe Photoshop

Chapter 1

Introduction to Adobe Photoshop

- Opening the program
- Create a new file
- Open File
- Rulers and Guides
- Edit File
- Save File
- Program closure

Chapter 2

The Adobe Photoshop interface

- Menu bar
- Tool Options Bar
- Toolbox
- Mini Bridge button
- Timeline tab
- Workspaces Menu
- Palettes

Chapter 3

Basic Photo correction Techniques

- Create a copy
- Image Quality Control
- Image straightening and cutting
- Image resolution and size
- Colour and tone correction
- Remove unwanted items
- Sharpening and focusing image palettes

Chapter 4

Creating and using options

- Options and selection tools
- Manage Options
- Move Selection
- Change the selection point
- Copy Selection
- Rotation of selection

Chapter 5

Levels of Adobe Photoshop

- Using Layers Palette
- Rename Layer
- Copy layer to another file
- Edit Layers
- Reorganization of levels
- Level State differentiation
- Apply filters to Layers
- Add colour to Level
- Merge Layers

Chapter 6

Improve digital photography in Camera Raw

- Introduction to * raw * files
- Raw file processing from digital cameras
- RAW Image Opening
- Tone settings in Camera Raw
- Synchronize settings across multiple images

Chapter 7

Improve digital photography in Adobe Photoshop

- Setting levels
- Use correction tools
- Tonal contrast adjustments
- Red Eye correction
- Noise Reduction
- Deformation correction
- Add depth of field
- Expanding or adding objects

Chapter 8

Masks and channels

- Mask Creation
- Mask Enhancement
- Quick Mask
- Use of Puppet Warp
- Channel use
- Channel Adjustment

Chapter 9

Create and edit text

- Create a cutting mask from text
- Add guides for text placement
- Add horizontal text
- Add vertical text
- Create text on a path
- Distorted text
- Add paragraph text
- Set size, colour, font
- Correct size, colour, font

Chapter 10

Vector Design Techniques

- Differences between vector and graphic bitmaps
- Route Drawing Tools
- Drawing paths to images
- Drawing paths to shapes
- Correction of routes
- Convert path to Selection
- Converting selection to a level
- Specialized shapes
- Insert Smart Object
- Add vector mask to a smart object

Chapter 11

Image synthesis Techniques

- Opening and cutting of images
- Add drivers
- Alignment and composition adjustment
- Add text to the composition
- Filter Application
- Painting effects
- Special effects brushes
- Smart Filter Application
- Add shadows and Borders
- Matching colour combinations
- Panorama composition

Chapter 12

Multi-step automation

- Preparation of energy recording
- Recording a new action group
- Play Energy

Chapter 13

Video editing

- Create New Project
- Resource Input
- Change the duration of clips
- Text animation
- Create effects
- Animation effects
- Add sound
- Mute unwanted sound
- Video Rendering

Chapter 14

Convert an image to a painting table

- Select tool and Settings
- Use of an edible nose
- Colour mixing
- Create a specialized brush
- Colour mixing in photo

Chapter 15

3D images

- Create a three-dimensional shape from a layer
- 3D Object Management
- Add three-dimensional objects
- 3D file Insertion
- Create three-dimensional text
- Merging three-dimensional layers
- Application of materials to objects
- 3D Stage Lighting

Chapter 16

Web files

- Create pieces
- Select pieces and specify options for the pieces
- Create navigation buttons
- Export HTML page
- Create a collection for the web

Chapter 17

Print the correct colour

- Colour Management
- Colour palettes
- Specify colour management settings
- Colour control before printing
- Find colours out of range
- Image adjustment and essay printing
- Save the image to CMYK
- Printing