



MTOBI STUDIOS

GRAPHIC DESIGN CLASSES

BEGINNERS' OUTLINE

1. WHAT IS GRAPHIC DESIGN
2. ELEMENTS AND PRINCIPLES OF GRAPHIC DESIGN
3. JOURNEY TO THE PHOTOSHOP
4. CUSTOMIZING WORKSPACE
5. NEW DOCUMENT, PLACING IMAGES, ADDING TEXT AND SAVING DOCUMENT
6. MOVING AND TRANSFORMING OBJECTS
7. INTRODUCTION TO LAYERS
8. CANVAS SIZE AND IMAGE SIZE
9. CROPPING GROUPING AND ADJUSTING OPACITY WITH LAYERS



10. QUICK SELECTION AND LAYER VIA CUT
11. MAGIC WAND TOOL AND ERASER
12. USING LASO TOOL
13. LAYER EFFECTS AND CLONING
14. INTRODUCTION TO SHAPES AND COLORS
15. INTRODUCTION TO TYPE
16. LAYER EFFECTS
17. SHAPES
18. CUSTOM SHAPES
19. COLOR SWATCHES AND GRADIENTS
20. TYPE AND TYPOGRAPHY
21. CLIPPING MASKS





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GRAPHIC DESIGN CLASSES

INTERMEDIATE OUTLINE

1. COLOR SWATCHES AND GRADIENTS
2. TYPE AND TYPOGRAPHY
3. CLIPPING MASKS
4. INTRODUCTION TO MASK
5. LEVELS ADJUSTMENT LAYER
6. CURVES ADJUSTMENT LAYER
7. BLACK AND WHITE AND HUE – SATURATION
ADJUSTMENT LAYER
8. SPOT HEALING BRUSH TOOL
9. PATCH TOOL AND CONTENT AWARE FILL
10. CLONE STAMP
11. FILTERS



12. FIELD BLUR

13. PREFERENCES

14. CUSTOMIZING PHOTOSHOP





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GRAPHIC DESIGN CLASSES

ADVANCED OUTLINE

1. ADVANCED LAYER MANAGEMENT
2. BLENDING MODES
3. LAYER COMPOSITIONS
4. WORKING WITH SHAPES AND VECTORS
5. ADVANCED TYPE TECHNIQUES
6. ADVANCED SELECTIONS USING PATH
7. SMART RADIUS AND COMPLEX SELECTIONS i.e HAIR
8. GRADIENT MASKS



9. LENS FLARE

10. FRAMES

11. VANISHING POINTS

12. DISTORT

13. FILTER DISPLACEMENT MAP

14. CAMERA RAW FILTER

15. ACTIONS

16. CONCLUSION

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