

Adobe Creative Tool Box Course Outline

Brief Course Description	Tackle any creative challenge that comes your way. Use the ultimate professional toolset to maximize efficiency and explore new ways to design amazing print, web and video experiences.
Module Selection	Students select 3 Modules relevant to their educational goals. Each module is 12 hours in length. Training sessions will be a minimum of 3 hours in length to gain sufficient competency on each individual topic. Prospective learners will identify areas of interest and the required level of competency to be achieved by completion of training, during the interview process held prior to the student's enrolment.
Course Requirements & Prerequisites	The following are admission requirements for each program and may not be waived by the student or the institution: <ul style="list-style-type: none"> ○ Students must provide a valid photo ID or birth certificate ○ Students must hold a high school diploma or be at least 19 years of age ○ Students under the age of 19 require their parent or guardian's signature
Textbooks Required for this Course	No text books are required
Equipment Required for this Course	Q College computers have all the software needed. Students may use their own laptop but are required to have the appropriate software to complete the course.
Course Duration Homework Hours	36 hours / 7 weeks 36 hours
Delivery Methods Instructional Method	On-site delivery Classroom - Instructor Led – Lecture - Computer Based – Hands on Training
Learning Objectives/Outcomes	Based on the modules selected, students will have demonstrated proficiency in the relevant Adobe software(s). <ul style="list-style-type: none"> ○ Use Illustrator to create vector graphics such as logos, icons & web elements ○ Use Photoshop to create, edit, manipulate, optimize and add effects to digital graphics ○ Use Acrobat to create both static and editable documents & brochures ○ Use InDesign to lay out posters, flyers, brochures, magazines, newspapers and books ○ Use Fireworks for editing bitmap & vector graphics for web, screen & various devices ○ Use After Effects to create post-production visual effects and motion graphics for film ○ Use Flash to create animations, video games, web apps and desktop apps ○ Use Premiere to produce broadcast-quality and high-def video in a variety of formats ○ Use Director as a multimedia application authoring platform to create content ○ Use Dreamweaver as an integrated development environment and file manager
Student Progress/Assessment Methods	A Student progress report prior to 30% completion of program. One at the completion of the 2nd module and a final report upon completion of the program.
Completion Requirements	Student must complete all three modules to have successfully completed this program.

Module	Topics Covered
Adobe Illustrator	<ul style="list-style-type: none"> ○ Understanding the Adobe Illustrator toolset used to create vector graphics ○ Creating logos, icons and web elements with Adobe Illustrator ○ Creating vector graphics for use in print design and desktop publishing ○ Creating mock-ups, information architecture and SVG (Scalable Vector Graphics) files
Adobe Photoshop	<ul style="list-style-type: none"> ○ Understanding the Adobe Photoshop toolset used to create and edit images ○ Creating full website mock-ups as well as web site elements such as banners ○ Editing colours, manipulating images and adding effects to graphics ○ Optimizing digital image files in industry standard web-based formats
Adobe Acrobat	<ul style="list-style-type: none"> ○ Understanding the Adobe Acrobat toolset used to create documents & brochures ○ Creating both static and editable .pdf (Portable Document Format) documents ○ Incorporating graphics and content into .pdf files ○ Importing content from external sources into Adobe Acrobat. pdf's
Adobe InDesign	<ul style="list-style-type: none"> ○ Understanding the Adobe InDesign toolset for desktop publishing applications ○ Learning best practices regarding typography, graphic terminology, vector vs. raster imagery ○ Introducing style sheets in InDesign ○ Understanding how to lay out posters, flyers, brochures, magazines, newspapers and books
Adobe Fireworks	<ul style="list-style-type: none"> ○ Understanding the Adobe Fireworks toolset for bitmap and vector graphics editing ○ Creating expressive, highly optimized graphics for web, screen and various devices ○ Making websites, user interfaces and rich Internet application (RIA) interfaces ○ Learning Fireworks Pages/Master Pages, Layers, States and Symbols
Adobe After Effects	<ul style="list-style-type: none"> ○ Understanding to the Adobe After Effects toolset used for post-production effects ○ Learning how to create post-production visual effects and motion graphics for filmmaking ○ Understanding how AE is used for keying, tracking, rotoscoping, compositing & animation ○ Learning how After Effects integrates with the Adobe Creative Suite
Adobe Flash	<ul style="list-style-type: none"> ○ Understanding the Adobe Flash toolset used for creating animation and games ○ Creating interactive animations, video games, web applications and desktop applications ○ Understanding how Adobe Flash is used to create game apps (such as Angry Birds or FarmVille) ○ Learning to import assets as well as exporting and publishing Flash files
Adobe Premiere	<ul style="list-style-type: none"> ○ Understanding the Premiere toolset to produce broadcast-quality and high-definition video ○ Understanding how to Import video, audio and graphics in a wide variety of formats ○ Editing, manipulating and arranging elements in a visual timeline ○ Adding effects, filters and titles to video using Adobe Premiere ○ Exporting video in multiple formats, (video, DV, DVD, and common Internet video formats)
Adobe Director	<ul style="list-style-type: none"> ○ Understanding the Adobe Director toolset as a multimedia application authoring platform ○ Creating interactive content with photo quality images, digital video, sounds, animation ○ Using Adobe Director to create both 2D and 3D multimedia projects ○ Exploring Director's extensibility with plug-in applications (Xtras)
Adobe Dreamweaver	<ul style="list-style-type: none"> ○ Understanding the Dreamweaver toolset as an IDE (integrated development environment) ○ Utilizing the code editor features such as syntax checking and code introspection ○ Understanding how Dreamweaver handles file management and uploading web-based files ○ Understanding and building Adobe Dreamweaver templates