Training Programme for UGC Participants

Training Title   : **Desk Top Publishing (DTP)**
Contact Hours   : 30 session, 15 days; Total 30 hrs.
Training Conductor : Najmul Kadir Kaikobad, Assistant Professor, Shanto-Mariam University of Creative Technology

Aims: This training will provide the participants with experience of the whole printing process. Participants will produce creative solutions to communication problems and prepare work for presentation for reproduction. They will gain experience of managing key members of the creative and press production teams to pre-determined schedules.

Objectives:

By the end of the training, participants will be able to demonstrate:

- Use a range of **image editing (Adobe Photoshop) and drawing software (Adobe Illustrator) applications** effectively and creatively
- Use **image editing software** applications effectively and creatively to present a range of work
- Use **drawing software** applications effectively and creatively to present a range of work
- **Digitize** and **manipulate objects or images** effectively and creatively
- **Digitize and manipulate** a range of **objects** in an appropriate **file format** effectively and creatively
- Digitize and manipulate a range of **images** in an appropriate **file format** effectively and creatively
- Apply computer-aided design techniques to **design and visualize** press & printing process
- Identify **technological developments** and their potential application within the press & printing Industry
- Produce creative solutions using effective **printing communication**
- Produce and adhere to realistic **schedules**
- **Manage the printing process** by organizing themselves and motivating others.
- Analysis others work & attending tour to different **printing press.**

Training Plan: Lectures/Practical:

Day 1; Session 1: Inaugural ceremony of Training programme.

Day 1; Session 2: Introduction: Printing, Printing Process & Press, Details of Paper, Printing Technologies.

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Day 2; Session 1: Image Editing and Drawing software applications: Drawing software: illustration applications (Vector graphics), painting applications (Bitmapped graphics,

Day 2; Session 2: Software Basic: Getting started with Adobe Illustrator CS- Working with Adobe Illustrator: Introduction to illustrator, basic functionalities of illustrator. Software Basic: Getting started with Adobe Illustrator CS- Working with Adobe Illustrator: Line, stitch mark, warp, swatch, brush creation, drawing basic shapes.

Day 3; Session 1: Adobe Illustrator: Page setup and alignments, tracing, drawing with pencil tool, drawing with pen tool.

Day 3; Session 2: Using Brushes, Creating Compound Paths, Working with Colour and Strokes, Editing Objects, Layers & Groups, Transparency & Graphic Styles.

Day 4; Session 1: Transforming & Moving Objects, Basic Text, Blending Shapes & Colours, Photorealism with Gradient Mesh, Using the Symbol Tools, Logo design.

Day 4; Session 2: Image manipulation Software applications: any software which will have features like distortion, adjust colour range, contrast, palettes and a range of tools with which to paint and adjust image files. Digitize: digital photography, scan, digitize. Objects: found objects, natural objects, domestic tools. Image: photographs, found images, own visual work, hand written text and word processed text.

Day 5; Session 1: Adobe Photoshop: Introduction to Adobe Photoshop.

Day 5; Session 2: Vector graphics and raster graphics, colour identification (RGB), Use of adobe Photoshop in the industry, different tools introduction. Adobe Photoshop: Page setup, Fill, mood, color, crop, cut, copy, alignment and transformation, Photo effects, brightness, contrast, Hue-saturation, equalize.

Day 6; Session 1: Adobe Photoshop: lasso, magic tools, layer, channel, background erase, healing brush, clone stamp, Gradient tools, smudge, doge, burn, sponge tools.

Day 6; Session 2: Printing Process: Design Techniques, Desktop Printing (DTP).

Day 7; Session 1: Offset printing process.

Day 7; Session 2: Color separation (Computer setup).

Day 8; Session 1: Different types of printing materials.

Day 8; Session 2: Format setting, colour separation, plate making

Day 9; Session 1: Folder making, pre-press & press Proofs, correction proofs

Day 9; Session 2: Effective point design solutions, different types of printing Ink, different type paper, Characteristics, quality etc.

Day 10; Session 1: Costing

Day 10; Session 2: Costing

Day 11; Session 1: Project Development

Day 11; Session 2: Project Development

Day 12; Session 1: Project Development

Day 12; Session 2: Project Development

Day 13; Session 1: Project Development

Day 13; Session 2: Project Development

Day 14; Session 1: Press visit

Day 14; Session 2: Press visit

Day 15; Session 1: Project Development and Presentation: Creating digitize Portfolios.

Day 15; Session 2: Certificate giving and ending ceremony of Training programme.

Learning Outcomes:

After completing this module the participants should be able to:

- Use a variety of software packages to printing industry
- Use CAD and DTP design skills to present research and design ideas
- Description and explanation the key computer applications used in the commercial production of printing industry
- Use and explore computer technology used in the production and management processes of printing industry
- Explain the role of computer networks/systems to store, retrieve and distribute data
- Evaluate the impact and potential of the Internet/World Wide Web for the printing industry
- Explore and suggest uses for technological developments in the industry.

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