E.M.G.YADAVA WOMEN'S COLLEGE, MADURAI-14.
(An Autonomous Institution – Affiliated to Madurai Kamaraj University)
Re-accredited (3rd Cycle) with Grade A+ and CGPA 3.51by NAAC
CBCS with OBE

DEPARTMENT OF COMPUTER SCIENCE – UG
ADD ON COURSE
DeskTop Publishing
(w.e.f 2022 – 2023 Batch Onwards)

COURSE STRUCTURE

Contact Hours: 30 Hrs   **Credit   : 1**

S.No	Semester	Course code	Course Title
1	I	22CSAOC	**Theory:** DeskTop Publishing
2	I	22CSAOCP	**Lab:** DeskTop Publishing Lab

Department of Computer Science			Class : I B.Sc.,		
Sem.	**Category**	**Course Code**	**Course Title**	**Credit**	**Contact Hours**
I	**Add On Course**	**22CSAOC**	**Theory:** DeskTop Publishing	1	30
		22CSAOCP	**Lab:** DeskTop Publishing Lab		

Objectives:

- To identify and explain the steps involved in the publishing and printing process.

- To learn about the techniques essential to build their career in desktop publishing using suitable hardware and software tools.

- To Understand Designing standards, print layout, Design and creative visualization for intuitive layout.

- To apply the principles of good page layout and design to create single and multiple page documents containing graphic illustrations.

Unit I

DTP Fundamentals: Hardware and Software – Main Elements of DTP –CMYK, RGB, and spot colour-Pixels and Bitmaps- Vectorised Graphics-DTP Terminology.

Unit II

Adobe PageMaker 7: Using the toolbox – Viewing pages, Choosing Preset Page Views- Working with text and graphics, Selecting Objects- Understanding text objects, Identifying a text object- selecting text with the text tool, Editing text-Moving between pages, to move between publication pages- Adding and deleting pages – Correcting mistakes, undoing changes and reverting publications.

Unit III

Using CorelDRAW 12: CorelDraw terminology and concepts, CorelDraw application window - CorelDraw workspace tools - Exploring the toolbox - To start CorelDraw - To open a drawing - Working with templates - Undoing, redoing, and repeating actions, Zooming and panning - Saving drawings.

Unit IV

Using CorelDRAW 12: Lines, Outlines and Brush Strokes-Drawing rectangles and squares -Applying uniform fills-Applying pattern fills -Working with color -Understanding

color models, CMYK color model-RGB color model, Grayscale color model, Using Special Effects - Applying a transparency-Using Text in Drawing - Fitting text to a path.

Unit V

       Adobe Illustrator CS: Work area, Menus, Tools – Palettes, Artboard, Using tools and commands, Using tools – Changing the tool pointer- Using tool tips – Choosing commands- Using Palettes, Showing and hiding palettes, Viewing artwork- Using the Navigator palette- Displaying the Navigator palette – Viewing artwork as paths , previewing how artwork will print- Using the status bar , undoing and recording changes.

Book for Study:

       Vishnu priya singh (2008), *Desktop Publishing,* First Edition*,* Computech publications.

Chapters:

     Unit I   - 4

     Unit II   - 6

     Unit III   - 8

     Unit IV   - 8

     Unit V   - 9

Reference Book:

1. William Newman M & Robert Sproull F (2000), *Principles of Interactive Computer Graphics*, 4th Edition, Tata McGraw-Hill Education, India.

2. Kelly Kordes Anton and John Cruise (2007), *Adobe In Design CC Classroom*,

3. Dinesh Maidasani (2010), *Photoshop CS2*, An Imprint of Laxmi Publications Pvt. Ltd.

4. Gregory Georges (2004), *Photoshop Ver.(8) CS*, 1st Edition, Wiley Publishing Inc.

PRATICALS

List of Programs

PageMaker 7

1. Creating, editing and removing styles

2. Creating master pages

3. Creating frames

4. Using wrapping text

CorelDraw

5. Design a CD label

6. Design a Visiting Card

7. Create transparent 3D boxes

8. Design a Greeting Card

Illustrator CS

9. Creating basic shapes with illustrator

10. Recreating map symbols

11. Creating two logo designs

12. Creating outlines for map design