

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 3.51 by NAAC****CBCS****DEPARTMENT OF COMPUTER SCIENCE – B.Sc****ADD ON COURSE****(w.e.f. 2021 – 2022 onwards)****DeskTop Publishing**

1. This course is taken up by first year Computer Science students.
2. Period of Study: I semester.

COURSE STRUCTURE**Contact Hours: 30 hrs****Credit: 1**

S.No.	Sem	Subject Code	Title of the paper
1.	I	21SAOC	Theory : DeskTop Publishing
2.	I	21SAOCP	Practical : DeskTop Publishing Lab

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- 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.

Text Book:

Vishnu priya singh – *Desktop Publishing* - Computech publications First Edition - 2008.

Chapters:

Unit I	- 4
Unit II	- 6
Unit III	- 8
Unit IV	- 8
Unit V	- 9

Reference Book:

1. Jennifer Smith, *Adobe Creative Cloud Design Tools All-in-One, Dummies*”.
2. William Newman M & Robert Sproull F, *Principles of Interactive Computer Graphics*, Tata McGraw-Hill Education, India, 4th Edition, 2000.
3. Kelly Kordes Anton and John Cruise, *Adobe In Design CC Classroom*, 2007 Edition.
4. Dinesh Maidasani, *Photoshop CS2*, An Imprint of Laxmi Publications Pvt. Ltd., Reprint 2010.
5. Gregory Georges, *Photoshop Ver.(8) CS*, Wiley Publishing Inc., 1st Edition, 2004.

PRATICALS

Title of the Paper : DeskTop Publishing Lab

Sub Code : 21SAOCP

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