

## 2.12 31212 COMPUTER GRAPHICS

### OBJECTIVE

To teach the students graphic software that can prove useful and essential for design needs.  
Contents

### UNIT-1

- 1.1 Adobe Photoshop: Getting started with Adobe Photoshop, working with adobe Photoshop to create Mood & Trend Presentation Boards,
- 1.2 Creating textile patterns with Photoshop, Creating invitation card, visiting cards and greeting cards.
- 1.3 (Selection, layering and masking, painting, editing, filing, distortion, rotation, scaling, copying, repetition, colour changes and image adjustment techniques.)

### UNIT-2

- 2.1 CorelDraw: Getting started with Corel Draw, How to illustrate the inside features of garments with Corel Draw,
- 2.2 How to produce technical drawing of a garment highlighting details,
- 2.3 How to make Specification sheets (Nodes, Paths, tools for precision, colours , fills, Working with texts, working with layers, symbols, clip arts , bitmaps)

### UNIT-3

- 3.1 Adobe Illustrator: Getting started with Adobe Illustrator,
- 3.2 Drawing fashion illustrations on computers, drawing flat sketches, detailing of face, eyes, lips, hairs etc.
- 3.3 with Illustrator (Draw object, select and manipulate drawn object with different options, painting, reshaping, graph tool, perspective grid)

### Reference Book:

1. Dr. Steve Cunningham Computer Science Department California State University Stanislaus Turlock, CA 95382

I.I.E