



Photoshop Advanced

Adobe Photoshop CC is a widely used graphic design and image editing application from Adobe and considered as the industry standard and the first choice among artists, graphic designers, photographers and web designers. This 2-day course will take you past the basics

Objectives

The Photoshop classes trained by an Adobe Certified Expert, will provide you with skills and knowledge to design Professional Artworks.

Duration

2 days

Audience

The Photoshop course will be useful to Graphic Designers, Web Designers, and Photographers who would like to take their Photoshop skills further by learning advanced techniques and tools.

Pre-Requisites

Photoshop Basic-Intermediate or equivalent knowledge

Outline

- Alpha Channels & Paths
 - Basic Alpha Channels
 - Saving & loading Channels
 - Combining Channels
 - Using Blending Modes on Channels
 - Using Alpha Channels to enhance correction
 - Creating and working with Spot Channels
 - Sharpening with Channels
- Smart Objects
 - Working with Smart Objects
 - Drag and drop Smart Objects
 - Working with a Smart Object Filter Effects
- Vanishing Point and Lens Correction
 - Defining & Correcting plane/ grid
 - Editing image objects (Clone/ Selections/ Transforming Options)
 - Adding Images to the Vanishing Point Grid
 - 3D Support
 - Correcting Image Distorting via Lens Correction
 - Data-based Lens Distortion Correction with custom Lens Profiling Application
- Correcting & Enhancing Digital Photos: Camera RAW
 - Camera RAW Engine
 - White balance & Exposure
 - Sharpening
 - Histogram
 - Apply RAW settings to multiple files
 - DNG Format
 - Shadow /Highlight Adjustments
 - Red Eye removal
 - Noise reduction

- Edge Sharpening
- Post Cropping
- HDR (32 bit)
- Advanced Composition
 - Actions & Scripts
 - Puppet Warp tool
 - Photomerge
 - AutoBlend Depth of Field
 - Contact Sheets
 - Desaturation & Colour Balance
 - Colour Effects & Matching Colour Schemes
- Working with 3D
 - Understanding 3D Native Files
 - 32 & 64bit Editing
 - Repousse 3D Features & HDR Image based lighting
 - Importing & viewing 3D files
 - Transforming 3D files
 - Painting 3D objects
 - Wrap 2D images around 3D shapes
 - Convert gradient shapes to 3D objects
 - Add depth to Text layers
 - Exporting to common 3D formats
 - Mixer Brush
- Colour Management
 - Define RGB, Grayscale & CMYK Colour Spaces
 - ICC Profiles
 - Colour Management Workflow
 - Colour Management Settings
 - Assigning & Converting Profiles
 - Gamut Range
- Proofs & Printing
 - Proof Setup
 - Colour Handling
 - Gamut Warnings
 - Separations

◦ Printing