

SEMESTER-II

2PGDCA4(A) – MULTIMEDIA WITH CORELDRAW, PREMIER & SOUND FORGE

(ELECTIVE-IV)

UNIT-I

Introduction to CorelDraw, Usage and Advantages, Introduction to User Interface, Introduction to tool panel and workspaces, Introduction to various size and formats of panels and layouts, File layouts and layout properties, Objects and using color profiles.

UNIT-II

Text tools and text properties, Creating Vector graphics by using editing tools, Importing Images and graphics in Corel draw layout, Creating shapes and editing shapes, Drawing curves and editing curves, Creating special text effects, Creating special object effects, Using color effects.

UNIT-III

Using grid and rulers, Tracing images and graphics, working with borders and page arrangements, Using Masking effects with Text, Using Masking effects with objects

UNIT-IV

Adobe Premier: Introduction, Area of Use, Setting up new Project, Workspace: Project Video Display, Selected Clip Display, project panel Project Timeline Toolbar,

Toolbar description: Selection Tool, Track Select Forward Tool, Track Select Backward Tool Ripple Edit Tool, Rolling Edit Tool, Rate Stretch Tool, Razor tool, Slip tool, Slide Tool, Pen Tool, Hand Tool, Zoom Tool.

Importing files into Premier, Sequence, Titles, Video Motion, Video Opacity, Transition Panel, Effect panel, Color Correction, Adjusting Video Speed, Saving Project, Exporting Video

UNIT-V

Sound Forge: Introduction, Interface, Editing Toolbar, Transport toolbar, Opening new file, playing a file, playing file from specific point, playing a selection, Basic Sound Editing: Copying, Pasting, Cutting, Deleting, Cropping, Mixing, Recording Audio Normalizing, Using Markers, Noise Reduction.

Reference Books:

- Learn Corel Draw 11 by BPB PUBLISHING
- Corel Draw the official Guide by Gray David Bouton, Corel Press

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