

Frameboxx Animation & Visual Effects

Innovating Awesomeness !

Frameboxx Animation & Visual Effects is a leader in innovating unique training programs that have set the benchmark in the Digital Media, Animation & Visual Effects industry. Ever since our inception in 2007, we've worked closely with global experts to understand, create and deliver training on a number of high end skills ranging from 3D Animation, Film Making and Digital Visual Effects. Our industry oriented and unique curriculum is delivered through our strong network of 50+ state of the art training studios under the guidance and mentorship of the finest and most qualified instructors in the industry. Our unique innovations such as talent incubation facilities and our global partnerships with experts have ensured excellence in services and content. So, join in, as we rewrite the rules of Web Technologies & Graphic Design with X1 !

frameboxxTM
animation | visual effects

Corporate Office: 101-108, 1st Floor, Shoppers Point, S.V. Road, Andheri (West), Mumbai - 400058, **Tel :** +91-22-66753203/07/08
E-mail : info@frameboxx.in, **Website:** http://x1.frameboxx.in

Disclaimer: All product, brand, company names and logos used or mentioned in this document are trademarks of their respective owners.

www.mantrm.com

frameboxxTM
animation | visual effects



A DIPLOMA IN

Web Technologies | Media | Graphic Design



The Ecosystem The Interconnected World Around Us

Technology has changed the way we look and interact with the world around us. Distances and borders do not really matter anymore, as the information tools of the age brings us closer and into a bind that is truly a treasure trove of knowledge, wisdom and progress.

The greatest invention of the last century was perhaps not just the computer, but the intricate system of internet connected worlds that we call The Internet. From its early days of academic and military use to becoming an essential part of our daily lives, the world of the web is truly magical. Equally amazing is the way information is organized and presented on the Internet. From humble pages full of text in the 1970s to full blown multimedia experiences and applications of today, the Internet has come a long way and its poised for a leap into another dimension of high speed connectivity and a whole new level of interaction, mobility and usability.

And it is not just the Internet, but technology today has brought synergy to the mediums of Print, Web, Television, Cinema and Mobile, creating a unique and rich ecosystem that has become an essential part of our lives. As more and more devices, from phones to televisions to even refrigerators, cars and watches go online, we're all set to witness an information revolution, one that will pave the way for seamless availability of information and knowledge, something that was once the subject of science fiction. Not anymore!

The Opportunity And lots of it !

The multidimensional media revolution that we're witnessing also presents itself as a fantastic and growing opportunity for bright young minds of today. We're witnessing a Cloud revolution on the Internet as more and more desktop applications slip into

oblivion. Today, you can access your files, create documents, presentations, spreadsheets, even graphics, and edit videos in a web browser ! To make this happen, technologies such as HTML5, Javascript and CSS3 are rewriting the rules of Design & Development for the Web. And more importantly, all these applications and websites are accessible across a plethora of devices and platforms, from Mobile Phones, to Tablets and even Televisions.

On the Graphic Design side, its no longer a mundane play of text and imagery. Brands are built on great design, be it a logo, or a letterhead or even a visiting card. And its not just about brand development, its also about evoking an emotion rather than disseminating information as it used to be in the past.

So where is the opportunity ? There are tons of job opportunities in the Web Design & Development, Graphic Design & Print industry today and they're growing exponentially. These fast growing IT/ITES industries are consistently inviting high quality talent and besides jobs, there is an amazing entrepreneurial movement in India that is empowering young minds to startup their own ventures.

Typical Web Designing & Graphic Design Courses ? No Thanks !

During our research phase, we analyzed the reasons for dearth of quality manpower in the New Media technology and creative space and we realized that though there are many training providers who offer courses on Web Designing, Development, Graphic Designing & Print, almost all of them were getting it wrong. The world today moves at the speed of light and technology is what facilitates this accelerated phenomenon. In such a scenario, we found most curriculums teaching outdated technologies, techniques and basically everything that you should not be using today. Infact, these courses were a perfect example of what NOT to learn if you have to be a Web Designer, or a Developer or a Graphic Designer.

Presenting X1 Not Just Any Course !

So, in late 2012, we set out to create a unique programme that lives up to the spirit of Frameboxx and we created X1 | A Diploma Certificate like no other. The key skills that you learn in this two year programme are exactly what employers are looking for and we're focussing on much more than mere employability.

This two year programme is divided into two levels - Level 1 Foundation and Level 2 Specialization. The first part of the programme equips you with fundamental skills that enable you to work as a Jr. Web Designer or as a Jr. Graphic Designer or even a motion graphics artist and a video editor.

The real fun begins in the second year with Level 2 where you get to pick from either specializing in the Web track or the Graphic Design & Print track. Over the course of two years, you graduate from a Jr. level Artist and/or Developer to achieving skills equivalent to a Senior Designer / Software Developer.

And for those who want to scale a notch higher, we even have an optional Level 3 aptly titled Code.Hero() because it takes you through some of the most advanced Javascript based frameworks that are used for making fantastic web and mobile applications.

So, dive down into X1 and see why we're so excited to bring it to you.



Level 1 | Foundation Studies

Duration : 8 Months

The Foundation module equips you with skills in three unique domains namely Graphic Design, Web Design and Motion Graphics. At each stage, the emphasis is on building professional skills that will empower you to kick start your career even before hitting Level 2. At the end of Level 1, students can actually start working as Junior Artists and Designers.

01

Introduction Stage

The first stage of this programme brings enlightenment about the following industries :

1. Graphic Design & Print Technology
2. Web Design, Technology & New Media
3. Digital Media & Entertainment

02

Fundamentals of Graphic Design & Print Technology

This module introduces you to the basics of Graphic Design and Print Technology. You will learn about creating your own graphics as well as enhancing and manipulating existing images and artwork. In addition to this you will learn about layouts and designing elements in popular software applications.

1. Fundamentals of Graphic Design with Adobe Photoshop
2. Vector Art & Graphic Design using Adobe Illustrator
3. Graphic & eMedia Design Layouts using Adobe InDesign

03

Fundamentals of Web Design

This module introduces you to the art of Web Design & Development. At the end of this module, you would be able to design & host a basic website.

1. Elements of Web Page Design & Layout
2. Basics of HTML & CSS
3. Using elementary Javascript for enhancing interaction
4. Designing a Website using HTML, CSS & Javascript
5. Using Wordpress and Setting up a Wordpress Site

04

Fundamentals of Motion Graphics & 3D

This module introduces you to the art of creating Motion Graphics and 3D. At the end of this module, you would be able to create title animations, montages, 3D Animated graphics and lots more.

1. Non Linear Editing using Adobe Premiere
2. Motion Graphics using Adobe AfterEffects
3. 3D Graphics and Animation Basics using Autodesk 3ds max

Level 2 | Skills Specialization

Duration : 10 Months

The Specialization Stage of the programme allows you to pick a track of your choice and pursue upto ten months of intense study and practice. This unique curriculum is state of the art and has been carefully designed after thorough research and analysis of skills most desired by employers, consumers and top organizations.

TRACK 1 | WEB TECHNOLOGIES & DESIGN



The Evolution of the World Wide Web & The Next Revolution

This module introduces you to the World Wide Web and encourages you to look into the future as we trace progress from the first few days of the Internet to an understanding of standards and technologies. We will take a look at the processes that go into building a great web presence and how recent developments are shaping the future on the Web. We look at devices and platforms where your website and/or application needs to work and key strategies to get there successfully. Additionally, we will revisit essential rules of Programming as a primer to get started with the next level of development.

Front End Website, Application Design & Development

The purpose of this module is to train the student on all technologies associated with developing a state of the art front end interface for a website, a web application etc. Using Web 2.0 conventions, we'll be using HTML5, CSS3 and Javascript to craft highly responsive and intelligent User Interfaces that not only stand out but are active and dynamic in use and application. So, whether you're looking at becoming a User Interface (UI) designer, a Web Designer, a Web Application Front End Developer or a Software Design engineer, this module will get you up to speed with all the relevant skills needed to achieve an apex career position. This module is broken down into the following capsules :



[http://www.](http://www.frameboxx.com)

frameboxx
animation | visual effects

A

The Presentation Layer & Its Importance

In this capsule, we examine the importance of User Interface and Experience development. We then look at the following topics :

- ▶▶ **The Evolution of HTML5:** Progression from Static Table based layouts to the modern CSS based layouts.
- ▶▶ **Browsers 101:** From X Mosaic to Chrome. All Inclusive.
- ▶▶ **The Document Object Model (DOM)**
- ▶▶ **Web 2.0:** The various components that make up a Web 2.0 app.
- ▶▶ **HTTP/HTTPS/FTP/SFTP:** Understanding the Jargon
- ▶▶ **Design Styles & Trends:** To achieve optimum design, we first need to understand the target audience and intended objective of the project. Based on the project requirement, we then pick from design style such as Minimalistic, Skeuomorphic, Flat, Imageless and many more.
- ▶▶ **The Importance of Color:** Color plays an important role in setting the right emotion for your audience.
- ▶▶ **Placement of Key Elements:** You don't just throw around your logo and text on a page, there is science behind what goes where!

B

Typography for the Web

Just as in Graphic Design & Print, great typography plays a critical role in setting the right visual tone for your readable content. We look at Imageless typography, Web Fonts and how you can integrate them into your project.

C

UXD | User Experience Design

Designing a User Interface (UI) for a website, an application or even a game requires an in-depth understanding of human psychology and various other contributing factors. We take an in-depth look into the following factors & processes here and come up with unique and intuitive User Interfaces in this module.

- ▶▶ Usability
- ▶▶ Accessibility
- ▶▶ Information Architecture Design
- ▶▶ Interaction Design
- ▶▶ The Human Psychology | Human Computer Interaction
- ▶▶ Ergonomics
- ▶▶ UI Design
- ▶▶ From Concept to Delivery
- ▶▶ Designing UX for Websites, Web Applications, Mobile Apps & more...
- ▶▶ Designing Elements such as Icons, Logos, Infographics

D

Setting Up Your Development Environment

To actually get started with building web apps and sites, you need to setup a development environment first. We create our development sandbox using the most popular server + scripting + database combination of Apache + MySQL + PHP with the WAMP stack. We also look at configuration options for the Apache server as well as the numerous tricks with the .htaccess file.

E

HTML5 and CSS3

Now that you're set up for design and coding, we will jump straight into HTML5 and CSS3 and create magic. There is a lot to learn here as we touch upon almost everything that goes into creating a rock solid HTML5+CSS3 front end.

- ▶▶ **Using Editors/Tools**
- ▶▶ **Using GITHUB Repositories:** The X1 programme is hosted on GITHUB and access is provided to all students exclusively for all code samples, project and assignments.
- ▶▶ **HTML5 vs. HTML 4.0/XHTML**
- ▶▶ **CSS3**
- ▶▶ **DOM Revisited**
- ▶▶ **Browser Engines & Compatibility**
- ▶▶ **New Features of HTML5**
- ▶▶ **Design & Code in HTML5 & CSS3**
- ▶▶ **Animation**
- ▶▶ **Responsive Web Design:** Desktop, Mobile, Tablet and Large Screen TVs
- ▶▶ **Using Boilerplates, Frameworks**
- ▶▶ **Using LESS**
- ▶▶ **Using Modernizr**
- ▶▶ **Best Practices and Tips'n'Tricks**
- ▶▶ **Websockets**



F

Landing Pages for Online Marketing

Landing pages are essential for online marketing such as campaigns on Google Adwords. However, a lot goes into creating a really worthy landing page. We dive straight in and create a handful of landing pages for various products and services and examine the why and the how of a great online marketing campaign.

- ▶▶ Key Components of a Landing Page
- ▶▶ Effective Landing Pages
- ▶▶ Tracking Conversions
- ▶▶ Security Issues & Solutions

G

Javascript Time

Javascript is the engine that drives applications and logic within your web browser. Over the past few years, Javascript has seen meteoric rise in usage scenarios, owing to its unique capabilities and relative ease of use. As a result, with HTML5 & CSS3, Javascript has emerged as the binding logic that has resulted in modern applications being moved from the server to the client side with the server only being used for data push and pull. In this module, we'll cover Javascript in extensive detail as we go right back in time and see how it all began to what you can do with it today.

- » A Lesson in History
- » Variables, Flow Control & Structure
- » Objects & Arrays
- » Functions & Prototypes
- » Error Management
- » Object Oriented Programming
- » Regular Expressions (REGEX)
- » Event Listeners
- » JSON
- » Cookies
- » AJAX
- » Unit Testing with Jasmine

H

Using Javascript Libraries & Plugins

Javascript is awesome, but what is even better are the tons of libraries that are aimed at creating rapid solutions. For instance, the uber popular JQuery library comes with thousands of useful features that save you from creating functionality yourself and streamlines application development. Moreover, there are plugins which extend JQuery itself! We will examine JQuery and lots more in this module.

- » JQuery & its Plugins
- » Animation
- » Using JQuery UI
- » Interacting with a Backend Server

I

Web Application Design & Development

Today, more and more applications are moving into the browser and the cloud. This means that you can now create full blown applications, just as how developers created for Windows and Linux back in the middle ages, only now they run in your web browser. So, all you need is access to the internet and you're good to go. This paradigm shift in how applications are created and deployed has spawned a whole new movement - Into the Cloud. In this module we will examine how apps are structured, how they are built and how the cloud fits into this picture.

- » Conceptualizing an App
- » From Concept to Execution
- » Security Concerns & Solutions

J

Designing Themes for Wordpress

Wordpress is a popular blog and content management system used worldwide. Themes are templates which describe the presentation of the site and these can be hand crafted. We'll be creating our own templates here.



K

Project :

Designing a Web Application Frontend



Backend Functionality Design, Coding & Deployment

Once we've created our functional front end, its time to build the server side functionality so that we can interact with the database and perform functions that make our application alive, agile and smart.



<?php foreach(\$getC

A

Server Side Coding with PHP & MySQL

PHP and MySQL represent the most widely used combination of server side scripting language & database engine. And we're not just skimming over the basics here, we'll go deep down to the core of this server side ecosystem and create logic that pairs with our frontend apps and websites.

- » Fundamentals of PHP | Syntax, Variables, Control Flow, Conditionals
- » Functions & Objects
- » Arrays and Array Operations
- » Classes
- » Handling Date & Time
- » File Handling
- » Error Handling
- » Session/Cookie Management
- » Security Issues such as Javascript Injection attacks, XSS etc.
- » Introduction to MySQL
- » SQL Fundamentals - Intermediate Skills
- » Database Design
- » Relationships & Transactions
- » MySQL Functions
- » Using phpMyAdmin
- » Getting everything to work together
- » Best Practices & Lots more...

B

PHP Frameworks & MVCs with Codeigniter & Laravel

Frameworks are fun. They turn coding nightmares into a highly enjoyable exercise. By dividing logic, presentation and database transactions into separate modules, frameworks like Codeigniter and Laravel turn even the most complicated of applications into a manageable and structured project. In this module, we create structured server side code to power our dynamic front end apps.

C

Web Services

Using Web Services and APIs such as Facebook API, Twitter API, Paypal API and lots more we can extend functionality of our application as well as integrate it with major third party service providers and systems.

D

Cloud Deployment Strategies & Services

The whole world is moving into the Cloud. What that basically means is that applications are no longer confined to desktops, closed group servers and clients and are now available on the web with universal access. This also means that storage and computing is spread across a network of servers and not just one macro unit. In this module, we'll look at the Cloud revolution and how this affects your applications and projects.

E

Integrated Project

What good are skills if they are not applied to a challenging project. Therefore, in this module, we apply skills learnt so far and create a state of the art Web 2.0 applications and sites that look great and perform well. So, be it a social network or a webapp that simplifies your daily routine, we'll cook up a real world project here.

Social Media

Social Media is revolutionizing the way we interact and communicate and it goes beyond that. In this module we will examine Social Media intricately and create a proper place for it for our projects.

- » Understanding the Social Media Graph
- » Social Media Marketing | Using Facebook, Twitter, Youtube & LinkedIn for Business & Commerce
- » Creating Facebook Pages and Apps
- » Social Media Dashboards and usage scenarios



Search Engine Optimization Fundamentals



TRACK 2 | GRAPHIC DESIGN & PRINT



Brief History of Graphic Design & Print

To understand the essence of any industry, it's important to know the history & evolution as passed on by generation to generation in terms of art, methods and techniques. It's very crucial for creative aspirants to explore the historical developments to understand the future course of evolution.

Evolution of Graphic Design & Print

With new technologies & change of ideologies, design kept improving and changing forms to evolve and to meet the creative needs of designers & the industry.



Master Designers & Their Creations

Learning from the masters is a wonderful opportunity to go behind the art and to see how they are able to simplify a complicated design task.



Past, Present & Future of Graphic Design



Fundamentals of Graphic Design & Industry

To build a strong base in design, fundamentals play a very important role. Strong fundamentals will not only broaden the vision of a good designer but enlighten the artist with endless possibilities to create wonderful designs.



Foundation in Sketching

Sketching / Drawing is quick freehand drawn rough artwork that is not intended for concept development for a project / story. With fundamentals in practice it's super useful to layout any concept on paper which later can be formalized into fully functional artwork.

- » Traditional Drawing & Color Materials
- » Popular Drawing & Color Bases
- » Still Life Study
- » Prospective Study
- » Compositions
- » Type Study

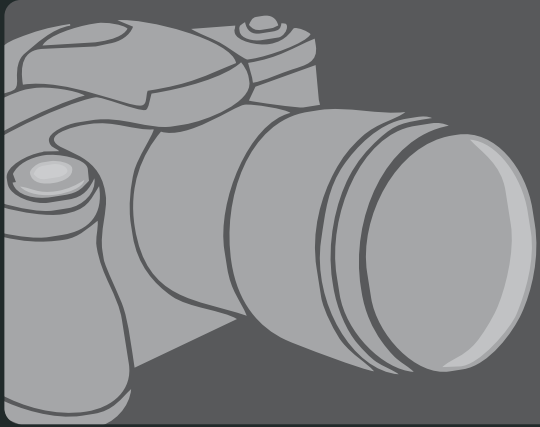


Foundation in Creative Arts

To begin with any visual design process, the designer needs to familiarize himself/herself with fundamentals of creative arts & industry standards.

- » Elements of Design
- » Color Theories & Applications
- » Typography & Mysteries
- » Principles of Design & Layouts
- » Art of Framing
- » Perspective World
- » Film Grammar
- » Experimental Arts





C

Foundation in Digital Photography

Digital Photography has revolutionized how we capture and process photographs. Photography is also an excellent medium for creative expression and learning.

- » Photography v/s Digital Photography
- » Technical Jargon : DLSR
- » Basic Photographing Skills
- » Type of Photography & Usages

D

Foundation in Print & Publishing

Printing is a process of reproducing graphics using ink on various mediums such as paper, plastic, cloth, etc. This process is carried out as small scale to large scale industries. We take a sneak peek at various print & publishing techniques and their origins.

- » Origin of Print & Publishing
- » Evolution of Printing Techniques
- » Types of Printing - Hard Surface Media
- » Origin of Digital Print & Publishing
- » Evolution of Digital Printing
- » New World of 3D Printing



E

Foundation in Broadcast Media

Broadcast Design involves creation of graphics for television or film production companies. A Broadcast Designer works with a variety of creative & media people to produce interesting graphics for television broadcast programs, advertisements, motion graphics, opening credits and montages.

- » Technical Jargon & Broadcast TV Standards
- » Creative Fundamentals for Broadcast Design
- » Design Creatives : News, Entertainment, Other Media Programs



Foundation in Design

Design is the soul of any visual graphics. Its imperative for any designer to understand & practice principles essential to create efficient, effective and attractive graphic designs for a brand / product.

A

Brand, Identity & Logo

Brand, Identity & Logo designs have three different roles in corporate identity creation of any organization. Together they form a visual branding to be recognized as a known brand or product.

- » Logo
- » Symbols
- » Office Stationery
- » Leaflet
- » Brochure
- » Hoardings / Banners / Signages

B

Layout Designs

Layout in any graphic design deals in style treatment, placement and management of its design elements & Its areas. Each element will have its own proportional area layout as per the creative choice of designer. Layouts can be formed after considering principles of design for any product.

- » Calendar Layout
- » Newspaper Layout
- » Magazine Layout
- » Books Layout

C

Typography Designs

Typography is an art of creating, designing or manipulating typefaces into wonderful effective visual form of graphics. Most of the times type itself is arranged using properties of text editors & fonts, but under extreme conditions, designers tend to manipulate & reinvent typefaces to create different form of visual communication of art.

- » Understanding Typefaces & Industry
- » Evaluating & Designing Typography
- » Typography - Colors, Effects & Illustrations



D Advertising

Advertisement is an old but very popular form of communication using visual form of elements to persuade, convince, encourage and manipulate consumers behaviour for commercial or other interests.

- » Good & Bad Advertising
- » Print Ads
- » Banner / Hoarding Ads
- » eMedia Ads
- » Broadcast Media Ads

E Poster Designs

Poster design is an art of creating and arranging elements of design in a visual form so as to attract the attention of viewer with a visually empowered message. Poster art is executed to communicate for a variety of purposes such as social, festivals, promotions, campaigns, art, photography, advertising & lot more.

- » Designing Social Campaigns
- » Designing for Advertisements
- » Designing for Festivals

F Instructional Designs

Instructional design is creating systematic development of instructional specifications which makes acquisition of knowledge and skill more efficient, effective and appealing.

- » Analysis
- » Design & Development
- » Implementation
- » Evaluation

G Packaging & Wrapper Design

Packaging design is a sought after skill. A nicely packaged product has increased sellability than a poorly packed one. Designers are responsible to create graphics, connecting form & structure, materials, colors, images and other design elements with product information.

- » Single Side & Double Side
- » Fold Based Multiple Areas
- » Fold & Cut Based Multiple Areas

H Information / Data Design

Information design or data design is also known as Data Visualization. It is the practice of presenting data information graphically in a way that fosters efficient and effective understanding.

- » Bar / Stacked Bar Charts
- » Dot / Line Charts
- » Pie Charts
- » Terrains Charts
- » Custom Design Illustration Shapes

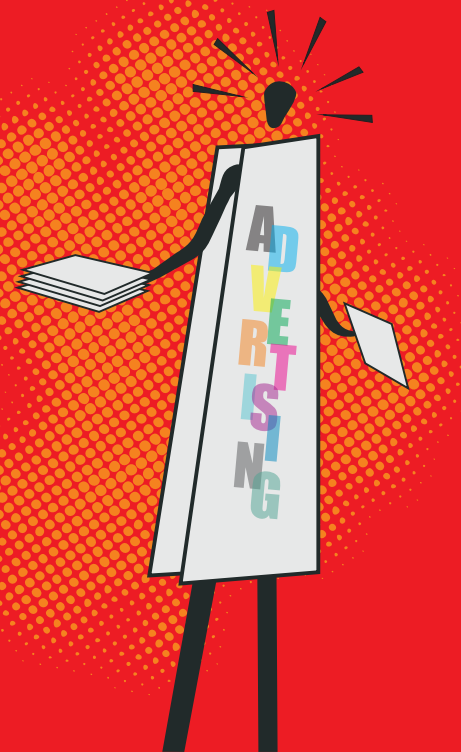
I Industrial Design

The art of Industrial design involves around the skill of applied science & art to create a product design with aesthetics, ergonomics, architecture, functionality and usability. Its the job of designer to manage the proportions among various forms of elements.

J eMedia Design

eMedia design is the youngest of all other design industries. Since the Digital revolution took place, designers have been passionately in love with digital design applications & creating wonderful electronic media arts.

- » UI / UX Interface Layout Design
- » Icons & Buttons
- » Scrollers / Navigators
- » Patterns & Effects
- » Art of Color Management
- » Align & Spacing Basics
- » Interactive States & Designs
- » Fonts Management
- » Handling Color Profiles & Document Palettes
- » Gamma, Gamut & Calibration
- » Importance of File Extensions



K Digital Photography Design

Digital photography is one of the forms of design. It is being employed by designers to capture real life moments or traditionally created artwork into digital form with or without editing, effects and manipulations.

- » Portrait Photography
- » Product Photography
- » Places Photography
- » Low Light Photography
- » Visual Artwork Photography

L Traditional Media Arts Design

Design using traditional media reflects to forms of arts prevalent before the origin of digital age that may include experimental media in nature. This art form is the base of visual art design and will continue to persist under various traditional media such as Pencil, Paint, Clay, Paper, Printmaking.

- » Crafts and many more.
- » Pencil & Paper
- » Paints
- » Paper Crafts
- » Experimental Media

M Broadcast Design

Broadcast designer's job is to create graphics for TV & broadcast media, brand, identity, promos and other program sequences.

- » Channel Branding : News | Entertainment | Lifestyle
- » Promos : TV Broadcast Program Shows
- » Concept Graphics : Regular TV Broadcast Shows

N Copywriting

Copywriting is an act of writing a copy of text for the purpose of selling advertisement, product, business, idea etc. The reader should get persuaded by what's being conveyed.



Technical Tool Applications & Graphic Design

Beside traditional tools, the method of presentation is equally important to the process of design. Graphic Arts software applications introduced a generation of designers to digital graphics manipulation & creation that had previously been performed via traditional techniques of publishing such as paper, ink, pencil, colors etc.

A Adobe Photoshop : Raster Graphics

Adobe's Photoshop is a powerful tool to create, enhance and manipulate digital graphics & art for photographers, designers, web designers, videographers and 3D artists.

- » Adobe Camera Raw
- » Colors, Design & Illustrations
- » Type, Typography & Effects
- » Adv. Image Color Corrections & Re-Touch
- » Working with HDRs & Alignment
- » Managing Color Profiles, Prepress, Print & Publishing
- » Automation & Actions
- » Working with 3D Media
- » Working with Video Media
- » Working with Web Media
- » Working with Animations
- » Secrets of Creative Cloud Services



B Adobe Illustrator : Vector Graphics

Adobe's Illustrator is a digital application to create scalable vector graphics to be used for print, web and video. It is employed by various artists for designing illustrations, type, effects and all sorts of visual elements.

- » Digital Design, Colors, Patterns & Illustrations
- » Image Tracing Techniques
- » Type & Typography Effects
- » Working with Filter & Effects
- » Working with 3D Media
- » Working with Video Media
- » Working with Web Media
- » Secrets of Creative Cloud Services



C Adobe InDesign : Layout Designs

Adobe's InDesign is an industry standard publishing application for print publications, digital magazines, web designs, interactive PDFs and EPUBs. It is one of the best page layout program with effective set of controls.

- ▶▶ Liquid layout & functionalities
- ▶▶ Content Collectors & Linking
- ▶▶ Working with EPUBs
- ▶▶ Type & Typography
- ▶▶ Working with Web Design Layouts & Forms Functionalities
- ▶▶ Managing Color Profiles, Prepress, Print & Publishing
- ▶▶ Secrets of Creative Cloud Services



D CorelDraw : Vector Graphics

CorelDraw is a trusted long standing industry design application used by designers. Its a content rich application used by masses to produce professional graphic designs, photo editing, web contents and illustrations.

- ▶▶ About Graphics & Adobe InDesign
- ▶▶ Understanding Interface, Workspace & Document Setups
- ▶▶ Technical Tools & Usages
- ▶▶ Digital Design, Colors, Patterns & Illustrations
- ▶▶ Image Tracing Techniques
- ▶▶ Type & Typography Effects
- ▶▶ Working with Filter & Effects
- ▶▶ Managing Color Profiles, Prepress, Print & Publishing



Level 3 Code.Hero()

Level 3 is an optional super specialization module available to students who have completed the Level 2 - Web Technologies & Design Track. This level raises the bar further and introduces you to amazing Javascript frameworks and technologies that are reshaping the Mobile & App space.



Structured Web Applications with BackboneJS

BackboneJS gives structure to a web application by following a Model-View-Collection scheme and minimizing spaghetti code which can result in poorly written inefficient javascript applications. BackboneJS is powering some of the most popular applications today.

The very useful UnderscoreJS

UnderscoreJS adds a lot of frequently used functions to Javascript and enables rapid development of apps by minimizing the need for writing custom code for common functions.



AngularJS and AngularUI

AngularJS brings dynamism to HTML5 apps by letting developers create expressive code that enables rapid creation of multi-view web apps. AngularJS is by Google and has been used on several major web applications such as Youtube on Playstation 3. The AngularUI is a companion library that extends UI capabilities of AngularJS.

Realtime Awesomeness with NodeJS

Built on the Javascript V8 engine that empowers Chrome, NodeJS brings the goodness of Javascript to server side scripting and enables creation of lightweight data driven realtime applications that run across distributed devices.





MongoDB & Mongoose

MongoDB is a scalable, high performance and open source NoSQL database. A NoSQL database differs from traditional SQL Database engines like MySQL and effectively enables creation of highly scalable applications that need to handle very large sets of data efficiently. Mongoose adds elegant support for MongoDB in NodeJS.

Ember is yet another popular framework for writing HTML5 + Javascript web applications. The result is faster development with less code.

EmberJS



D3JS

D3.js is a JavaScript library for manipulating documents based on data. D3 helps you bring data to life using HTML, SVG and CSS.

Paper.js is an open source vector graphics scripting framework that runs on top of the HTML5 Canvas. It offers a clean Scene Graph / Document Object Model and a lot of powerful functionality to create and work with vector graphics and bezier curves, all neatly wrapped up in a well designed, consistent and clean programming interface.

PaperJS



Intel XDK

The Intel XDK is an online development environment that allows developers to create high performance applications using Javascript, HTML5 & CSS3 and then test and deploy on a multitude of mobile devices, all at the same time. This effectively means that you write one set of code and deploy the apps natively on iOS, Android, Windows Phone and other platforms. Intel has recently upped the ante on HTML5 acceptability and development and the Intel XDK is yet another step in this direction.



PhoneGap

PhoneGap is a free and open source framework that allows you to create mobile apps using standardized web APIs for the platforms you care about. Phonegap allows you to build applications that seamlessly deploy across iOS, Android, Windows Phone, Blackberry OS, Symbian and BadaOs

INTERACT SHARE GROW **X1**

