



IFS ACADEMY

Training For The Future!!

**Adobe Photoshop for Architects
Instructor-Led Online Training
Course Curriculum (Duration: 40 Hrs.)**

Chapter 1: Introduction to Photoshop

- a. Use of Photoshop
- b. What's new in Photoshop?
- c. Edit your first photo
- d. Create documents
- e. Photoshop System Requirements
- f. Photoshop FAQ's

Chapter 2: Workspace

- a. Workspace basis
- b. Create documents
- c. Photoshop search
- d. Use the touch bar
- e. Microsoft Dial Support
- f. Tool galleries

Chapter 3: Web, screen and app design

- a. Photoshop for design
- b. Artboards
- c. Export artboards, layers and more
- d. Device preview
- e. Copy CSS from layers
- f. Slice web pages

Chapter 4: Image and color basics

- a. How to resize images
- b. Image essentials
- c. Image size and resolution
- d. Acquire images from cameras and scanners
- e. Create, open and import images
- f. View images

Chapter 5: Layers

- a. Layer basics
- b. Create and manage layers and groups
- c. Place images into frames
- d. Nondestructive editing
- e. Select, group, and link layers
- f. Layer opacity and blending

Chapter 6: Selections

- a. Select And Mask workspace
- b. Make selections
- c. Select with the lasso tools
- d. Make quick selections
- e. Select with the marquee tools
- f. Select a color range in an image

Chapter 7: Image adjustments

- a. Perspective warp
- b. Healing brush examples
- c. Adjust image sharpness and blur
- d. Reduce camera shake blurring
- e. Export color lookup tables
- f. Understand color adjustments

Chapter 8: Image repair, restoration and transformations

- a. Remove objects from your photos with Content-Aware Fill
- b. Retouch and repair photos
- c. Basic troubleshooting steps to fix most issues
- d. Content-Aware Patch and Move
- e. Correct image distortion and noise
- f. Transform objects
- g. How to crop and straighten photos
- h. Warp images, shapes, and paths
- i. Adjust crop, rotation, and canvas size
- j. Create and edit panoramic images
- k. Vanishing points

Chapter 9: Drawing and painting

- a. Paint symmetrical patterns
- b. About drawing
- c. Painting tools
- d. Modify shapes
- e. Draw shapes
- f. Create and modify brushes

Chapter 10: Text

- a. Work with OpenType SVG fonts
- b. Format paragraphs
- c. Edit text
- d. Format characters
- e. How to create type effects
- f. Line and character spacing

Chapter 11: Video and animation

- a. Video editing in Photoshop
- b. Video and animation overview
- c. Paint frames in video layers
- d. Edit video and animation layers
- e. Preview video and animations
- f. Import video files and image sequences

Chapter 12: Filters and effects

- a. Use the Liquify filter
- b. Filter basics
- c. Add Lighting Effects
- d. Use the Blur Gallery
- e. Filter effects reference
- f. Use the Adaptive Wide Angle filter

Chapter 13: Saving and exporting

- a. Supported file formats
- b. Save images
- c. Save and export video and animations
- d. Save files in graphics formats
- e. File formats
- f. Save PDF files

Chapter 14: 3D and technical imaging

- a. Creative Cloud 3D Animation (Preview)

- b. 3D painting
- c. Essential 3D concepts and tools
- d. Print 3D objects
- e. 3D panel enhancements | Photoshop
- f. 3D rendering and saving

Chapter 15: Color Management

- a. Understanding color management
- b. Color settings
- c. Color-managing documents for online viewing
- d. Keeping colors consistent
- e. Work with color profiles
- f. Color-managing documents when printing

Chapter 16: Projects

Architecture Stream: Using Photoshop features like Trees, People, Lens Flare, Filters, Brushes, V-Ray Passes and City PSD. Other assignments include exterior lighting setup, Render Elements Setup, Auto Color Correction Tools, Adjustment Layers, Glass Blending Modes, Adding Vegetation, Lighting Photo Filters, Placing People, Lens Distortion Effects, Fixing Water with V-Ray Passes, Faking Caustics, Adding Landscape to Background, Lens Flare and Final Polishing.

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