Desktop publishing

Outline

Communicate abstract and conceptual ideas through symbols of objects

Design elements to produce a publication for the market

Knowledge in Combining text and graphics

Use different color schemes on text

Description

**Introduction**

desktop publishing and IT, page setup, columns, margins,

**Tools**

Customization, Control

**Text**

editing, formatting, typing importing formatting

**Page Numbering**

Section breaks

**Acquiring and working with objects**

Importing objects, scanning objects, drawing an object, cropping, combining with graphics, text wrap

Advanced design

Drafting tools

Drawing

**Freehand drawing**

**Shaping objects**

**Working with nodes and node editing**

**Outline editing and manipulation**

Outline styles

**Objects placement**

**Movement and manipulation**

Rotating and skewing

Duplicating and cloning

**Working with colours**

Mixing

Color schemes creation

Outline and fill colours

**Working with text**

**Artistic text creation**

**Editing and manipulation**

Paragraph text creation, editing, formatting, balancing columns, and special effects.