Course Outlines (2020-21)

Design Studies:

10   Drawing: Krita - [Interface; Drawings of Objects](#)
                Krita [Animation](#)

        Simple Computer-Aided Drawing: [Inkscape](#)

20   Logo Designs: Inkscape with ["Logos by Nick"](#)
                Complete 10 designs

        Blender Models: Learning Mirror, Color, Cuts, Extruding, Insets
                [Create the 10-min Challenge](#)
                Complete 10 projects

30   Blender: Animation (Frame by frame; Armature); Complex Models

        VDroid: 3D Models for gaming

Photography

10   Basic Skills: Capturing images/[Portfolio](#)

        Alison course: [Beginner's Photography](#)

        [Introduction to GIMP](#)

        Project 1: Basic Photo Editing: [Basic Editing](#)
        Project 2: Basic Photo Editing: [Enhancement](#)
        Project 3: Basic Photo Editing: [Facial Touchup](#)

20   Alison course: [Intermediate Photography](#)

        Create a Photo-Book

Photo Editing Skills with GIMP

Project 1: Basic Photo Editing-[Removing Background](#)
Project 2: [Clipping Masks](#)
Project 3: [Blurring Background](#)
Project 4: [Phone Photography 1](#)
Project 5: [Day to Night](#)

30   Design Skills

Alison course:: [Advanced Photography](#)

Project 1: [Double Exposure Effect](#)
Project 2: [Fantasy Lighting Effect](#)
Project 3: [Graphics on Face](#)
Project 4: [Girl on Fire](#)
Project 5: [Image Splitting](#)

Basic Video Editing Skills: Beginners' Level using Davinci Resolve

Game Programming

10   Scratch

HTML-based: Java Script -
https://developer.mozilla.org/en-US/docs/Games/Tutorials/2D_Breakout_game_pure_JavaScript

2D Maze-
https://developer.mozilla.org/en-US/docs/Games/Tutorials/HTML5_Gamedev_Phaser_Device_Orientation

20   Godot 2D games

30   Godot 3D games

ComTech 9

Resources:

1. Web Design

2. Python Programming

3. AppInventor

4. Tinker CAD

5. Web Apps by Glitch

6. Phot-editing by Pixlr