

One Step In Changing Education Chain...

RED & WHITE

GROUP OF INSTITUTES

FACULTY NAME

STARTING DATE

ENDING DATE

GRID

B. TIME

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GOOGLE CLASS

PHOTOSHOP_WEB

TOTAL DAYS: ____/54

NOTE: -

- Feedback વિધાર્થીઓ દ્વારા અને Project ના Marks શિક્ષક દ્વારા આપવામાં આવશે.

- Signing-Sheet માં સહી કરવાની જવાબદારી વિધાર્થીની રહેશે અને Sign કરતી વખતે વિધાર્થીએ કોઈપણ સંબંધ કે ફેકલ્ટીની ફેવર માં આવી ને Grade નક્કી ના કરે. જે ફેકલ્ટી અને વિધાર્થી બંનેની જવાબદારી રહેશે.

- Next Software કે Course, Certification તેમજ Job Placement ની કાર્યવાહી માટે આ Signing-Sheet ના દરેક Projects સારા માર્ક્સ થી તેમજ દરેક Topics પૂર્ણ થયેલા હોવા જોઈએ.

- C કે D Grade વાળા ટોપિક નું પુનરાવર્તન થશે અને Leave એપ્લિકેશન વગર વિધાર્થી રજા પાડશે તો તેના લેકચર નું પુનરાવર્તન કરવા માં આવશે નહીં.

LEC.	TOPICS	DATE	P A	FEEDBACK	STUDENT SIGN	FACULTY SIGN	REMARK
1	Introduction of Photoshop - Create a new File - Introduction of Environment Move Tool & Free transform - Scale, Rotate, Duplicate - Zoom & Pan Ex. Create a Game Layout			<div>A</div> <div>B</div> <div>C</div> <div>D</div>			
2	Shape Tool - Rectangle, Rounded Rectangle, Ellipse, Properties Text Tool - Font Type, Font Size, Font Style, Font Colour Ex. Create a Social Media Post			<div>A</div> <div>B</div> <div>C</div> <div>D</div>			
3	Shape Tool - Line, Polygon, Custom Shape - Alignment, Guild line, Duplicate Layers & Group Layers - Clipping Mask Text Tool - Paragraph Text, Text Properties Ex. Create a UI Design			<div>A</div> <div>B</div> <div>C</div> <div>D</div>			
4	Layer Style - Bevel & Emboss - Drop Shadow, Inner Shadow, Outer Glow, Inner Glow, Stroke, Colour Overlay Ex. Create Game Layout Elements			<div>A</div> <div>B</div> <div>C</div> <div>D</div>			
5	Camera Raw Filter Ex. Edit a Photo as You are Instructed			<div>A</div> <div>B</div> <div>C</div> <div>D</div>			
	Fill the Student Agreement Form			--			
6	Understanding of Web Layout - Basic introduction of grid & sections - What is Responsive Website? Ex. Create Web layout using readymade grids			<div>A</div> <div>B</div> <div>C</div> <div>D</div>			
7	Bootstrap Grid System, Manual Grid System - Slice Tool, Ruler - Display Sizes Ex. Creating Bootstrap & manual grid & column wireframe			<div>A</div> <div>B</div> <div>C</div> <div>D</div>			
8 PR. 1	How to inspect Website using inspect element in Browser? PR.1 Make PSD from live website. (3 Pages)			<div>A</div> <div>B</div> <div>C</div> <div>D</div>			
9	Gradient Tool Layer Style: Gradient & Pattern Overlay - Define Custom Pattern - Use of gradient in Website (Show examples only) Ex. Continue Project 1			<div>A</div> <div>B</div> <div>C</div> <div>D</div>			

10	Pen Tool (Shape) - Straight Line, Curve Lines Ex. Continue Project 1			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
11	Shape Modification - subtracts, intersect, union, exclude - Path Selection, Direct Selection - Create different types of progress bar Ex. Continue Project 1			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
12	Checking the Projects - Query solutions & Suggestions Ex. Continue Project 1			--							
13	Checking the Projects - Query solutions & Suggestions Ex. Submit Project 1			___/10							
14	How to Create Prototype? Ex. Draw prototype sketches from given reference website.			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
PR. 2	Draw prototype of 3 different homepages from different industries.			___/10							
15	How to Design UI? (Design flow PPT) Create Prototype for Given Definition Ex. Collect data for given theme & draw prototype (4 pages for same industry).			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
16	Convert Prototype to PSD Take care of grid system, colors, sizing, alignment in Photoshop			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
PR. 3	Design web layout from prototype sketches			___/10							
17	Create Behance Account & Build Portfolio			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
	Jury for Project 3			___ / 50							
18	Layer Menu - Quick export as, new fill layer, layer mask, vector mask, rasterize, combine shape, link merge layer & etc. View Menu - Zoom, fit on screen, screen mode, extras, show, rulers, snap, guides, slices & etc.			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
19	How to Customize Theme?			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
PR. 4	- Design customized theme using 3 different themes based on same industry			___/10							

20	How to Design Website using given definition? (use of Design flow & Prototype for Website Design)			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
PR. 5	Design web layout using design flow & prototype			___/10							
21	Creating a Resume			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
	Jury for Pr. 5			___ / 50							
PR. 6	Make Website form given definition (7 Pages minimum) 1)			___/10							
PR. 7	Make Website form given definition (7 Pages minimum) 2)			___/10							
	Complete Behance Portfolio										

LATEST UPDATED TOPIC						
	Guest Lecture by Field Expert					
* Guest lectures are only eligible for package courses						

Your Last Subject ?

Yes	No
What is next career :	Hold Course
Write here	Application No : <small>(If Hold , So Write the Hold Application No.)</small>
	Ongoing Course
	Next Course :
	Next Software :
	Next Faculty :
	Next Course Starting Date :
	Next Course Batch Time :
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Tutor Use Only:

Over All Student Performance:_____ Grade.

Remark:_____

<div> <div>One Step In Changing Education Chain...</div> <div> <div>RED & WHITE</div> <div>GROUP OF INSTITUTES</div> </div> </div>										FACULTY NAME																					
										STARTING DATE				D	D	-	M	M	-	Y	Y	GRID									
										ENDING DATE				D	D	-	M	M	-	Y	Y	B. TIME		H	H	:	M	M			
S	T	U	D	E	N	T														GOOGLE CLASS											
ANIMATION & GAME DESIGN																		TOTAL DAYS: ____ /20													
NOTE: - <ul style="list-style-type: none"> - Feedback વિધાર્થીઓ દ્વારા અને Project ના Marks શિક્ષક દ્વારા આપવામાં આવશે. - Signing-Sheet માં સહી કરવાની જવાબદારી વિધાર્થીની રહેશે અને Sign કરતી વખતે વિધાર્થીએ કોઈપણ સબંધ કે ફેક્ટરીની ફેવર માં આવી ને Grade નક્કી ના કરે. જે ફેક્ટરી અને વિધાર્થી બંનેની જવાબદારી રહેશે. - Next Software કે Course, Certification તેમજ Job Placement ની કાર્યવાહી માટે આ Signing-Sheet ના દરેક Projects સારા માર્ક્સ થી તેમજ દરેક Topics પૂર્ણ થયેલા હોવા જોઈએ. - C કે D Grade વાળા ટોપિક નું પુનરાવર્તન થશે અને Leave એપ્લિકેશન વગર વિધાર્થી રજા પાડશે તો તેના લેકચર નું પુનરાવર્તન કરવા માં આવશે નહીં. - In Feedback (A = Excellent, B = Good, C = Bad, D = Poor) 																															
LEC.	TOPICS										DATE		P A	FEEDBACK		STUDENT SIGN		FACULTY SIGN		REMARK											
1	PPT of Animate CC - Creating new page, page sizing & understand new doc. Window Tools - Selection tool, sub selection tool, free transform tool, Shape tool (pen tool, line tool, rectangle tool, oval tool, polystar tool, pencil tool, paint brush tool, brush tool), paint bucket tool EX. Practice of tool													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																														
C	D																														
2	Frame By Frame Animation - Introduction of frame, types of frame, - how can add frame & remove frame Ex. Ball bounce animation, stick man animation													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																														
C	D																														
3	Create Left Side View Flat Cartoon Character - Understand of cartoon making process - Create cartoon using shape tool Ex. Create left side view flat cartoon character													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																														
C	D																														
4	Shape Tween - How can apply shape tween Ex. Make a day to night view, sad to smiley face, move position & scale													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																														
C	D																														
5	Classic Tween - Understand of symbol & how make it - How can apply classic tween - Motion guides Ex. Creating car run animation with tyre rotation & road also move.													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																														
C	D																														
6	Motion Tween - How can apply motion tween - Orient to path Ex. Ball down from stair, aierplane fly with round round													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																														
C	D																														
7	Cartoon Walk Animation - Make cartoon walk animation using topics no. 3 cartoon - Using frame by frame animation, classic tween, motion tween - Onionskin Ex. Create walkcycle animation													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																														
C	D																														
8	Masking - How can aply mask & use it Ex. 3d earth animation													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																														
C	D																														
9	Export Video Ex. Create social media post animation													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																														
C	D																														
10	Social Media Post Animation Ex. Create social media post animation													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																														
C	D																														

11	Product Promotion Animation Ex. Create any 1 product animation			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
12	Layer Style - Bevel & emboss, drop & inner shadow & stroke Ex. Gaming button & icon			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
13	Create Game UI - Using layer style you learn in topics no. 12 - Apply effect from style panel & modify it Ex. Create 2 Gaming ui			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
14	Viva and Test			____/50							

ANIMATION											
14	PPT of Master in Animation			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
16	Introduction of After Effect			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
17	Introduction of 3ds Max			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										

GAME DESIGN & DEVELOPMENT											
18	PPT of Master in Game Design & Development			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
19	Introduction of Maya			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
20	Introduction of Unity			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
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GROUP OF INSTITUTES

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GOOGLE CLASS

C LANGUAGE (GIM)

TOTAL DAYS: ____ /29

NOTE: -

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In Feedback (A = Excellent, B = Good, C = Bad, D = Poor)

LEC.	TOPICS	DATE	P A	FEEDBACK	STUDENT SIGN	FACULTY SIGN	REMARK
1	Intro to C Language (PPT) - History & importance of c - Compiler & interpreter			<div>A</div> <div>B</div>			
				<div>C</div> <div>D</div>			
2	Datatype, Constant & Variables - Basic structure of c program - Data types - Variables - Keywords			<div>A</div> <div>B</div>			
				<div>C</div> <div>D</div>			
3	Managing Input/Output - printf() & scanf() function - Format specifiers			<div>A</div> <div>B</div>			
				<div>C</div> <div>D</div>			
4	Operator - Types of operator			<div>A</div> <div>B</div>			
				<div>C</div> <div>D</div>			
PR. 1	Greenhorns			____/10			
5	Control Structure - if statement - if ... else - nested if...else - nested else...if - Switch statement			<div>A</div> <div>B</div>			
				<div>C</div> <div>D</div>			
PR. 2	Momentum			____/10			
6	Looping - while loop - do ... while loop - for loop			<div>A</div> <div>B</div>			
				<div>C</div> <div>D</div>			
PR. 3	Temperate			____/10			
7	Looping with patterns - Nested for loop			<div>A</div> <div>B</div>			
				<div>C</div> <div>D</div>			
PR. 4	Circlet			____/10			
8	Array in details - 1D array - 2D array			<div>A</div> <div>B</div>			
				<div>C</div> <div>D</div>			

9	User defined function (UDF) - Types of functions			A	B			
				C	D			

Web Developing								
10	Master PPT of Web Developing			A	B			
				C	D			
11	Logics of PHP			A	B			
				C	D			
12	Logics of Node			A	B			
				C	D			

Android Developing								
13	PPT of Master in Android			A	B			
				C	D			
14	Introduction of Android/Show App Code			A	B			
				C	D			
15	Logics of Android			A	B			
				C	D			

iOS Developing								
16	PPT of Mater in iOS			A	B			
				C	D			
17	Basics of iOS			A	B			
				C	D			
18	Logics of iOS			A	B			
				C	D			

Game Developing											
19	PPT of Mater in Game			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
20	Basics of Game			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
21	Logics of Game			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
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