

<div> <div> One Step In Changing Education Chain...  <b>RED &amp; WHITE</b>  GROUP OF INSTITUTES </div> <div> FACULTY NAME  STARTING DATE  ENDING DATE </div> </div>										<div> <div> D D - M M - Y Y  D D - M M - Y Y </div> <div> GRID  B. TIME </div> </div>																					
S T U D E N T N A M E										GOOGLE CLASS																					
GRAPHIC & WEB DESIGN																				TOTAL DAYS: ____ /26											
<b>NOTE: -</b> <ul style="list-style-type: none"> <li>- Feedback વિધાર્થીઓ દ્વારા અને Project ના Marks શિક્ષક દ્વારા આપવામાં આવશે.</li> <li>- Signing-Sheet માં સહી કરવાની જવાબદારી વિધાર્થીની રહેશે અને Sign કરતી વખતે વિધાર્થીએ કોઈપણ સબંધ કે ફેક્ટીની ફેવર માં આવી ને Grade નક્કી ના કરે. જે ફેક્ટી અને વિધાર્થી બંનેની જવાબદારી રહેશે.</li> <li>- 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.</li> <li>- 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.</li> <li>- In Feedback (A = Excellent, B = Good, C = Bad, D = Poor)</li> </ul>																															
LEC.	TOPICS									DATE	P A	FEEDBACK				STUDENT SIGN				FACULTY SIGN				REMARK							
1	<b>Introduction of Photoshop</b> - Create a new File - Introduction of Environment <b>Move Tool &amp; Free transform</b> - Scale, Rotate, Duplicate  Ex. Create a Game Layout											<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	<b>Shape Tool</b> - Rectangle, Rounded Rectangle, Ellipse, Properties <b>Text Tool</b> - Font Type, Font Size, Font Style, Font Colour  Ex. Create a Social Media Post											<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	<b>Shape Tool</b> - Line, Polygon, Custom Shape - Alignment, Guild line, Duplicate Layers & Group Layers - Clipping Mask <b>Text Tool</b> - Text Properties  Ex. Create a UI Design											<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	<b>Layer Style</b> - Bevel & Emboss - Drop Shadow, Inner Shadow, Outer Glow, Inner Glow, Stroke, Colour Overlay  Ex. Create Game Layout Elements											<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	<b>Camera Raw Filter</b>  Ex. Edit a Photo as You are Instructed											<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	<b>Brush Tool</b> - Default Brushes, How to Download, How to Define - New Layer, Mode Match,  Ex. Scenery wallpaper using brush 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																														
7	<b>Pen Tool (Shape)</b> - Create shapes using straight line with pen tool. <b>Path &amp; Direct Selection</b> <b>All Type Logo PPT</b>  Ex. Practise of tool & create shapes using straight line											<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	<b>Pen Tool (Shape)</b> - Create shapes using curve line with pen tool. - Shape (subtracts, intersect, union, exclude) <b>Market Survey</b>  Ex. Creating icons and shapes											<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	<b>Logo Design Idea Creation</b> - Pen tool (path) for selection, Apply foreground & Background Color  Ex. Create 7 logos from reference											<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	<b>Create a Logo (Set in Mock-up)</b>  Ex. Make 2 logo design both industries from the data of market survey											<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	<b>Create 3D Instagram Photo Frame Effect</b> - Rectangle marquee tool, feather  Ex. Creating Instagram photo frame			<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	<b>Catalogue Design</b> - Take care about color combination, shape accuracy, font-family, sizing & align  Ex. Create a single page catalogue design with mock-up			<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	<b>Banner Design (Application/Website)</b> - Application banner page size: 1024 x 500 px - Website banner page size: 1300 x 500 px  Ex. Create an application & website banner			<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	<b>Wireframe &amp; Prototype</b>  Ex. Draw prototype sketch of application (10 pages)			<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										
15	<b>Application Design</b> - Application page size: 1080 x 1920 px - Take care of color combination, sizing like fonts, icon, images etc. Ex. Design application from prototype sketches			<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	<b>Application Design set the Mock-up file</b>  Ex. All application pages set the mock-up			<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	<b>Web Layout Design</b> - Take care of color combination, sizing like fonts, icon, images etc.  Ex. Create a single page 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										
18	<b>Create Portfolio</b>			<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	<b>Viva and Test</b>			<b>____/50</b>							

GRAPHIC DESIGN											
20	PPT of Master in Graphics			<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	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										
22	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			
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C	D										

WEB DESIGN											
23	PPT of Master in Web 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										
24	Learn to HTML			<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										
25	Learn to HTML + CSS			<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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ANIMATION & GAME DESIGN																				TOTAL DAYS: ____ /20																
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1	<b>PPT of Animate CC</b> - Creating new page, page sizing & understand new doc. Window <b>Tools</b> - 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  <b>EX.</b> 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															
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2	<b>Frame By Frame Animation</b> - Introduction of frame, types of frame, - how can add frame & remove frame  <b>Ex.</b> 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															
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C	D																																			
3	<b>Create Left Side View Flat Cartoon Character</b> - Understand of cartoon making process - Create cartoon using shape tool  <b>Ex.</b> 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															
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4	<b>Shape Tween</b> - How can apply shape tween  <b>Ex.</b> 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															
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5	<b>Classic Tween</b> - Understand of symbol & how make it - How can apply classic tween - Motion guides  <b>Ex.</b> 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	<b>Motion Tween</b> - How can apply motion tween - Orient to path  <b>Ex.</b> 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															
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C	D																																			
7	<b>Cartoon Walk Animation</b> - Make cartoon walk animation using topics no. 3 cartoon - Using frame by frame animation, classic tween, motion tween - Onionskin  <b>Ex.</b> 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															
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C	D																																			
8	<b>Masking</b> - How can apply mask & use it  <b>Ex.</b> 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	<b>Export Video</b>  <b>Ex.</b> 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															
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10	<b>Social Media Post Animation</b>  <b>Ex.</b> 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															
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C	D																																			

11	<p><b>Product Promotion Animation</b></p> <p>Ex. Create any 1 product animation</p>			<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											
12	<b>Layer Style</b> - 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	<b>Create Game UI</b> - 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			
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C	D										

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			
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15	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			
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C	D										

GAME DESIGN & DEVELOPMENT												
17	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											
18	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											
19	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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										ENDING DATE		D	D	-	M	M	-	Y	Y	B. TIME		H	H	:	M	M					
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C LANGUAGE (GIM)																		TOTAL DAYS: ____ /29													
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1	<b>Intro to C Language (PPT)</b> - History & importance of c - Compiler & interpreter													<div>A</div> <div>B</div>																	
														<div>C</div> <div>D</div>																	
2	<b>Datatype, Constant &amp; Variables</b> - Basic structure of c program - Data types - Variables - Keywords													<div>A</div> <div>B</div>																	
														<div>C</div> <div>D</div>																	
3	<b>Managing Input/Output</b> - printf() & scanf() function - Format specifiers													<div>A</div> <div>B</div>																	
														<div>C</div> <div>D</div>																	
4	<b>Operator</b> - Types of operator													<div>A</div> <div>B</div>																	
														<div>C</div> <div>D</div>																	
PR. 1	Greenhorns													___ /10																	
5	<b>Control Structure</b> - 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	<b>Looping</b> - while loop - do ... while loop - for loop													<div>A</div> <div>B</div>																	
														<div>C</div> <div>D</div>																	
PR. 3	Temperate													___ /10																	
7	<b>Looping with patterns</b> - Nested for loop													<div>A</div> <div>B</div>																	
														<div>C</div> <div>D</div>																	
PR. 4	Circlet													___ /10																	
8	<b>Array in details</b> - 1D array - 2D array													<div>A</div> <div>B</div>																	
														<div>C</div> <div>D</div>																	

9	<b>User defined function (UDF)</b> - 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			
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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			
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