

1.Browse the Internet and find different Multimedia Presentations and identify the building blocks.

A multimedia presentation is a type of presentation that uses several different forms of communication to get the message across. Multimedia presentations go beyond the use of text and images. These presentations generally include animation, video, audio, or interactive features like forms, popups and lots more.

Examples of Multimedia Presentations

➤ Presentation with GIFs

You can quickly create simple and beautiful multimedia presentations with GIFs.

➤ Animations

This is an example of a multimedia presentation that uses animations to liven up the story and the slides.

This is the type of presentation that can be easily turned into a video. Each slide can have animated objects, illustrations, text and design assets.

➤ Interactive Charts and Music

you can add more interactivity with popups and links and Interactive Charts

➤ Video

Adding video to presentations is one of the easiest ways to create a multimedia video presentation.

MULTIMEDIA BUILDING BLOCKS

➤ Text

➤ Graphics

- ❖ Background
- ❖ Pictures, photographs and 3d pictures
- ❖ Charts, Flow charts and Organizational charts
- ❖ Buttons.

➤ Sound and video

➤ Text

Text is one of the primary mediums of communication of information. Text can also be used for reinforcing a concept. Text for multimedia can be produced using a number of Word Processing Software. Many newer authoring packages also allow

most of the Word processing facilities. While developing text for Multimedia application please make sure that the text format, which you have developed, is compatible to the Authoring tool text format.

Some of the tips for creation of textual information are:

- The amount of text put in a Multimedia application may be limited to short Paragraphs or point wise lists.
- The font size should be large enough to be read easily by the Multimedta user.
- For example, the application, which is to be used for the training of a group the Minimum point size, should be 20 points so that it is visible from a distance.
- The text styling and formatting should be consistent over the complete Application.
- The special effects on text should be used to highlight important concepts or Messages, but do not overdo them.
- Use font types (bitmapped or outlined fonts) and point sizes, which are Commonly available. This will make sure that the text looks the same as it was designed..

➤ **Graphics**

Graphics in Multimedia Graphics is the most predominant component of a Multimedia. Graphics may be used in many forms such as photos, Charts for illustration and summarization numerical Data, environments simulation, logos, and colors that illustrate the content of the Application. The content specialist provides these elements to the production team, who / then balances and integrates the graphics content in the application. Graphics help people to learn and retain more information from other forms of Information. There are many kinds of graphics that are integrated into multimedia Application. These are:

- Background
- Pictures, photographs and 3d pictures
- Charts, Flow charts and Organizational charts
- Buttons.

❖ **Background**

Background of an application may establish the tone and the theme of an application. The background of various applications may vary from solid colors to highly complex graphics, incorporating photographs, maps, and logos. Following are some tips for designing background of an application:

- It should not be too complex to leave strain on eyes on continuous use.

- It should in some way reflect the theme of the application
- It should not involve high storage capacity, for applications, which are to be Delivered through the net. A complex background may increase the download Time.
- It should not exceed the display capabilities of display devices.
- It should not be packed with the text.

❖ Pictures, photographs, and 3 d graphics

These resources can be drawn from a variety of resource banks. Some of these resource banks are:

- Commercially available ClipArt's, which are a collection of drawings, usually available as black-and-white or 4-bit (16 color) images in ESP (Encapsulated Postscript format), PIC (Macintosh Pictures), and BMP (Bitmapped Graphics) Formats and are classified in categories.
- Photo CDs consists of professional quality photos, which are normally classified by topics.
- Online Web based resources, which are available in many different types of Format.
- Digital Still photographs are the user created resource.

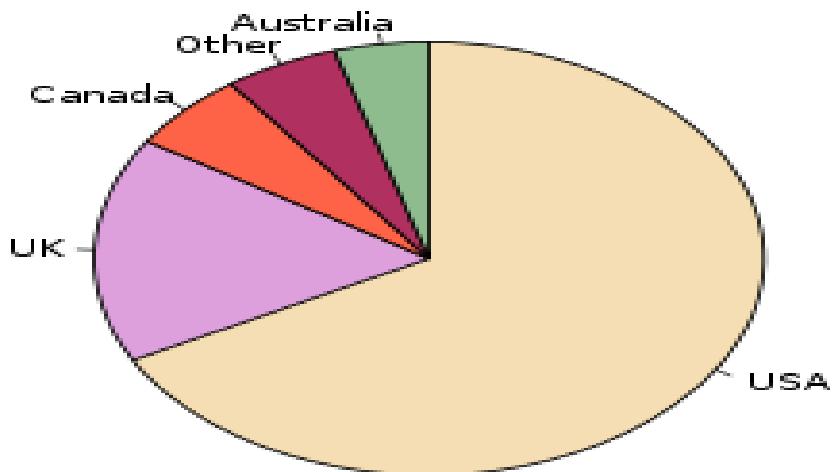
The photographs can be obtained either from the digital cameras or captured from video still images. Portable, small digital cameras of companies like Apple, Casio, and Kodak etc. are available in the market at affordable prices. This camera can be connected to one of the serial port of the computer and software can be used to get an image file. In addition, many application software are available to create and edit images in Different formats. One such very simple utility available is Paintbrush in Windows.

❖ Charts, Flow-charts and Organizational charts

Charts are an appealing way of presenting numerical information visually. Charts can be developed using electronic spreadsheets, statistical programs, or integrated Applications. One important consideration while placing the chart in your multimedia Applications is its contrast with the screen background. You have to ensure the Visibility and readability on the charts.

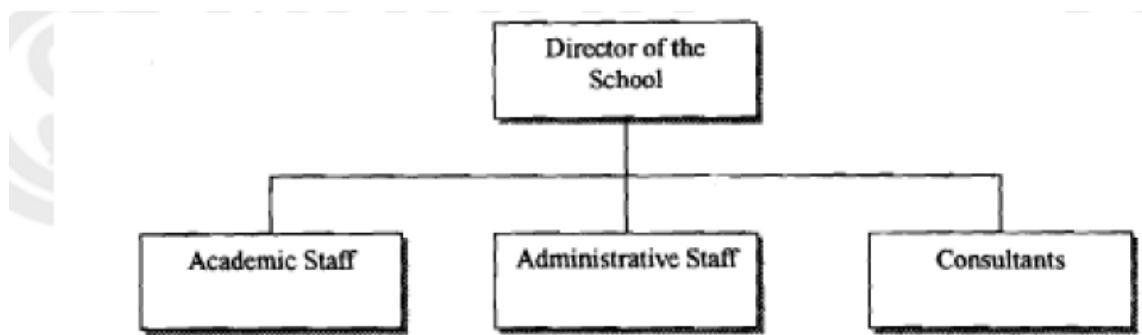
Flow charts are graphical stepwise representation of a logical process. The concept of Flowchart is not new for you. You may keep simple flowcharts making the details

available once a user needs more details on a typical step of the process. Do not try to Put all the information on a single screen.



Pie chart showing population of different countries

An organisational chart provides information on the hierarchical structure of the organisation. A simple organisation chart is shown in the following diagram:



❖ Graphics: the last tips

- Do not overburden your graphics screens with too much of simultaneous Information.
- Keep the graphics on the screen simple, clear, user-friendly, and elegant as Possible.
- Keep a check on screen resolution. Sometimes on reducing the resolution or
- Number of colours used in a graphics may result in loss of sharpness of original picture.

➤ Sound and video in multimedia applications

Video and sound help in communicating a lot of information in a small time. Sound is a very exciting part of multimedia application. Your multimedia should be equipped with good supportive sound, however, please do not use excessive sound in your application. It may be annoying to the user. Video enhances the impact of multimedia application, especially in areas involving difficult concepts. However, please note that good quality digital video clips can be displayed only if there exist good hardware and software configurations in the client machine.

Some of the usage of audio and video in multimedia may be for:

- The background sound
- Sound video recordings of an eminent person.
- Narration of historical facts
- Narration of an Industrial process preferably through video
- A welcome message showing a walk through a building museum, historical place etc

➤ **The Digital video**

The digital video is represented as a sequence of frames having a rectangular screen With each pixel being represented by 8 bits (black and white video) or 24 bits (color video). Digital video can be acquired from either digital recording or by converting analog video footage of high quality into digital video. Adding a number of other interactive elements such as interactive glossary, graphics overlays, text bullets, or animation can further enhance the converted digital video? It also allows digital editing and incorporation of transition effect. There are many digital video formats available. The most common of those are Quick time, MPG and AVI.

Video Compression: A full screen video clip having a screen resolution of 800x600, Having 24 bit color at about 30 frames per second require about many MB of space. Even the disk transfer rates are not sufficient to support such kind of data rates. Thus, Without using data compression algorithms such motion pictures cannot be used in Digital systems. Common data compression standards are MPEG, JPEG, DVI etc.

The JPEG (Joint Photographic Expert Group) standard is for compressing continuous Still pictures. It is normally used to encode 24-bit RGB video images and will leave out some of the minor picture details for the sake of simplicity. It produces a

compression ration of 20: 1 for still images without any appreciable degradation of pictures. This is a popular standard on Macintosh and Amiga platforms.

MPEG (Moving Picture Expert Group) is compression standard for compressing video since 1993. MPEG was developed specifically for motion images. MPEG can compress both audio and video. It produces a compression ratio of 50: 1 before the degradation in picture quality occurs. MPEG standard allows fast video and audio compression, and real time decompression. MPEG allows a decompression data rate of 1.2 to 1.5 M per second, thus, allowing full motion, full screen video.

➤ **Video in Multimedia Application**

Some of the basic considerations which need to be addressed for integrating video in a Multimedia application are:

- Data transfer rate and capacity of the storage device
- Size of the Window to be used for display
- Frame rate and image resolution.

In a multimedia system one needs a high data transfer rate and capacity to sustain full Motion video capabilities. The size of display window can be controlled to lower sizes to reduce the transfer rate requirements. A lower frame rate or resolution may reduce the data-handling rate but will result in poor quality of video.

➤ **Sound in multimedia**

In a Multimedia application text, images, animation can be greatly complimented by The use of sound. Sound is an Integral part of videos also. Sound can be used in a Number of ways in a multimedia application such as:

- Sound of the surrounding Multimedia environment can be recorded, for Example, while showing a photograph of jungle the associated sound track can leave a lasting impression.
- Sound helps the users to receive and retain the multimedia message in a better way.
- Sound can also be used for catching attention in a boring graphics oriented Presentation.
- Sound may also break the monotony of Multimedia base tutors and enhance the learning process.

2 i) Identify the importance of Resolution, Size and compression of Images.

ii) Classify file formats of various Multimedia files

There are two main factors that contribute to the file size and quality of a digital photo: resolution and compression.

Resolution refers to the number of pixels in an image. Resolution is sometimes identified by the width and height of the image as well as the total number of pixels in the image. For example, an image that is 2048 pixels wide and 1536 pixels high (2048 x 1536) contains (multiply) 3,145,728 pixels (or 3.1 Megapixels that is one megapixel is equivalent to one million pixels). You could call it a 2048 x 1536 or a 3.1 Megapixel image. As the megapixels in the pickup device in your camera increase so does the possible maximum size image you can produce. This means that a 5 megapixel camera is capable of capturing a larger image than a 3 megapixel camera. Image resolution is measured in **Pixels Per Inch** or **PPI**.

Resolution is a measure of the number of pixels (dots) used to make a photo. Think of this as a picture you make with tiny dots of color. If you look at the picture with a magnifying glass, you can see the dots, but when you back away and look at the picture from a distance, the dots disappear and the picture emerges.



[Figure 1]

The Rule of Thumb is – the greater the number of pixels in an image, the denser the picture information and therefore the higher the resolution. Higher resolution provides more detail within your image and allows for larger printouts with smooth, continuous tone and color accuracy.

File size

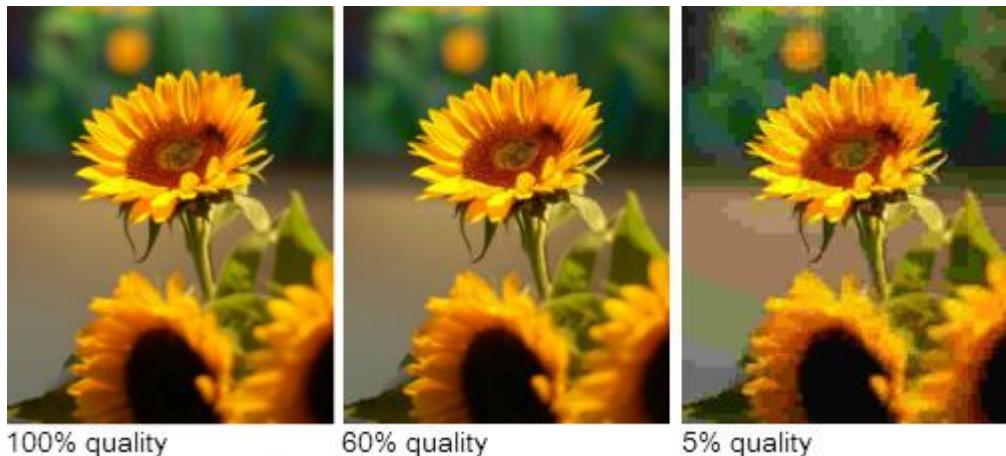
The file size of an image is the digital size of the image file, measured in kilobytes (K), megabytes (MB), or gigabytes (GB). File size is proportional to the pixel dimensions of the image. Images with more pixels may produce more detail at a given printed size, but they require more disk space to store and may be slower to edit and print. Image resolution thus becomes a compromise between image quality (capturing all the data you need) and file size.

Another factor that affects file size is file format. Because of the varying compression methods used by GIF, JPEG, PNG, and TIFF file formats, file sizes can vary considerably for the same pixel dimensions. Similarly, color bit-depth and the number of layers and channels in an image affect file size.

Photoshop supports a maximum pixel dimension of 300,000 by 300,000 pixels per image. This restriction places limits on the print size and resolution available to an image.

Image compression is minimizing the size in bytes of a graphics file without degrading the quality of the image to an unacceptable level. The reduction in file size allows more images to be stored in a given amount of disk or memory space. It also reduces the time required for images to be sent over the Internet or downloaded from Web pages.

Different digital cameras use different terms for compression. Some use size terms like large, medium, and small to describe the file sizes resulting from compression. A large photo would have little or no compression, while a small photo would be highly compressed. Other digital cameras use quality terms like high, medium, and low. A high quality photo would have little or no compression, while a low quality photo would be highly compressed. Still others use percentages of quality like 100% for uncompressed and lower percentages for more compression. For example, a photo with a quality of 60% would be 40% compressed. Here's sample of the effects of compression:



[Figure 2]

Compared to the 100% version on the left, the middle photo at 60% looks almost as good - and the saved file is only about 1/4 the size. On the other hand the 5% photo on the right - at about 1/8 the saved file size - has so many colors removed that it looks blotchy.

Most digital cameras have settings for resolution and compression. In combination, these determine the size of digital photo files. Setting your camera to use higher resolution and less compression can result in better photos for printing but, because the file sizes are larger, will decrease the number of photos your memory card will hold. Setting your camera to use moderate or lower resolution and more compression will result in photos that will display well on a computer screen but may appear pixelated (blocky) when printed. However, since these photo file sizes are smaller, the number of photos your memory card will hold will increase.

Photo Compression

Photo compression takes an image and compresses it, reducing the file size. There are several methods of compression, however, general compression attempts to blend similar colors together (a process called, “quantization”). This process blends similar pixels together to form a single pixel, therefore, reducing the resolution size of the image (as well as the load time, saving bandwidth). Compression reduces the file size of an image by 60-70% on average.

This doesn't affect the perceived quality of the image, since the human eye sees light and dark detail better than color detail. Because of this effect we are incapable of detecting

differences between a compressed image and an uncompressed image. Therefore, the emphasis on compression is on file size, rather than color variety. Following compression, images don't use as much bandwidth because there are less colors to load, which means smaller file size. That translates to faster load time.

There are a number of reasons this is important to website owners. First, you want to make the user experience a good experience, and when you reduce the size of your image files that means your website loads a lot faster...and your visitors like that! The second reason is Google wants to reward websites that load faster; they rank websites that load fast higher than websites that have large files sizes and looooooaaaaaddddsssssslllllllooooooooow.

There was a time when computer monitors displayed content at 72 pixels per inch (PPI) resolution. Today, this resolution is still common, however, many display at a resolution of 100 pixels per inch (PPI). Computer monitors, tablets and other high resolution displays, can display much higher resolutions. For example, the standard resolution for an *iPad* with a retina screen is 227 PPI. Retina (copyright of *Apple*) screens, most commonly used by web designers, aren't defined by their number of pixels as a whole but by the pixel density. That simply means that on higher resolution monitors, the same content may appear small and more defined or clearer than on other monitors of lesser resolution.

If you're managing your own content and you want to upload images you get from various sources, there is a bit more you need to know. First, there are two recommended file formats or compression methods in which you can save your images: .PNG or .JPEG. These are two compression file formats, so when you save files in these formats, the compression is applied automatically. Easy right? Well.... mostly right.

The key to getting this right, is assessing the image you want to use and saving it. Then decide which file format will provide the best compression – which file will create the smallest file size.

Compression Methods

1.JPEG (Joint Photographic Experts Group) format is capable of displaying millions of colors, while at the same time blending together the other abundant amount of colors to reduce the file size of your image. This format is best used for images that are: (1) photos; (2)

complexly colored; (3) have a light and dark shading or (4) that have gradients. The sort of compression used for JPEG images are called “lossy” compression, so named for the data lost when blending the colors together. So, simply put, if your image is a photograph – an image with lots of color variation or gradients – then JPEG is the best file format option.

2.PNG (Portable Network Graphic) format is used for images that have lots of solid blocks or colors. Like JPEG, it can include over 16 million colors. This format’s compression is called “lossless” compression, because no data is lost during compression. This format is often used when “crisp” images have a higher importance than file size. Generally, logos, illustrations and other simple images would be better saved as PNG files

3.What is a WebP file?

Google recently introduced a brand new image format called [WebP](#). This type of image combines aspects of JPEG and PNG and can use lossy and lossless compression. This allows web developers to speed up their sites even more.

Finding the Best File Format

There is a good rule of thumb regarding image files size and whether your images are too large. Most images can be compressed to be between 10k and 50k. Larger images that take up more than half your computer screen should be no larger than 50k to 150k (maybe 200k to 250k for full width high impact sliders).

If you follow these basic guidelines, and use a graphic design software like *Photoshop*, the quality and file sizes of images can be controlled and reduced without negatively affecting image quality.

ii) Classify file formats of various Multimedia files

File Formats of various multimedia files

The following is an outline of current file formats used for the production and delivery of multimedia data.

I. Text Formats

i) RTF

Rich Text Format is the primary file format introduced in 1987 by Microsoft with the specification of their published products and for cross-platform documents interchange.

ii) Plain text

Plain text files can be opened, read and edited with most text editors. Commonly used are Notepad (Windows), Gedit or nano (Unix, Linux),TextEdit (Mac OS) and so on. Other computer programs are also capable of reading and importing plain text. Plain text is the original and popular way of conveying an e-mail.

2. *Image Formats*

i) TIFF (Tagged Image File Format)

This format is common in desktop publishing world (high quality output), and is supported by almost all software packages. Recent versions of TIFF allows image compression, and the format is comfortable for moving large files between computers.

ii) BMP (Bitmap)

Initially this format is in use with Windows 3.1. It is quite large and uncompressed and hence BMP is used for high-resolution or large images.

iii) DIB (Device Independent Bitmap)

This format which is similar to BMP, allows files to be displayed on a variety of devices.

iv) GIF (Graphics Interchange Format)

GIF is a compressed image format. Most of the computer color images and backgrounds are GIF files. This file format is best suitable for graphics that uses only limited colors, and it is the most popular format used for online color photos. 13-bit Color look up table is used by the GIF format to identify its color values. This format is supported widely.

v) JPEG (Joint Photographic Experts Group)

JPEG was designed to attain maximum image compression. It uses loss compression technique, where a compression method is referred that loses some of the data required for

the image reconstruction. It works good with photographs, naturalistic artwork, and similar material but functions less on lettering, live drawings or simple cartoons.

vi) TGA (Tagra)

It is the first popular format for high-resolution images. TGA is supported by Most of the video-capture boards.

vii) PNG (Portable Network Graphics)

An extensible file format for the less loss, portable and well compressed storage of raster images. PNG acts as replacement for GIF and also replaces multiple common uses of TIFF. PNG works good with online viewing applications like worldwide web. So it is fully streamable with best display option.



3. Digital Audio File Formats

i) WAV (Waveform Audio File Format)

It is the most popular audio file format in windows for storing uncompressed sound files. In order to attain the reduced file size it can also be converted to other file formats like MP3.

ii) MP3 (MPEG Layer-3 Format)

MPEG Layer-3 format is the most popular format for storing and downloading music. The MP3 files are roughly compressed to one-tenth the size of an equivalent WAV file.

iii) OGG

A free, open source container format that is designed for obtaining better streaming and evolving at high end quality digital multimedia. It can be compared to MP3 files in terms of quality.

iv) AIFF (Audio Interchange File Format)

A standard audio file format used by Apple which is like WAV file for Mac.

v) WMA (Windows Media Audio)

It is a popular windows media audio format owned by Microsoft and designed with Digital Right Management (DRM) abilities for copyright protection.

4. RA (Real Audio Format)

Real Audio format is designed for streaming audio over the Internet. The digital audio resources are usually stored as computer file in computer's hard drive or CD/DVD. Besides the variety of audio file formats available, the most common formats are wave files (.WAV) and MPEG Layer-3 files (.MP3), WMA and RA.



Figure 4.10 Digital Audio File Formats

5. Digital Video File Formats

i) AVI (Audio/Video Interleave)

AVI is the video file format for Windows. Here sound and picture elements are stored in alternate interleaved chunks in the file.

ii) MPEG (Moving Picture Experts Group)

MPEG is a standard for generating digital video and audio compression under the International Standards Organization (ISO) by the group of people. The group has developed MPEG-1, the standard on which Video CD and MP3 are based, MPEG-2, the standard that supports products as Digital Television set top boxes and DVD, MPEG-4, the standard for multimedia and mobile web. MPEG-7, the standard for search of audio and visual content. Research on MPEG-21 "Multimedia Framework" has started in 2000. Simply MPEG is the standards for digital video and audio compression.



Figure 4.11 Digital Video File Formats

Multimedia Formats

- Import — import a video file as well as metadata.
- Export — export video and audio data to video files.
- "MP4" — MPEG-4 Part 14 video format (.mp4)
- "AVI" — Microsoft AVI format (.avi)
- "FLV" — Adobe Flash video files (.flv)
- "QuickTime" — Apple QuickTime multimedia container (.mov)

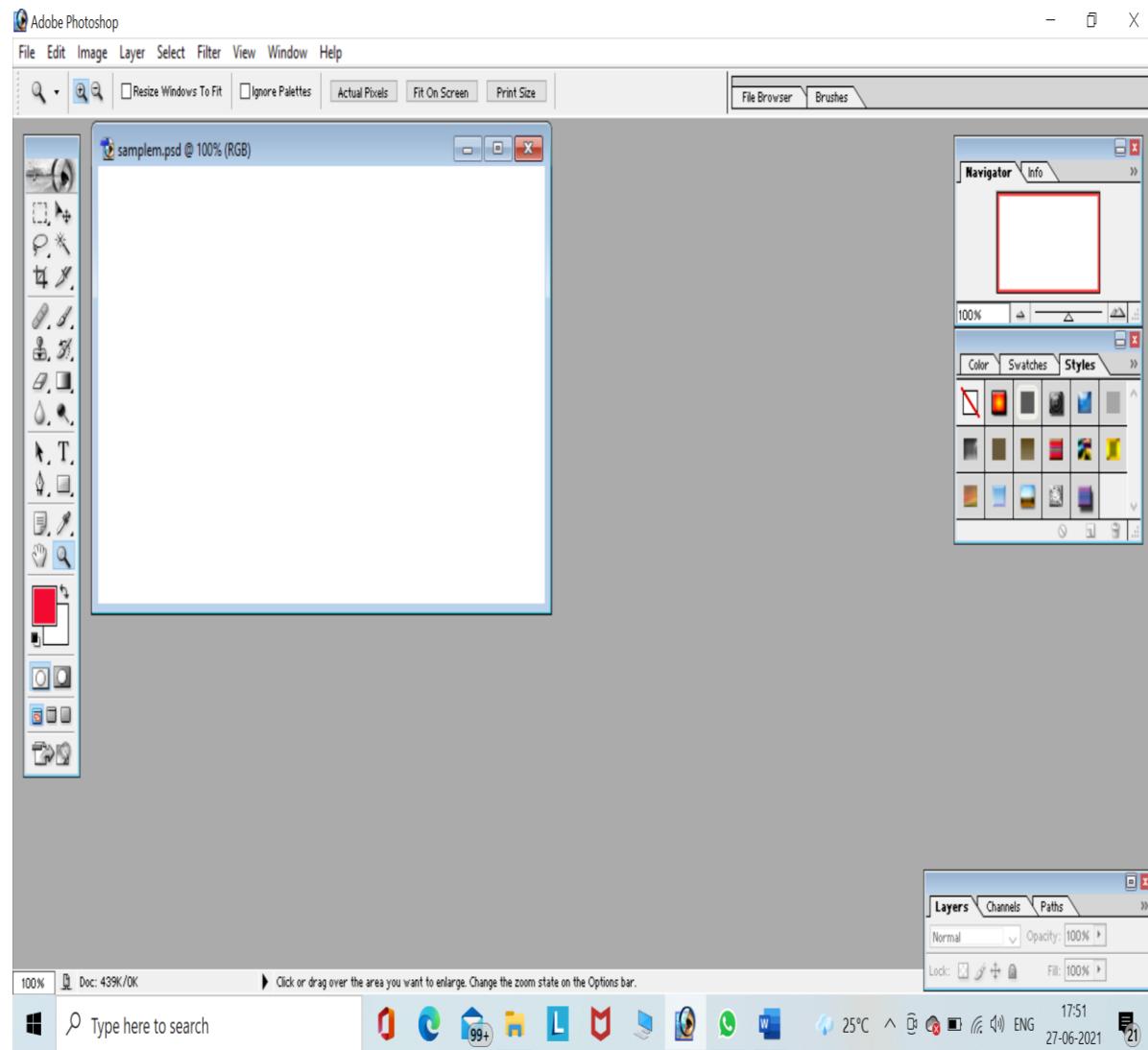
- ii) Import an image from the browser / Picture folder and place it on the workspace.
- iii) Click and drag the image on the work space.
- iv) Scale the image up and down.

i) Practice setting the canvas on the workspace for different requirements.

STEP 1. Go to adobe photoshop 7.0 .

Step2. Go to file menu. Click on New then new file will be opened.

Step3. Give name to that file. And make proper settings for canvas.



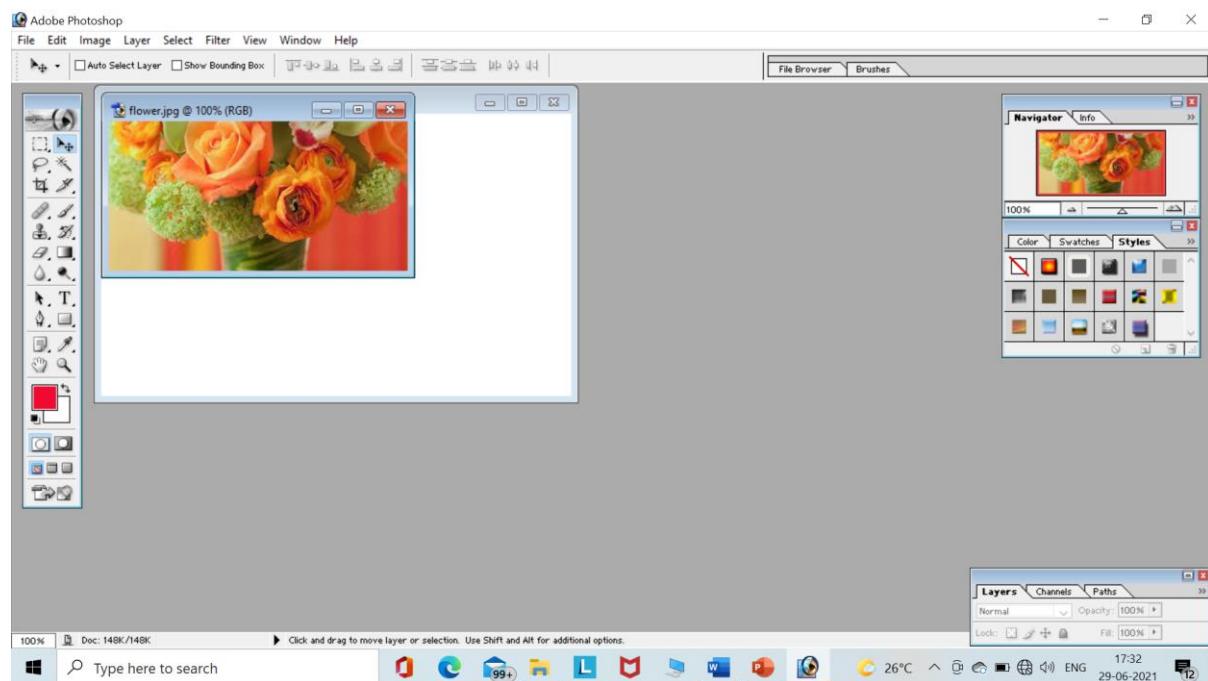
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Step3. Give name to that file. And make proper settings for canvas.

Step4. Go to file browser and select picture and drag the image on canvas.



iii) Click and drag the image on the work space.

STEP 1. Go to adobe photoshop 7.0 .

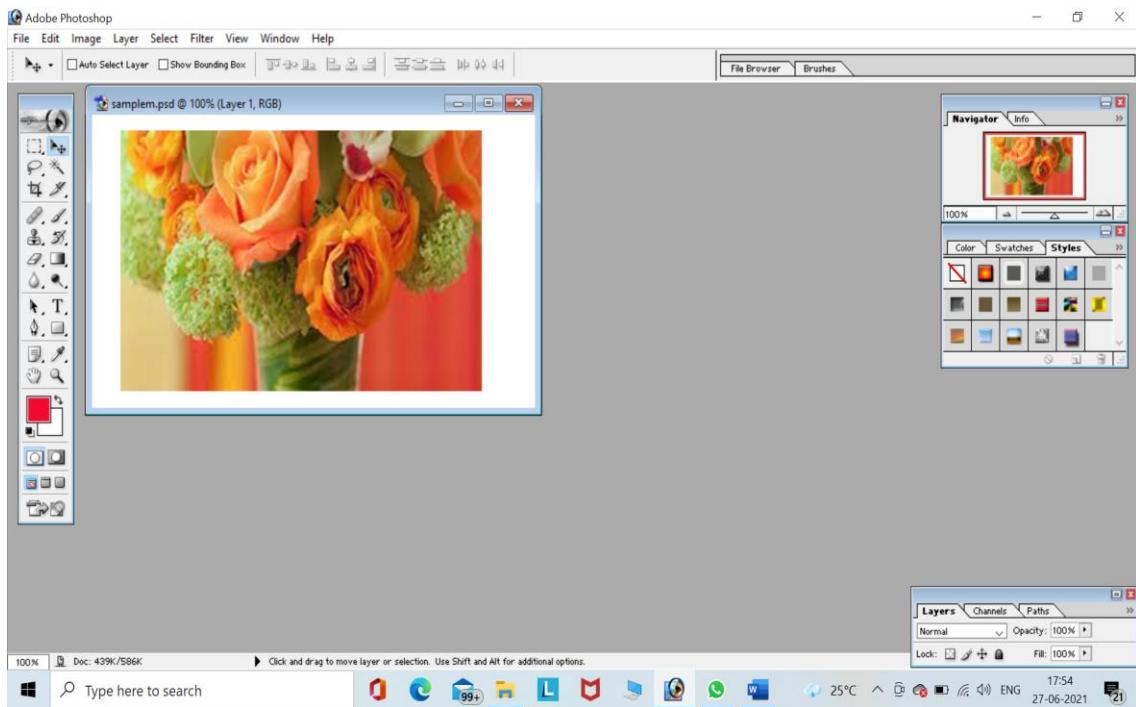
Step2. Go to file menu. Click on New then new file will be opened.

Step3. Give name to that file. And make proper settings for canvas.

Step4. Go to file browser and select picture and drag the image on canvas or use ctrl+c to copy the image and Ctrl+v to paste the image.

Step 5. Use Rectangular Marquee tool to select the image. Use MOVE Tool

to place the image on workspace



iv) Scale the image up and down.

STEP 1. Go to adobe photoshop 7.0 .

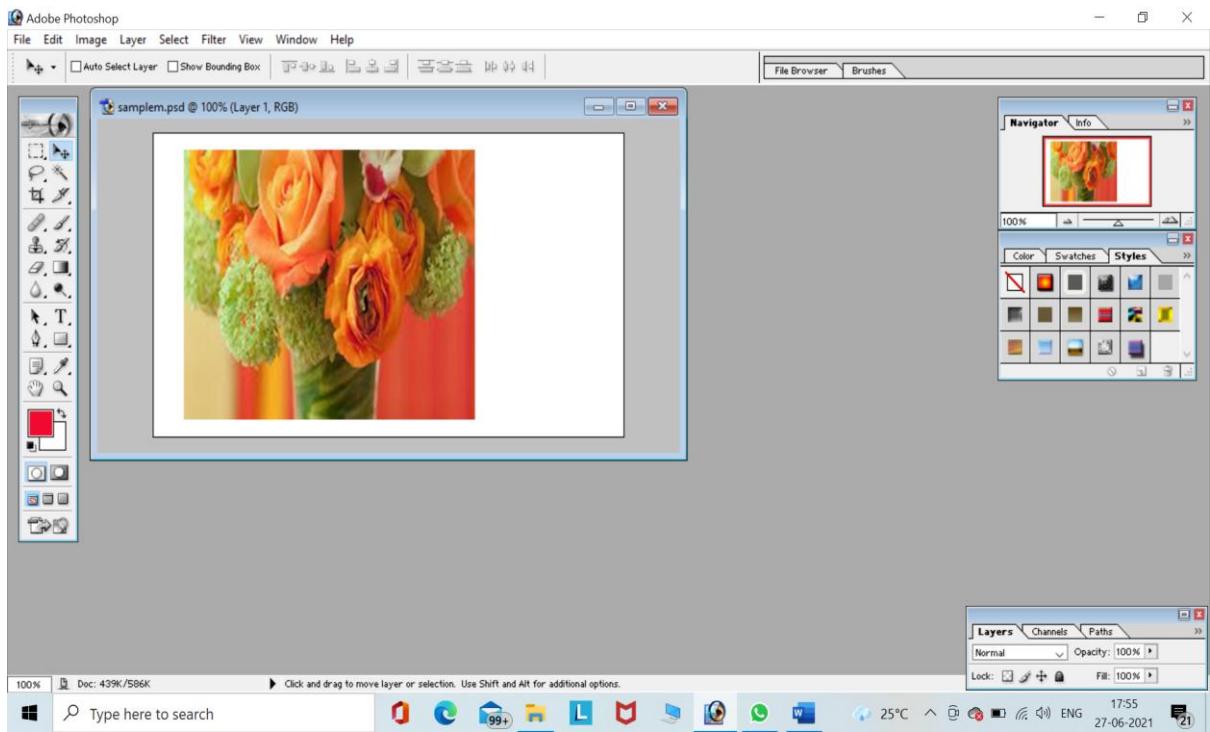
Step2. Go to file menu. Click on New then new file will be opened.

Step3. Give name to that file. And make proper settings for canvas.

Step4. Go to file browser and select picture and drag the image on canvas.

Step 5. Use Rectangular Marquee tool to select the image. Use MOVE Tool to place the image on workspace.

Step 6. Go to edit menu and use transform tool and select scale tool and make appropriate changes



4 Design a Greeting card. Use different Layers for image and text.

1. Open Adobe Photoshop -> File -> New -> Enter Width 400 and Height 200 for the visiting card.
 1. Select the Rectangle Tool in the Tool Bar and Draw on the half of the work area - >Color it.
 2. Repeat the same for remaining half -> use different colors to color.
 3. File -> Open -> Select an image of your choice -> Select the image (CTRL+A) -> using Move Tool bring it to the work area and Resize using Transform Tool (CTRL+T) -> Enter.
 4. Select the Text Tool and type text of your choice.
 5. Apply the text Font Size, Color and Style of your choice.

OUTPUT



DEPARTMENT OF POST

N RAMESH M.A.,B.ed.

DEPUTY POST MASTER MANDYA H.O

PLI/RPLI FIELD OFFICER

F / O CODE:-KNDE/1455

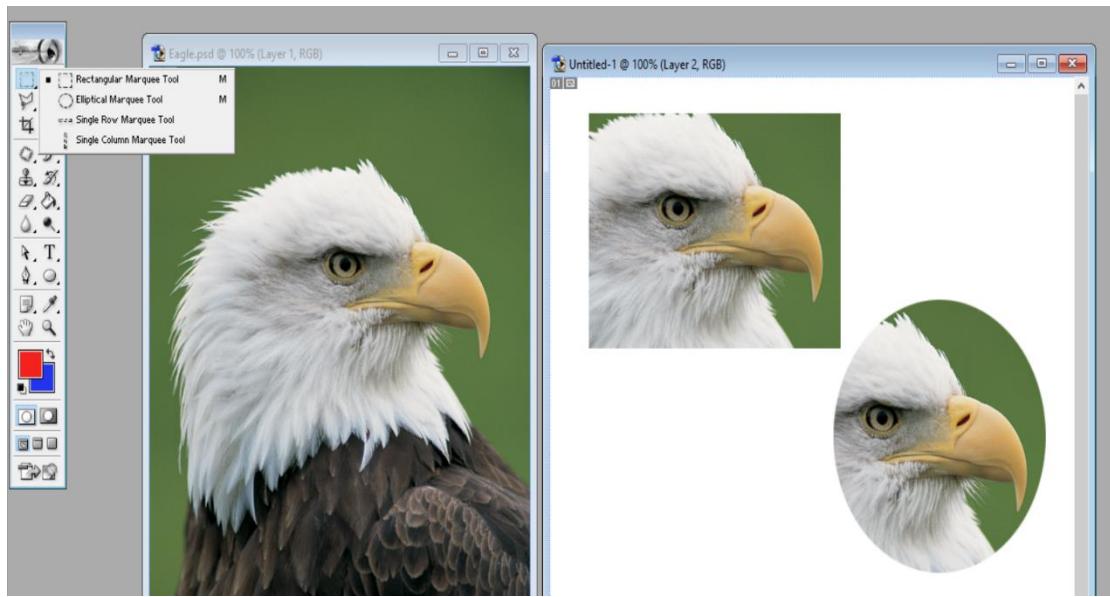
CONTACT NUMBER-8453928090

MAIL ID - rammee565@gmail.com

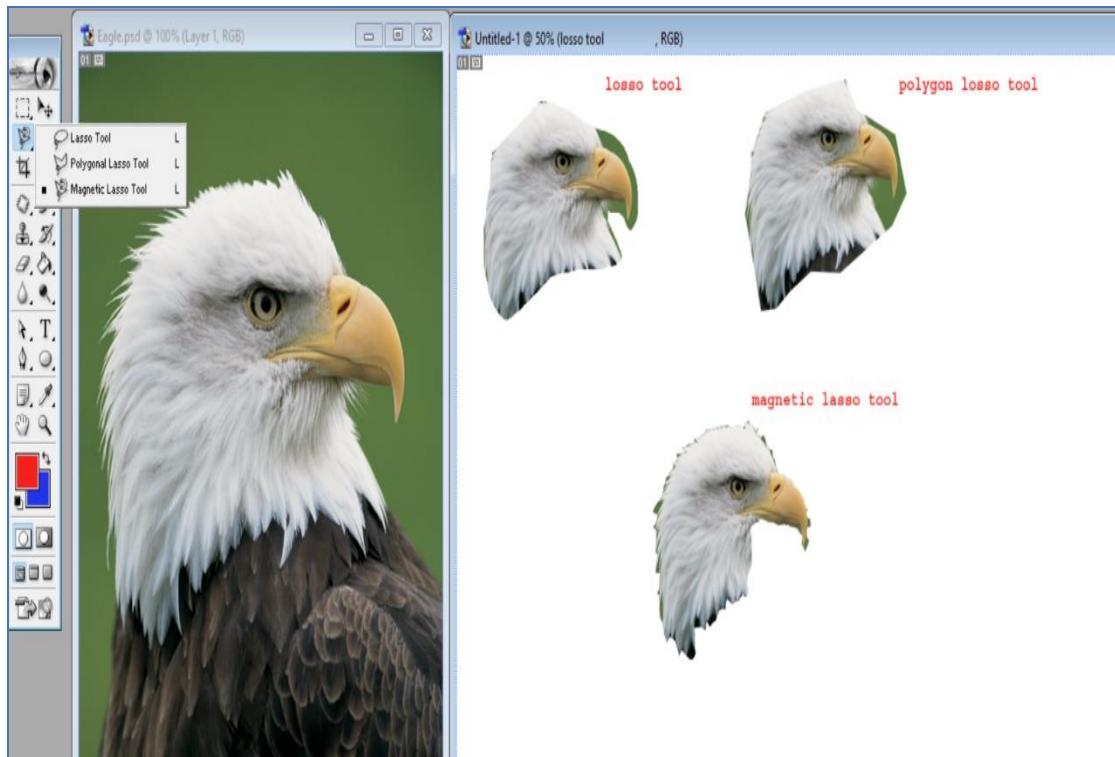
5 Practice using different Selection tools.

There are many different selection tools in Photoshop we will learn some important selection tools them.

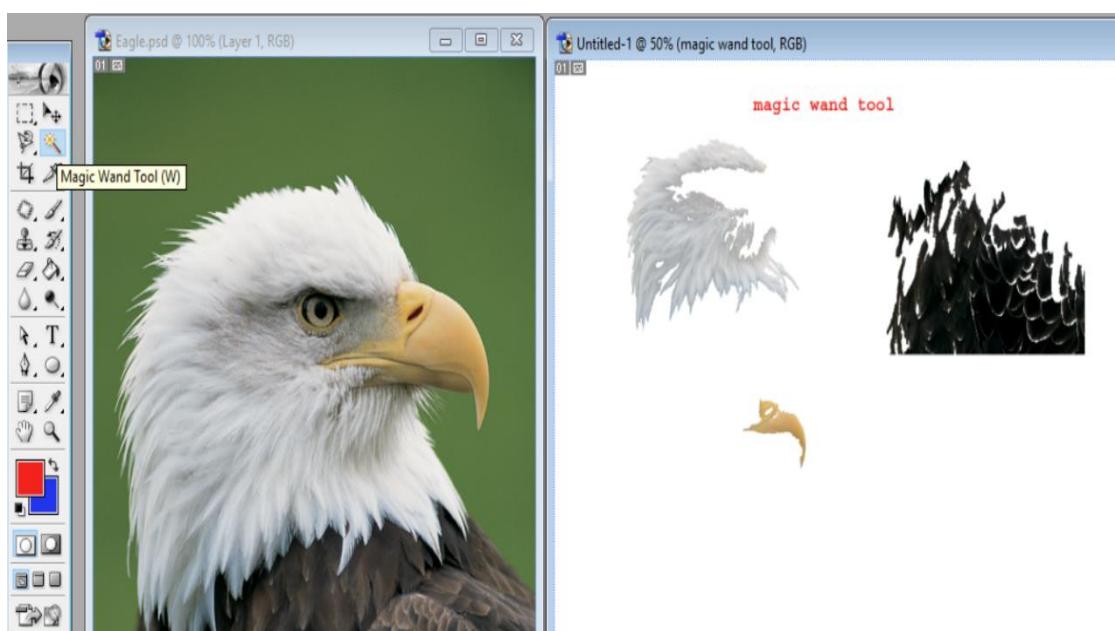
- i) Open Adobe Photoshop -> File->New-> Enter **Width 500** and **Height 500** for the work area.
- ii) **File -> Open** ->Select a image of your choice use the following tools
- iii) Select Rectangular Marque tool select the area in the image. Now select move tool to move it another image
- iv) Select Elliptical Marque tool select the area in the image. Now select move tool to move it another image
- v) Out put for Rectangular marquee tool and Elliptical marquee tool



- vi) Select Lasso tool select the area in the image. Now select move tool to move it to another image
- vii) Select Polygonal Lasso tool select the area in the image. Now select move tool to move it to another image
- viii) Select Polygonal Lasso tool select the area in the image. Now select move tool to move it to another image
- ix) **Out put**

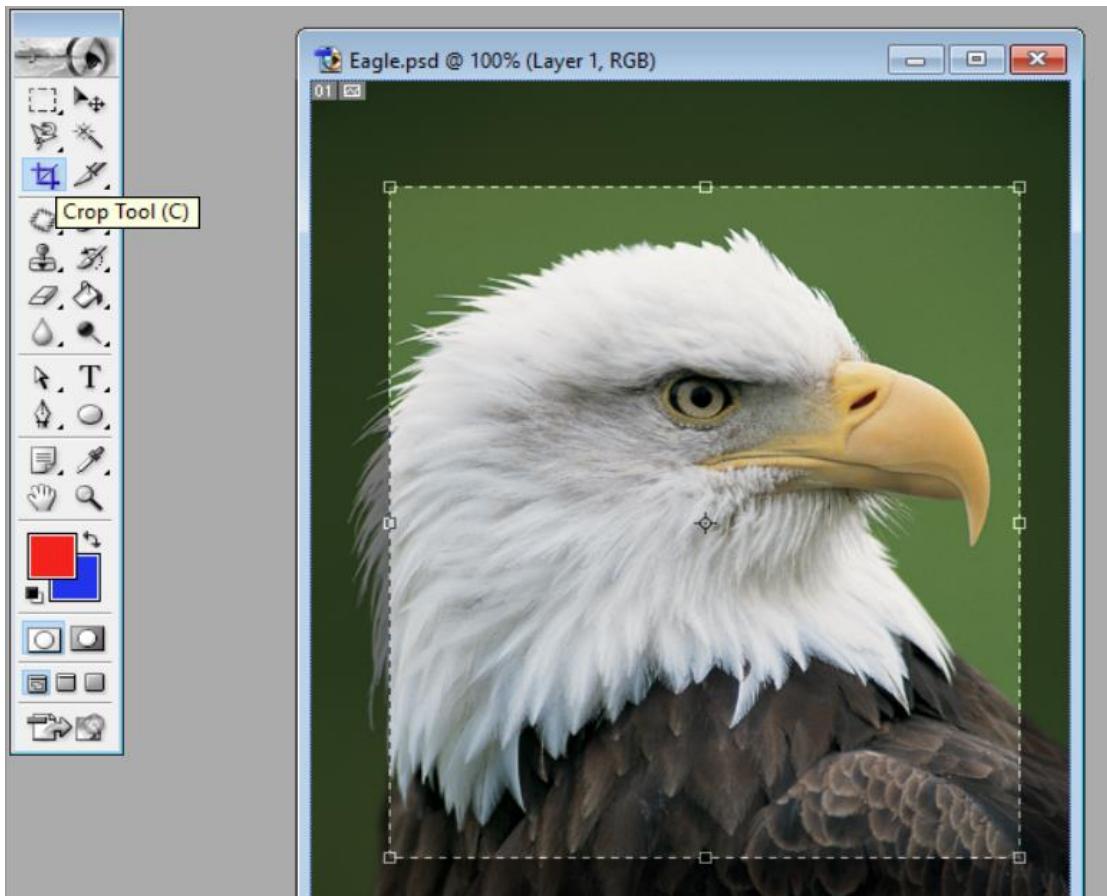


- x) Select Magic Wand tool select the area in the image. Now select move tool to move it to another image
- xi) Output:



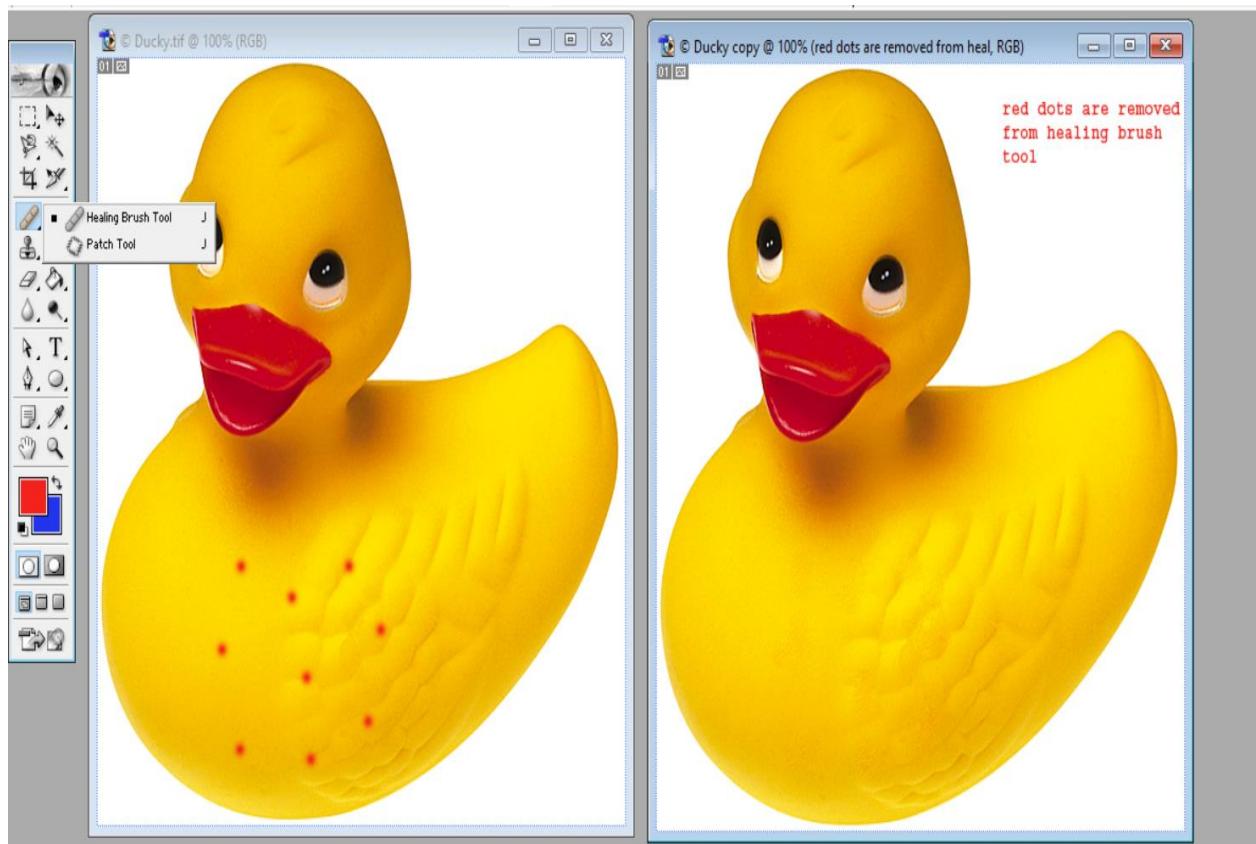
- xii) open the image and select the crop tool, now select the area u want crop, press the enter key will get the cropped area

output

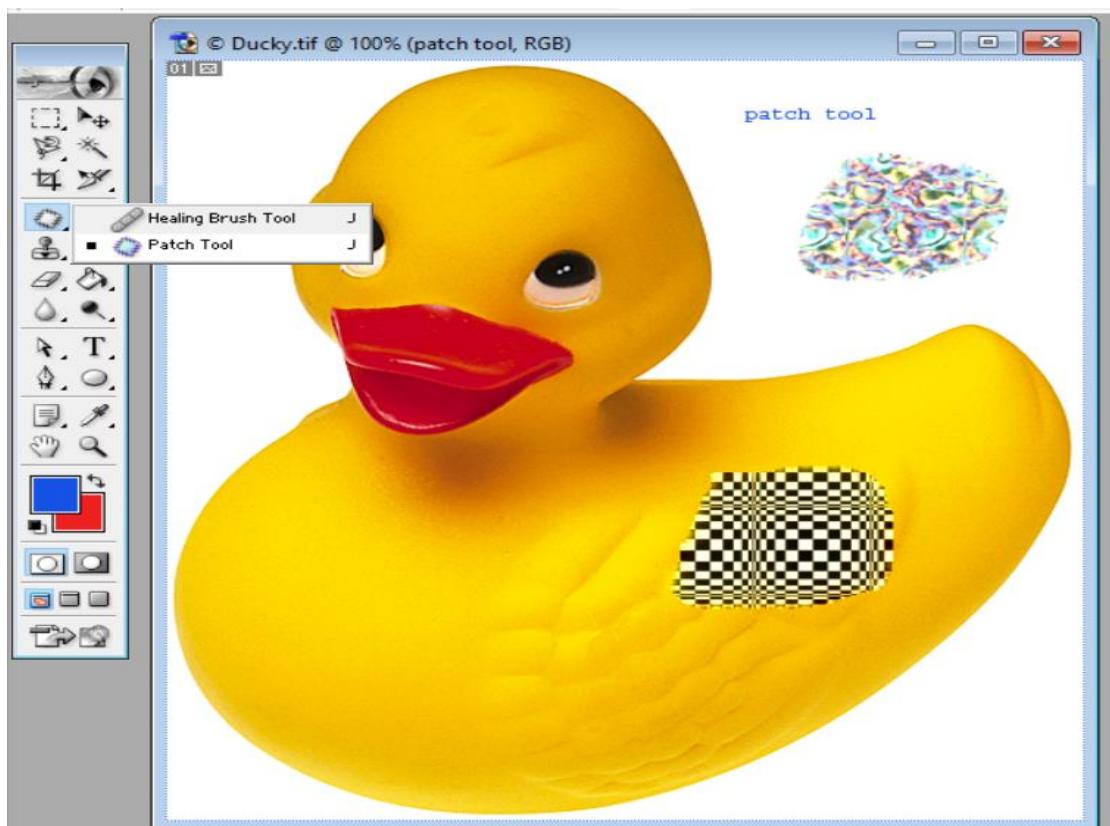


6 Practice using different painting tools.

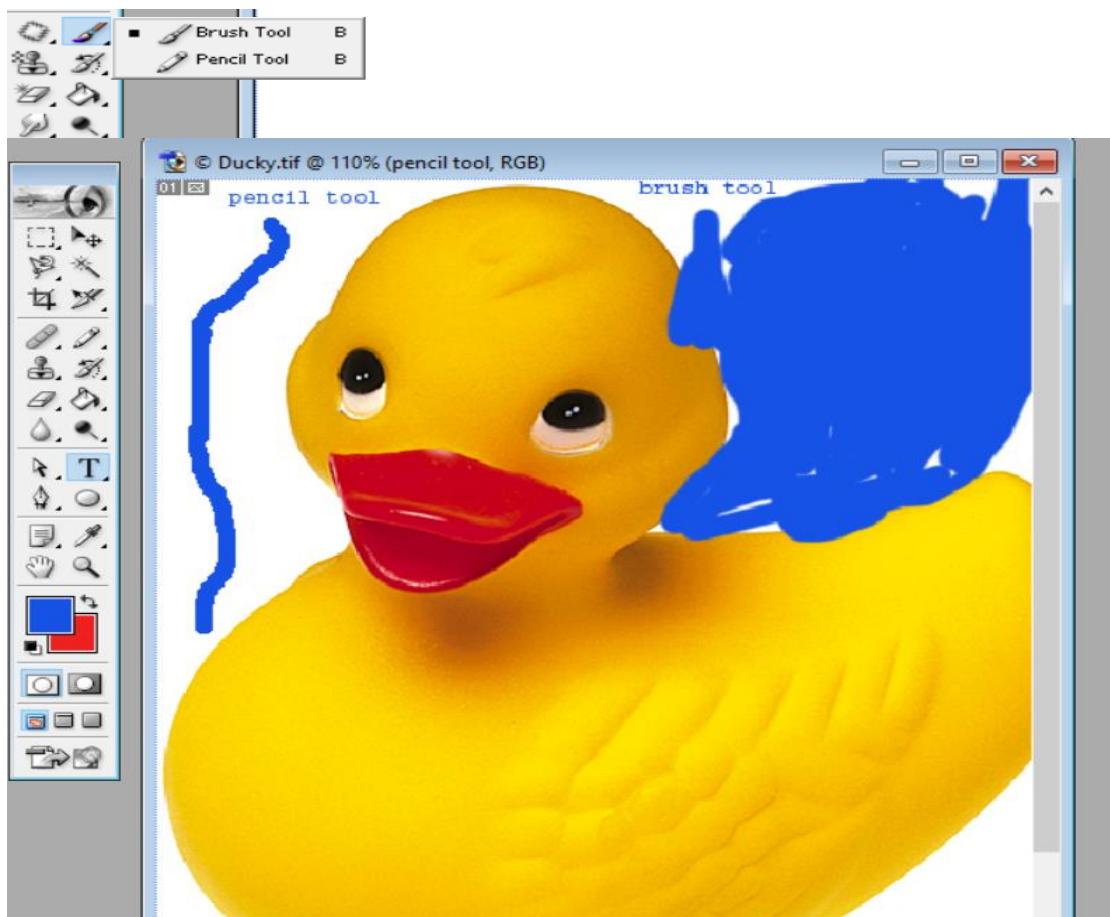
- 1. Open Adobe Photoshop -> File->New-> Enter Width 500 and Height 500 for the work area.**
- 2. File -> Open ->Select a image of your choice, use the following tools**
- 3. Select the Healing Brush Tool and press alt+enter key and remove the patches present on the image as in blow image.**



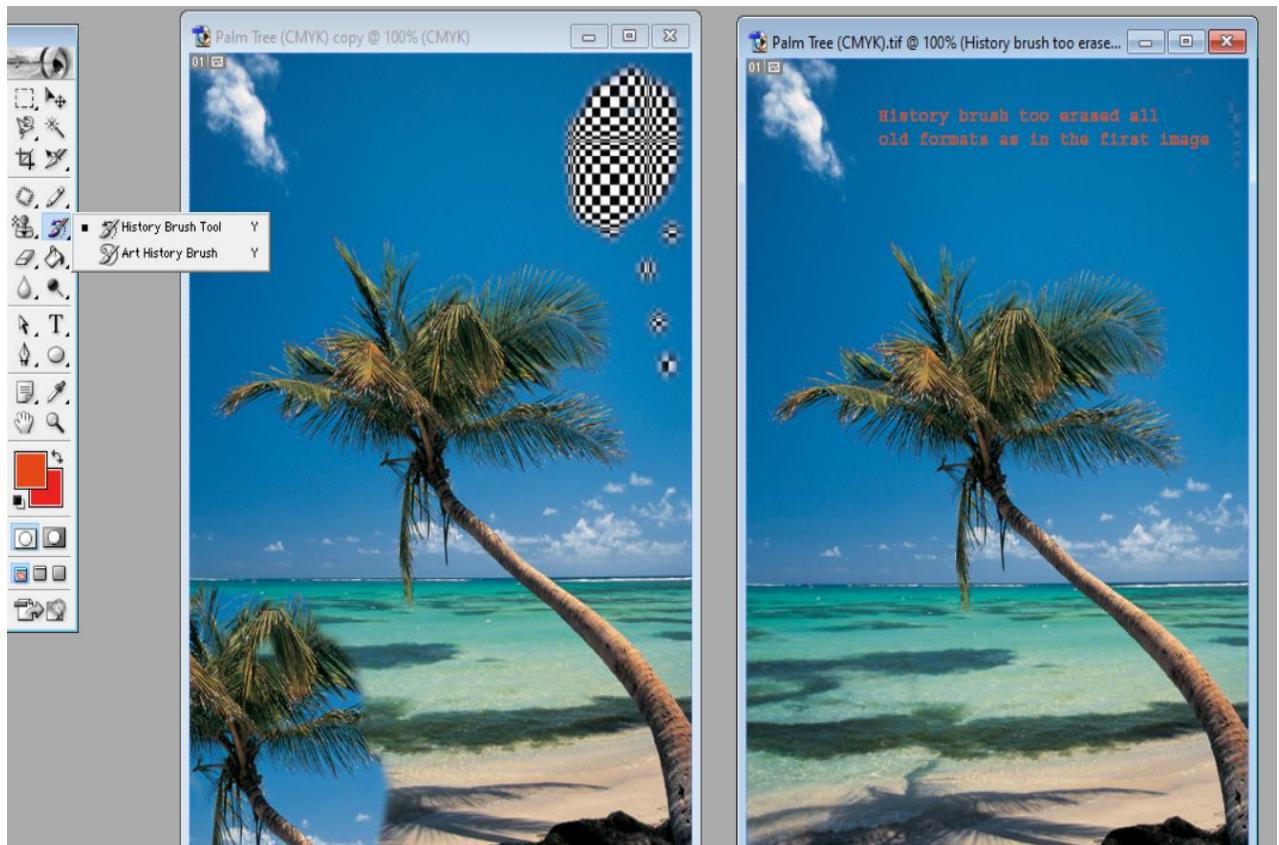
- 4.Select patch tool and select pattern and place the cursor where you want as blow.**



5. Select Brush Tool and Pencil Tool from Tool box and also color you want draw where ever you want on image as below.

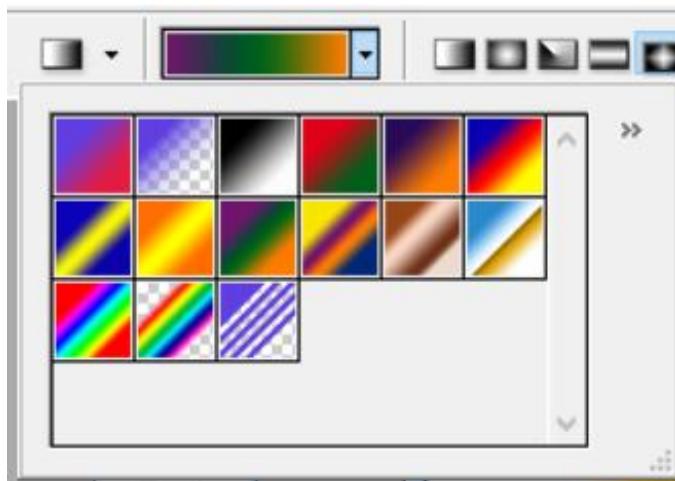


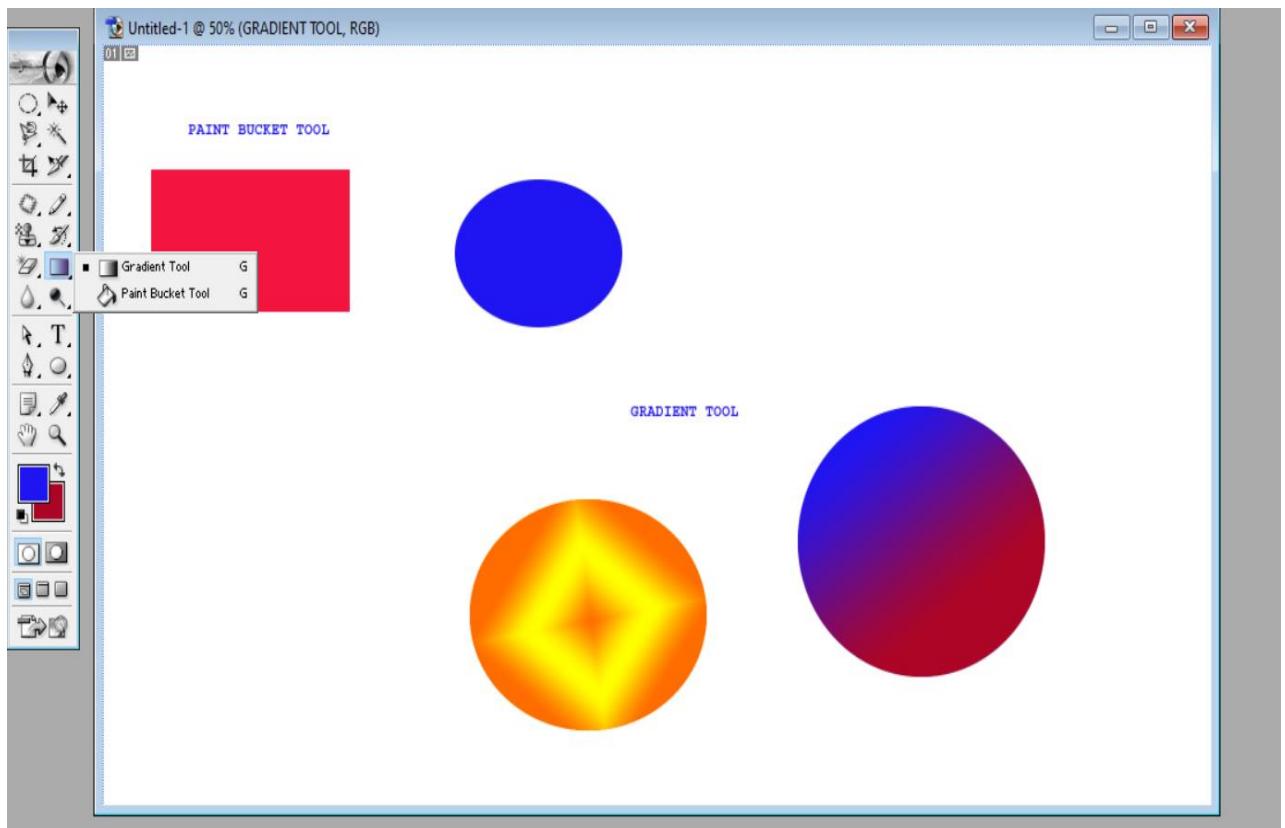
6.Select the history Brush tool from tool box and erase all formats made previously as in blow image



7.Select Rectangular and circle shapes from tool box draw the in photo shop, now select the Paint bucket Tool from tool box fill color on circle and Rectangular shapes.

8.Select the Circle Shape From Tool Box and draw the cilce and select the Gradient Tool from Tool Box drag the curser on circe and you can also select the different formats for Gradient as below





7 Restore old monochrome photos to a new one. Apply suitable colors.

Step 1 : Open the image in Photoshop.

The first thing you need to do is open your software and open the file of the photo you want to repair.



Step 2 : Crop, straighten, or rotate the image.

Next, you need to crop your photo before beginning work as you do not want Photoshop to take into consideration information in the photo.

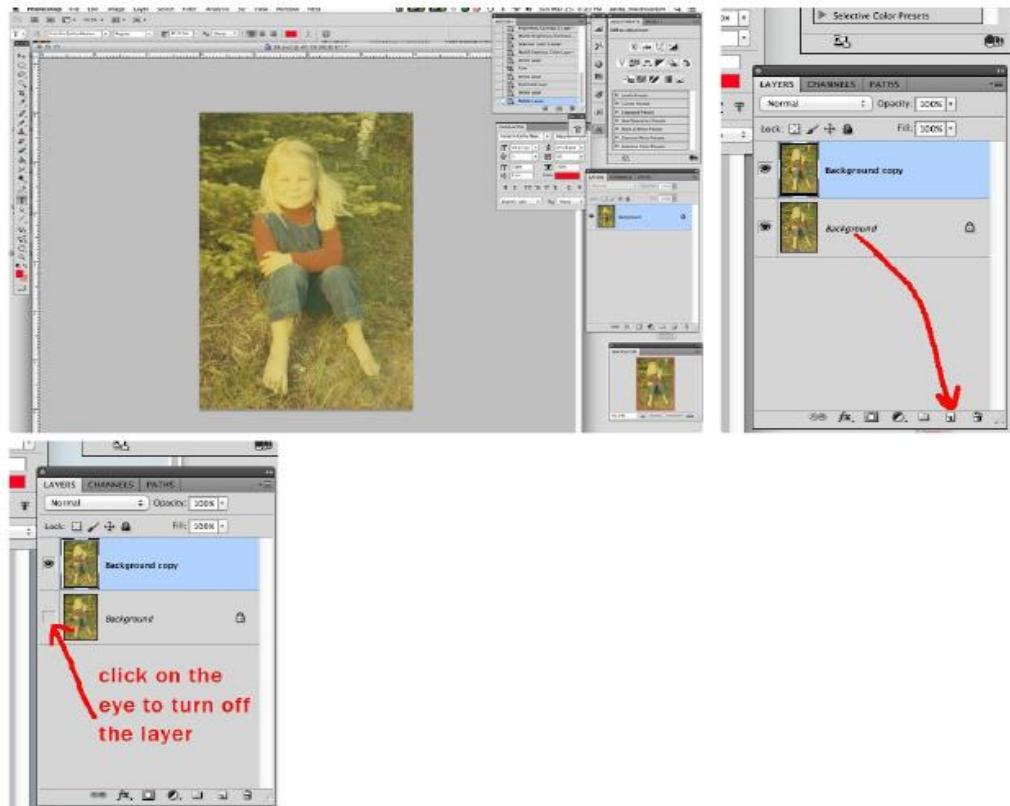
Select the crop tool on the left tool panel and adjust the settings on the top menu bar for the width and length.



Step 3: Copy the layer

Your image will open with the layers panel showing the original file with the default title of "Background" layer.

So, first we will copy this layer by dragging the "Background" layer down to the copy layer icon on the bottom of the panel, and it will create a copy of the "Background" layer and rename it "Background Copy." Now, turn off the original "Background" layer by clicking on the "eye" next to the layer to hide it for now.



Step 4 : Levels Adjustment

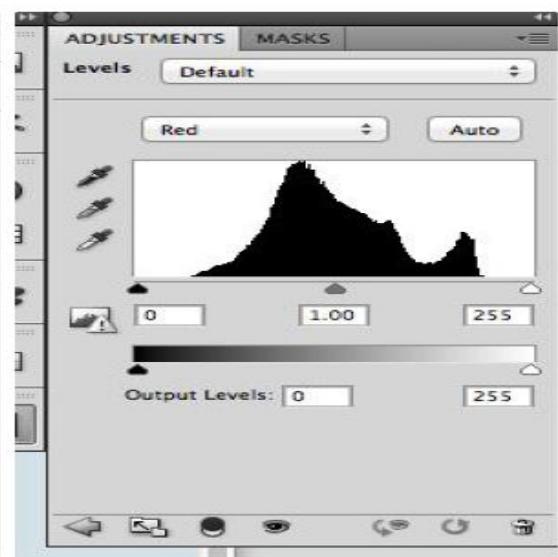
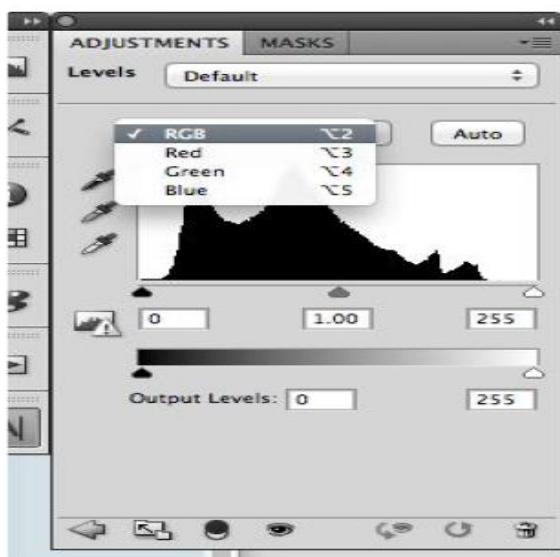
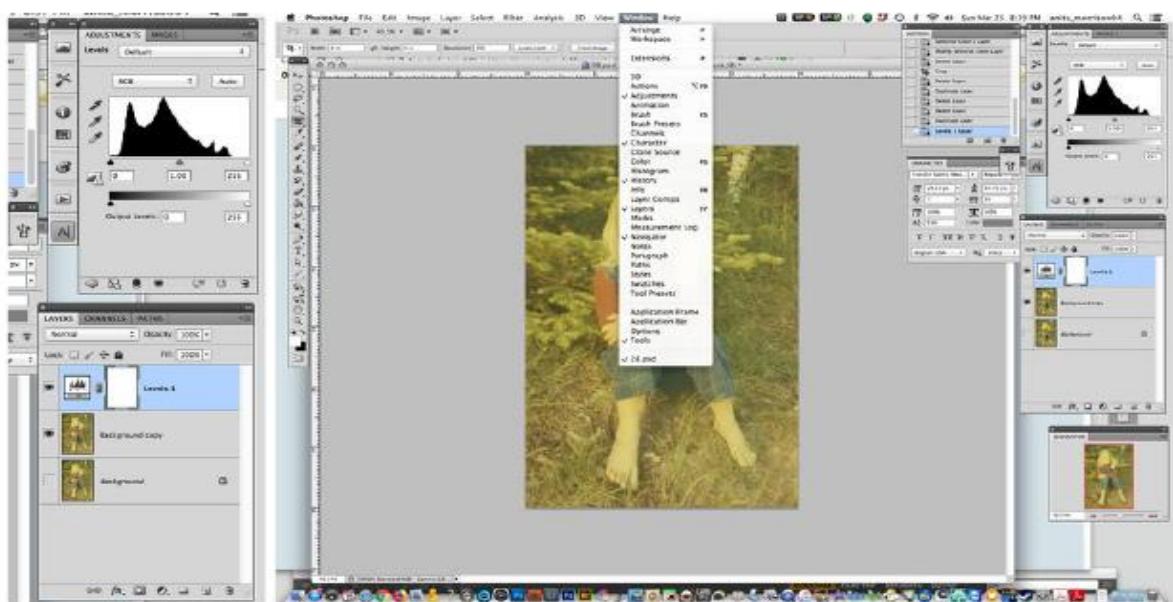
Let's make a levels adjustment layer to sit on its own on the top of the layer stack so it will affect the layers below it. You should also see the levels adjustment panel appear up above in your panels.

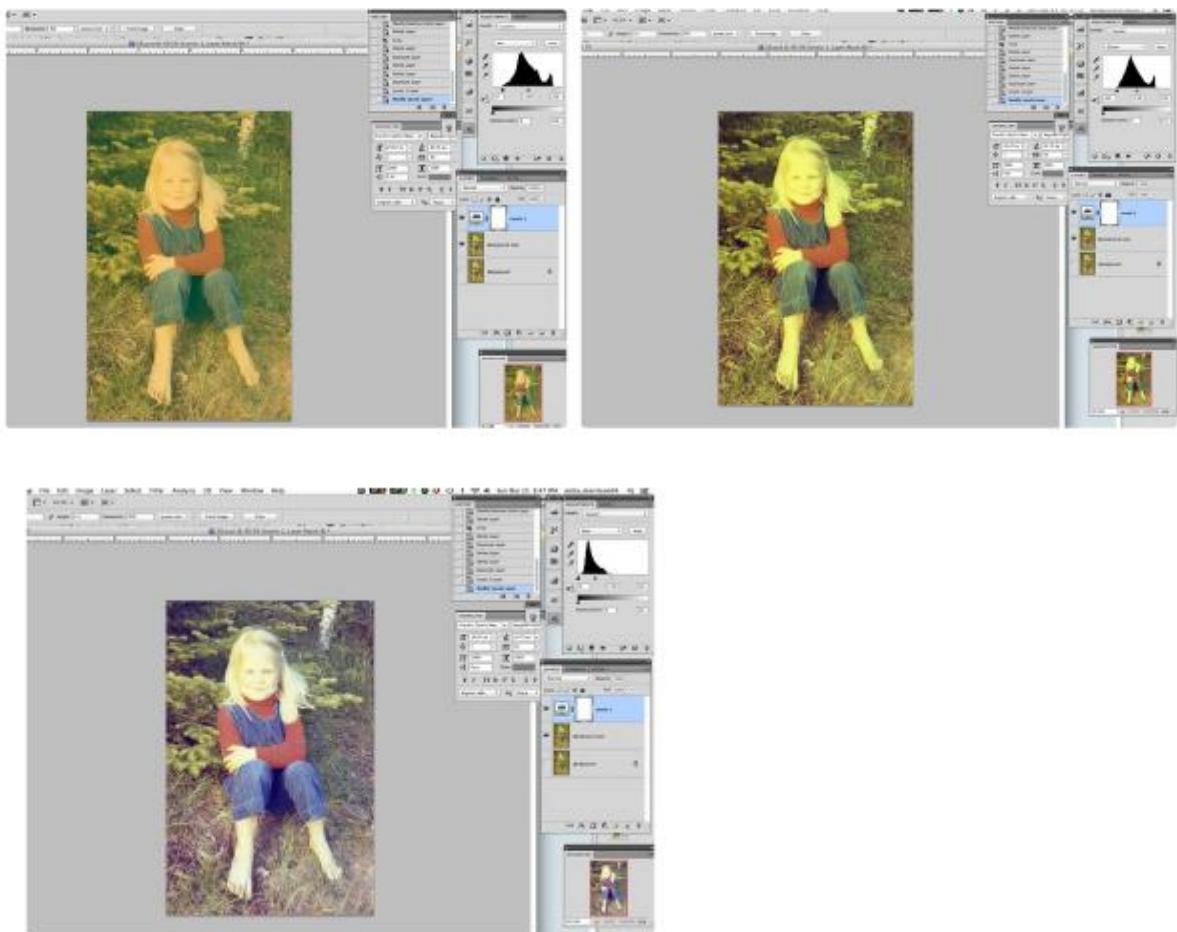
If you don't see it, go to the "windows" menu at the top menu bar and select it in the drop down menu.

Next you are going to make adjustments to the separate color channels in the levels adjustment panel. If you click on the "RGB" icon, it will drop down with the red, green, and blue channels to choose.

Click on the "red" channel first. This will bring up the red channel's histogram (graph) and the adjustment buttons for this channel. Slide the far left (black) button towards the center until it hits the edge of the graph and then pull the far right button (white) into the center until it also hits the other edge of the graph.

Do this same thing on each of the other channels for green and blue.



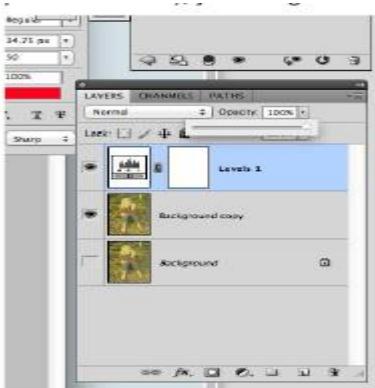


Step 5: Adjusting the Adjustment.

Once you have made the adjustments to each channel, you may find that the result is a bit too contrast for you.

You can reduce the opacity of the adjustment layer. With the adjustment layer highlighted (in the above picture it is blue), you can go to the "opacity" slider just above the layer and move the slider a bit to the left to reduce the affect of the adjustment layer on the layer below it.

This is the beauty of Photoshop as it allows you to perform tasks on separate layers that you can then decide how much each layer affects the ones below it. If you want to reduce the adjustment, just move the slider a bit to the left and make the affect less than 100%.



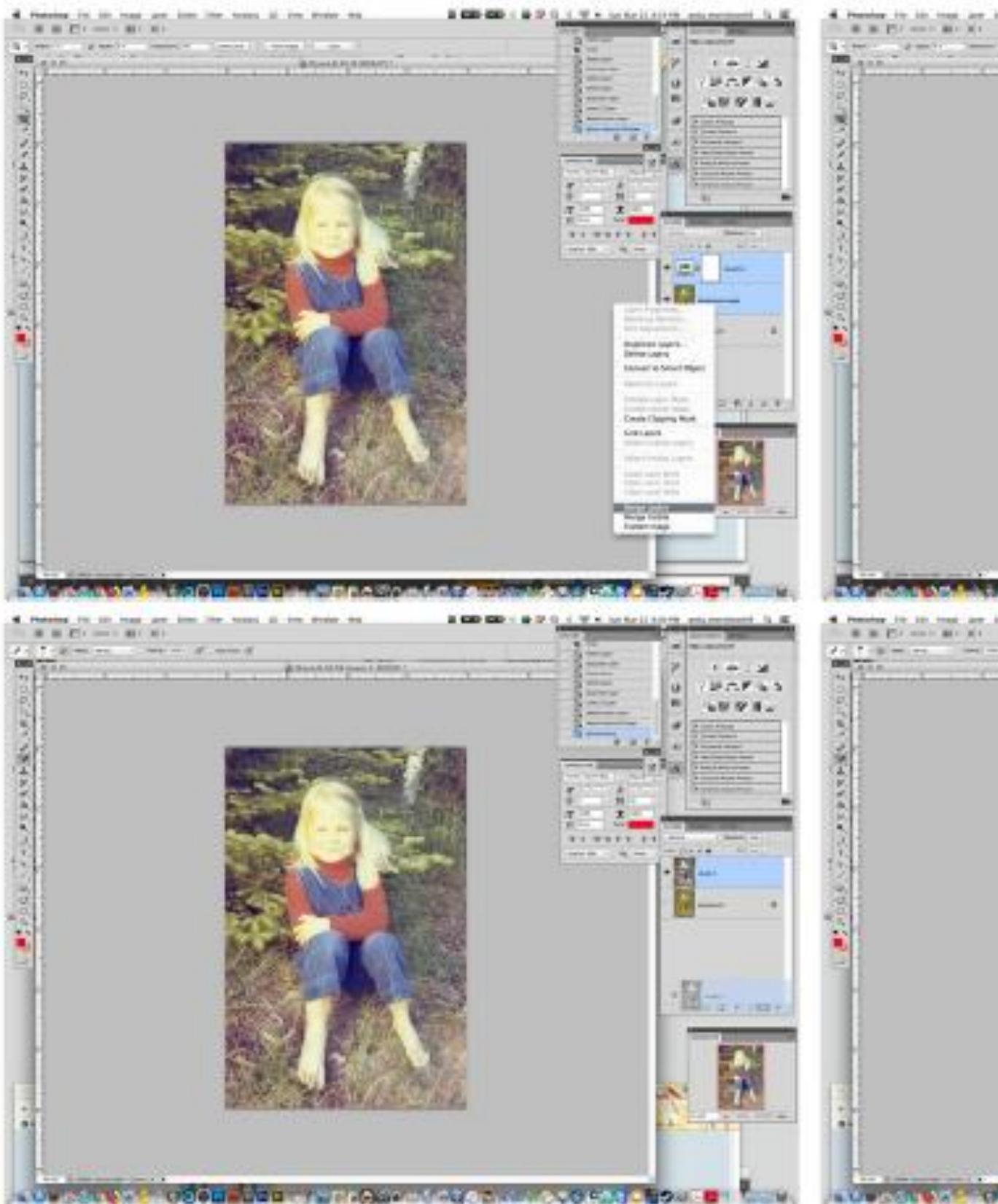
Step 6 : Adding Some Shadows or Highlights.

To make this simple, we are going to merge the two layers we are working on to go forward with the next step. Highlight the adjustment layer, and while holding the shift key, click on the layer below it. Then click on the small arrow on the top right menu to get the drop down menu to select "merge layers." This will merge the two highlighted layers together.

Since the highlights and shadows adjustment cannot be done on its own layer we will copy our layer so that we can keep it separate anyway. Click and drag the layer called "levels 1" to the copy icon down on the bottom of the panel, and it will create a copy of the layer on top of the layer stack. So now, we will make the adjustment to this layer and still have our levels 1 layer unaffected by the change in case we need to reduce the effect with the opacity slider again or delete it altogether.

With the top layer (levels 1 copy) selected, go to the top menu bar and select Image>Adjustments>Shadows/Highlights.

This will make a Shadows & Highlights adjustment right on this layer. First move the amount slider in the Shadows all the way to the left. Then move the Highlights amount slider slowly to the right and watch the affect on your image. Stop when you have just enough of the highlights reduced and bring back some contrast.



Step 7: Final Adjustment

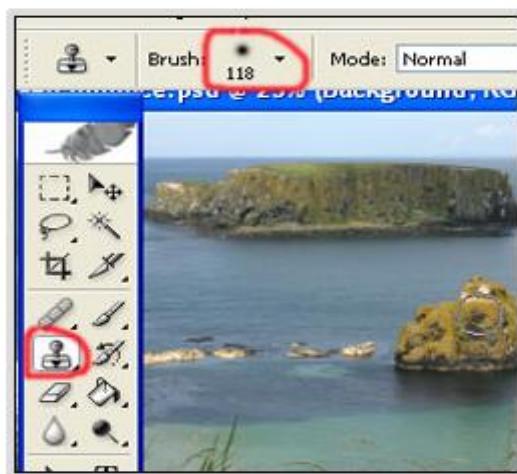
We will merge these top two layers like we did before. Again, you might save your document before merging these layers.

When merged, you may want to make a final tweak by adjusting the overall color and adding a vignette to highlight the subject.

You can add a color balance adjustment layer. When you do this, the color balance adjustment panel will appear at the top where you can make an adjustment to the different colors.

8 Import a similar picture from the internet. Erase unwanted parts in the image, retouch old photos into new Color partially.

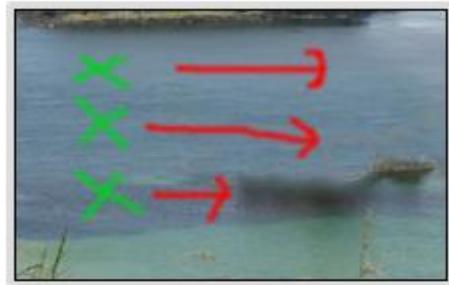
Step 1: Select the Clone Stamp Tool from the toolbar, pick a good sized brush and set the opacity to about 95%.



Step2 : Hold alt and click somewhere to take a good sample. (Wherever you take a sample, that's what your going to be drawing in place of the removed object).



Step 3 : Release alt and carefully click and drag the mouse over the item you wish to remove.



Step 4: Continue to repeat steps 2 and 3 until the unwanted object is completely gone. You might have to change techniques a little based on available places to take a good sample. With practice this tool is very valuable.



Completed Photo

Step 5: Erased unwanted parts in the image



Before Changes



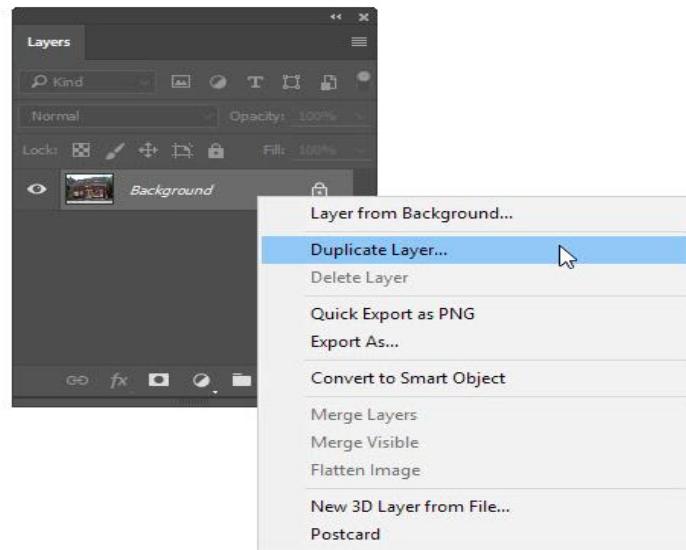
After Changes

Retouch old photos into new and color partially.

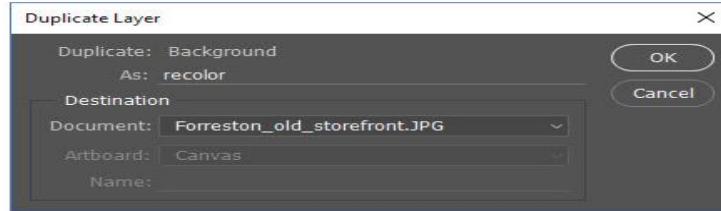
Step 1 : In this image of an old storefront, the color of the facade needs to be changed from red to green.



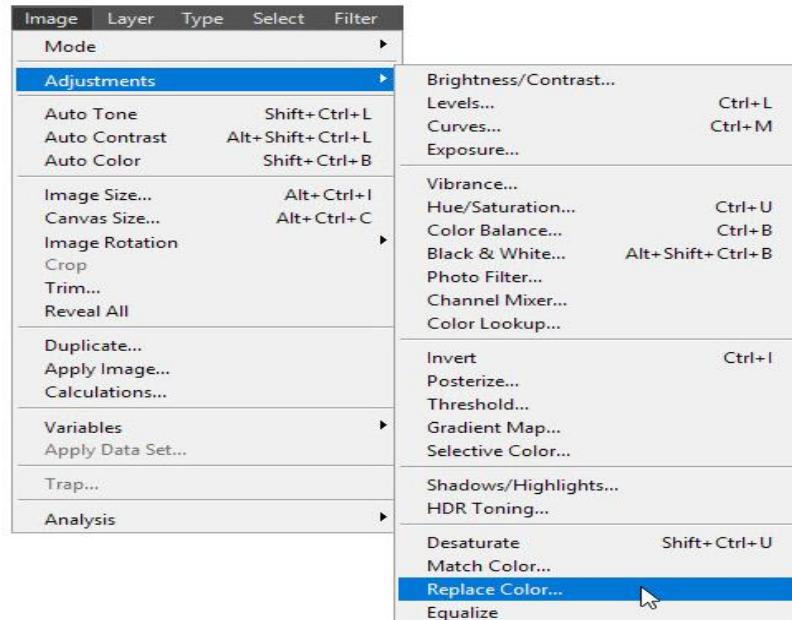
Step 2: Before changing the color, duplicate the layer by going to the Layers Panel, right-clicking (PC) / Ctrl-clicking (Mac) on the layer, and choosing Duplicate Layer



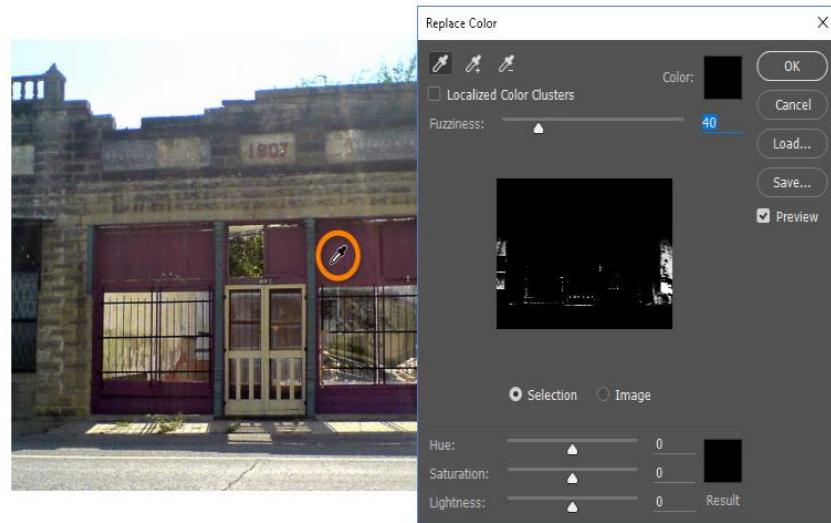
Step 3: Name the layer in the next dialog box and click OK



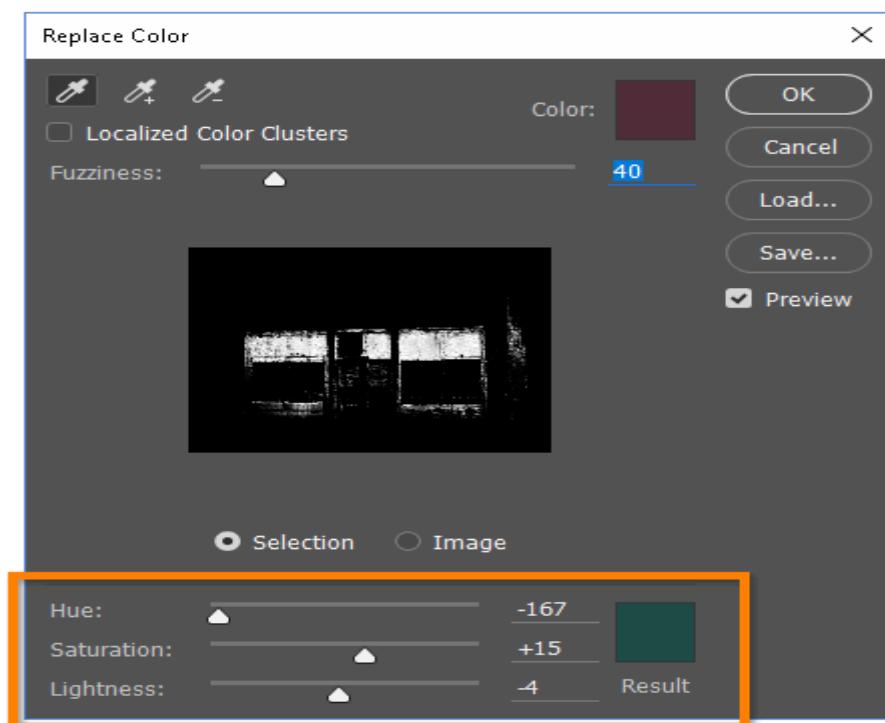
Step 4: Go to the Image menu, then to Adjustments, and choose Replace Color.



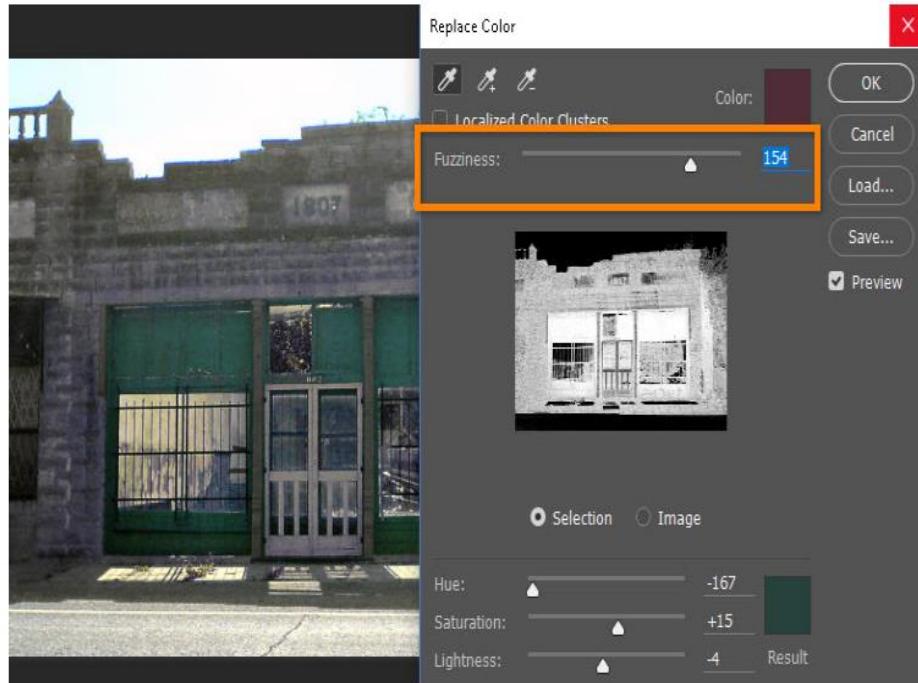
Step 5 : When the dialog box opens, the first step is to sample the color in the image you want to replace by clicking on it.



Step 6 : Now go to the Hue, Saturation, and Lightness controls to set the color you want to use as a replacement. You can also click the color swatch to open the Color Picker if you prefer.



Step 7: Fuzziness controls the tolerance, or range of color close to what you sampled on, that will be replaced. With Preview checked, experiment with moving the slider to see how the color is affected in the image. When satisfied, click OK.



Step 8 : The layer was duplicated before changing the color, the color replacement could be refined further by masking or erasing selected portions of the duplicate layer.



Retouching photo

Remove the unnecessary marks using a combination of the following:

- The Patch tool () to fix the larger areas.

- The Spot Healing Brush tool () for smaller, easy to remove scratches and small blotches.

TIP: To remove straight line scratches: click at one end, then Shift-click at the other end.

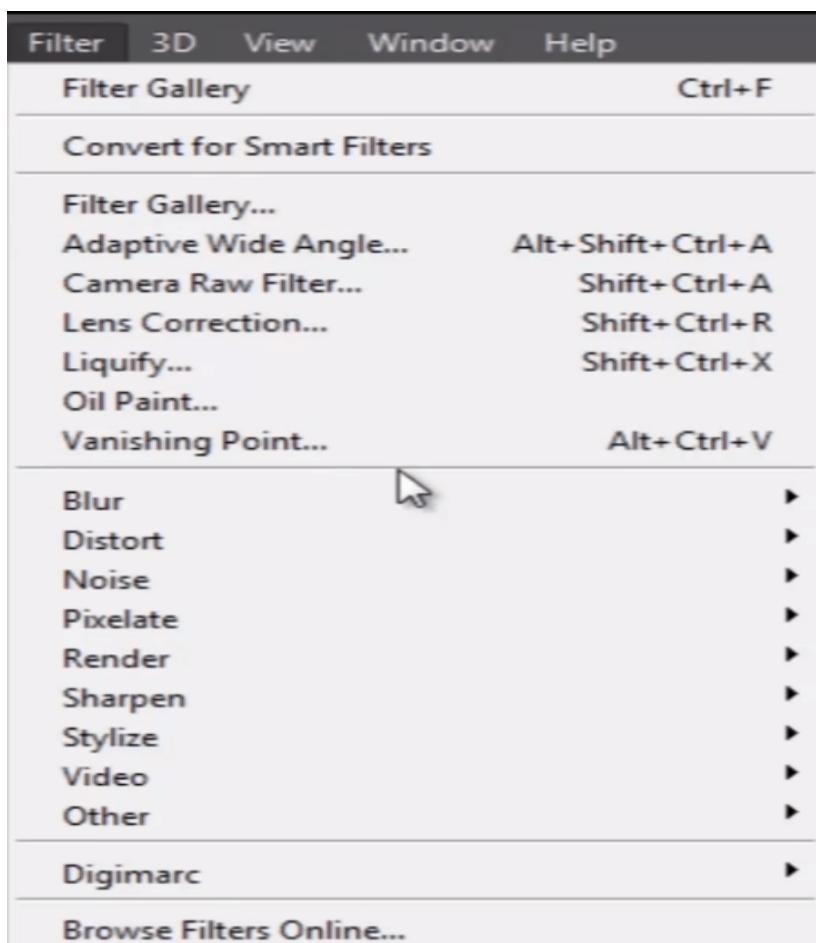
- The Healing Brush tool () for harder to remove scratches and blotches. – Make sure in the Healing Brush options at the top of the screen that Sample: is set to Current Layer and not All Layers. – To use the Healing Brush you Option-click or Alt-click on a part of the image that looks good, then paint over the bad area.

- An important step for this image is to use the Dodge () and Burn () tools to help redefine edges/hide scratch marks. Darkening an edge can define it and make it appear sharper. Use this technique to help define or even recreate details that have been lost.

9 Import a picture of a stationary motorcyclist. Apply suitable masking filters and background. The image should appear as though the motorcyclist is speeding fast.

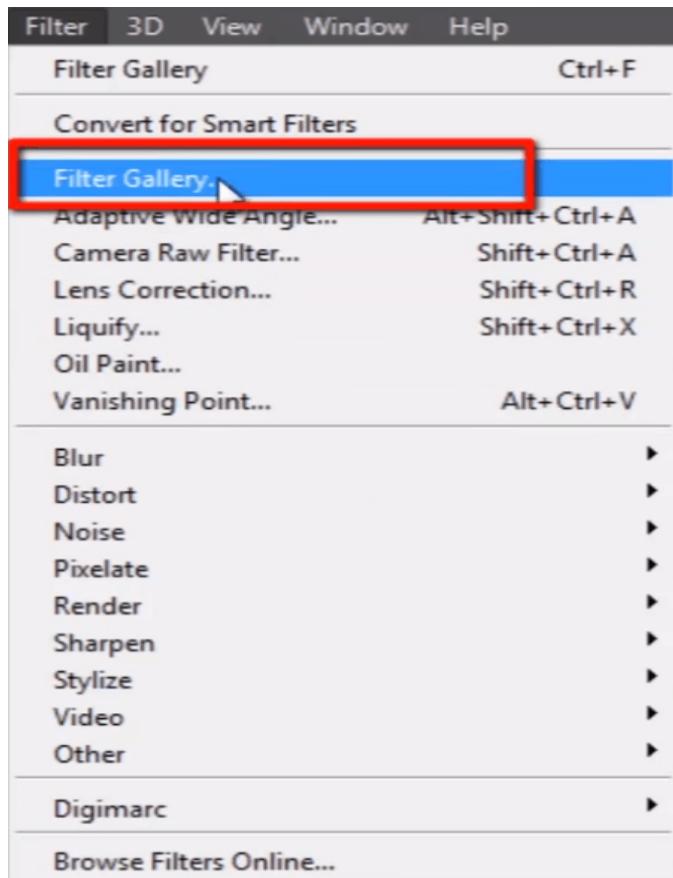
Filters

- Filters are like "layer styles" in [Photoshop](#).
- They have various types of combinations and effects which you can apply.
- There are number of designers who uses filter and work with them very deeply and come up with many creative combinations and images.
- To Apply a filter from the Filter Menu, go to "filter" menu, we have a bunch of different categories of filters.



- Filter Gallery is the option where we can see the preview of all the effects of filters before we apply them.

- just click on the filter, which you want to apply on image.
- we can see the preview of every filter effects on the image in preview panel.
- You have to experiment with every filter to find proper effect for your image, because filters give different output for every different image.

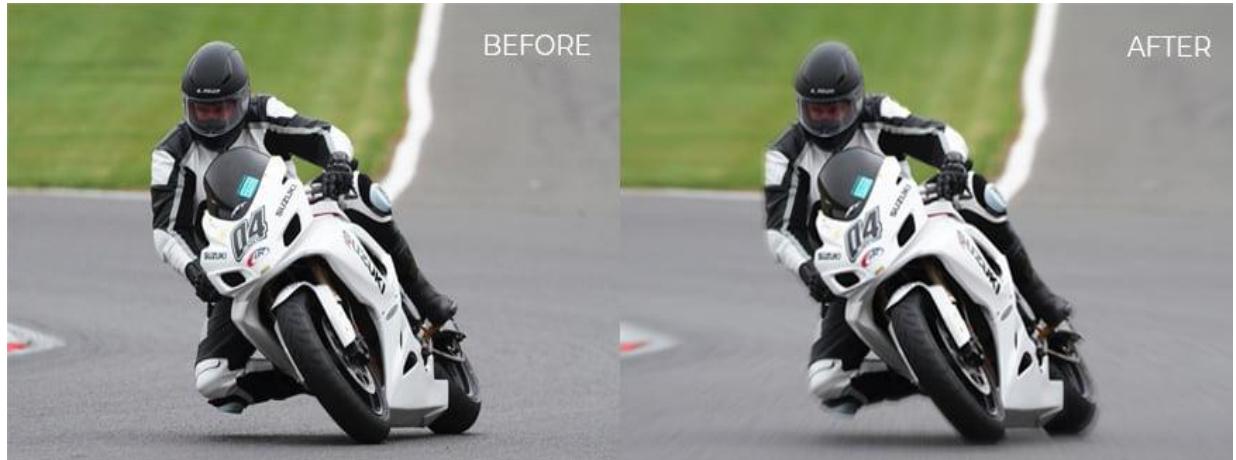


Blur types

- Photoshop has different blur methods like Gaussian Blur, Motion Blur, or Radial Blur, and each one of these creates its own unique effect.
- In this experiment, we will talk about the **Radial Blur**. Its main characteristic is that it applies a motion effect from a given point that works as a center. From there the blur can spin around it, or converge the lines moving inwards/outwards from it.
- This can emulate the effect of you spinning the camera or moving the zoom during the exposure time.

- It can also produce a feeling of [radial balance](#), depending on the subject on which it's used.

Creating a Radial Blur Effect in Photoshop

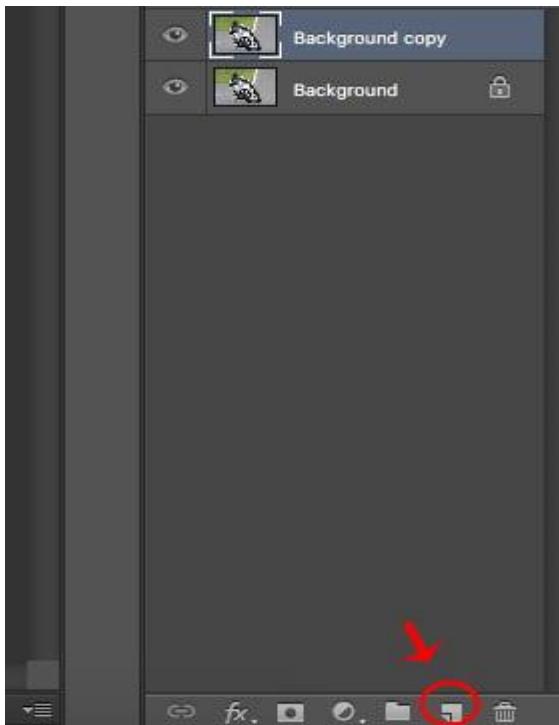


Step 1: Duplicate your Background

- Let's go through the process together, step-by-step, using the sample image above.
- Open your image in Photoshop. This by default will appear as a locked background layer.
- It's always good practice to keep this one intact just in case.
- So, to make your edits on a separate layer you should start

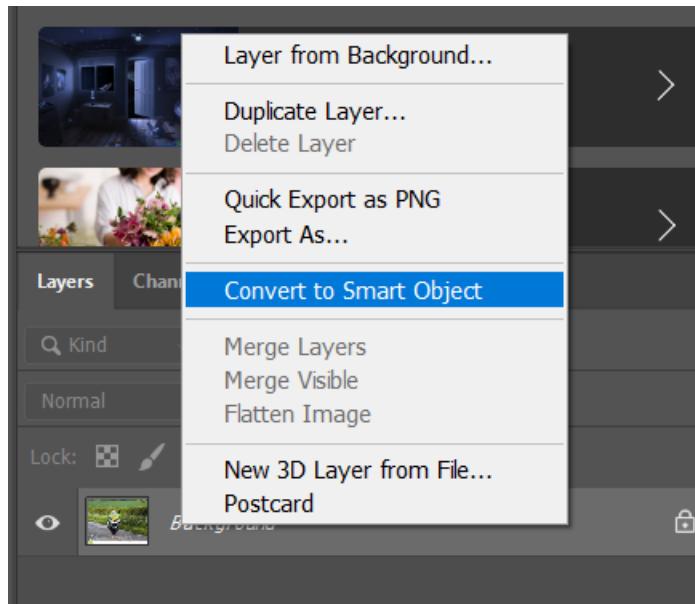
by duplicating the original image on a new layer.

- To do this you can drag the background layer to the New Layer button at the bottom of the Layers panel.
- Alternatively, you can go to the Layers menu and choose Duplicate Layer.



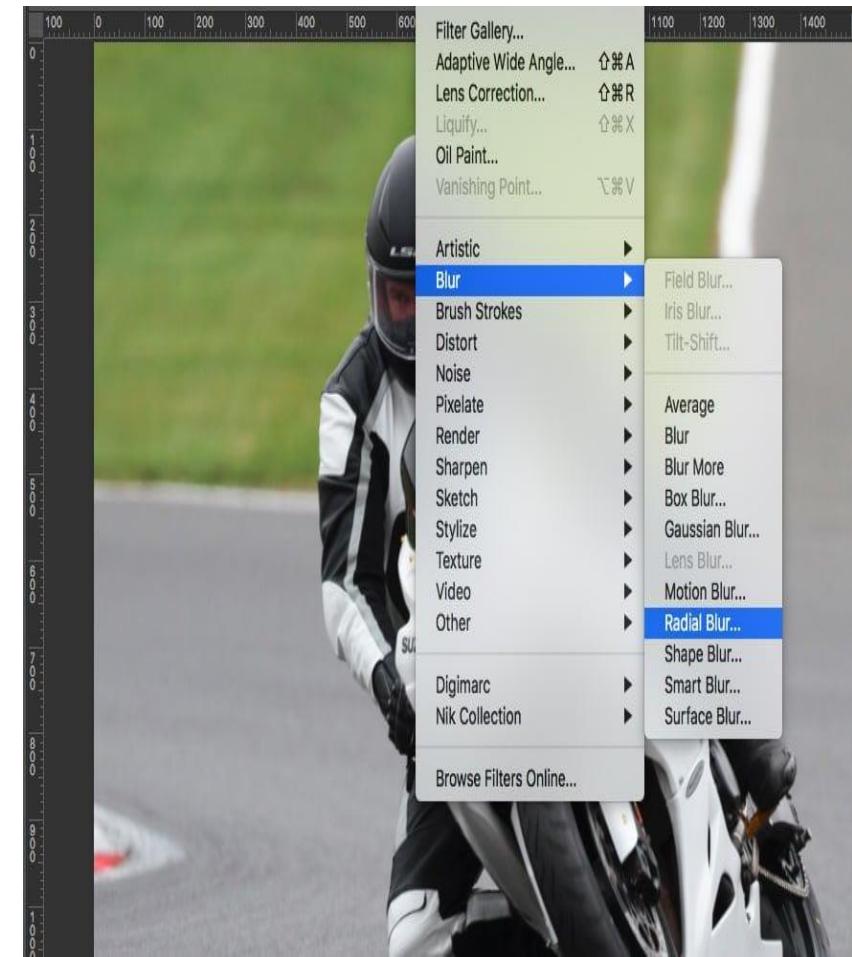
Step 2: Convert to Smart Object

- Photoshop has different types of layers to work with. There are raster layers, vector layers, adjustment layers, etc. In this case, you need a Smart Object.
- Each type of layer has its specificities. The Smart Object is special because it keeps the source content.
- This allows you to come back and edit the layer as many times as you want non-destructively. This includes the filters that you apply to them because they become Smart Filters.
- To change a layer into a Smart Object you just have to right-click on it, and from the menu that opens up pick the option Convert to Smart Object.
- Another way to do it is by going to the menu Filters and choosing Convert for Smart Filters. You can easily recognize the layer because Smart Objects have a small square in the corner of the thumbnail.



Step 3: Apply a Radial Blur

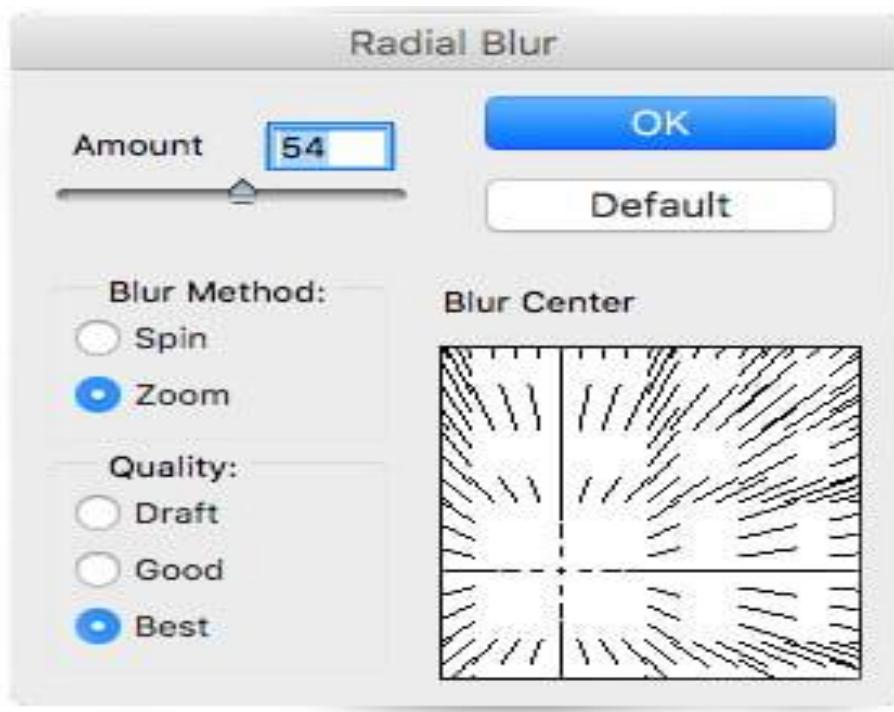
- Ok, now that your layer is a Smart Object, any filter that you apply will be a Smart Filter. So, go to the menu Filters and open the Blur options and choose Radial Blur.
- This will open a pop-up window that gives you control over the settings of the filter.
- unlike many other tools in Photoshop, the Radial Blur doesn't have a preview option.
- Because of this, you're going to 'blindly' set the first settings or accept the default ones and start adjusting from there.



Step 4: Adjust the Radial Blur Settings

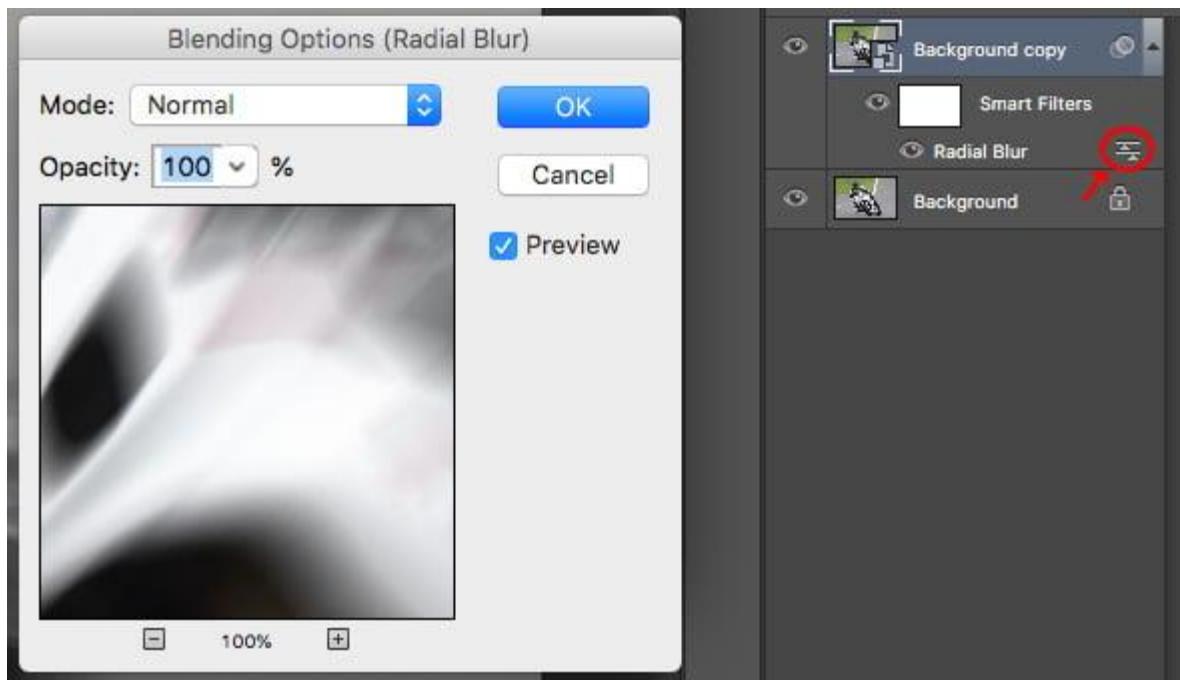
- From the Radial Blur dialogue box, you can control all the settings. The square represents your image where you can set the origin point of the blur.
- To adjust the position, just click and drag. In there you can also see some lines that represent the final effect.
- Then, on the top left-hand side, you have a slider to control the Amount value. Move it left and right and see how the lines in the square change from small dashes to continuous lines. This gives you an idea of how you're affecting the filter.
- Next, you have the Blur Method. With this, you can choose if you want Spin or Zoom. If you set it to Spin, it will make a circular movement using the origin point as a center.
- If you choose Zoom, it will apply the blur in lines that converge in the center. These changes are also visible in the lines inside the square.

- Finally, you can choose the Quality. This makes it noisier or smoother. Once you decide on all of this, click OK to apply.



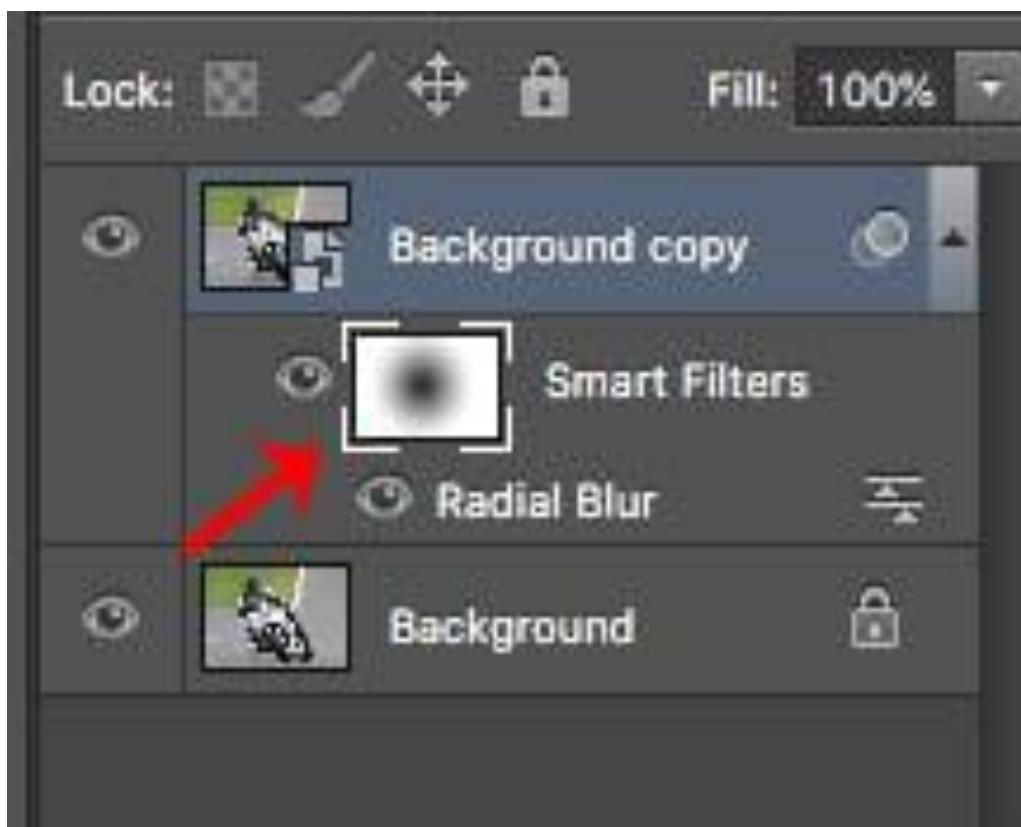
Step 5: Adjust the Filter Opacity

- Another feature from the Smart Filters is that you can adjust the opacity and the blending mode.
- To do this, just double-click on the little slider icon next to the filter and this will open a dialogue box for the settings.
- If you open the Mode drop-down menu, you'll find the blending mode choices. These are the same ones that you would have for blending layers.
- Also, there's a slider to adjust the opacity. In my example, I feel the blur is too intense, so I'm going to turn down the opacity to 90%.
- Again, this is a case-by-case decision and there's no right or wrong, so just move it around and find what you like best. Remember that you can keep coming back to change it if you're not satisfied.



Step 6: Fine-Tune the Radial Blur Using Layer Masks

- Layer Masks allow you to cover some parts of your image and let other parts stay visible. This is helpful when you don't want to apply certain edits to all of it.
- At the same time, you won't be losing any information because you're just covering these parts, not deleting them.
- When you're working with layer masks, everything that is colored in black will be invisible and the things that are left in white are what you see.
- If you want a smooth transition between these two, you can use different shades of grey that will affect the opacity of the mask.
- Click on the mask created with the Smart Filter. You can make sure that you're working on the mask and not on the layer itself by checking the corner frame-marks around the mask thumbnail.
- Now that you're on the mask, use paint bucket to paint with black.
- cover the areas you want to be blurred using brush tool choosing white colour.



Step 7: Save Your Image

- That's it, the radial blur effect is now ready. If you're fully satisfied, you can flatten the layers and save your image in any format.
- If you want to keep your image editable, then keep the layers separate and save as a PSD file.

OUTPUT

BEFORE



AFTER

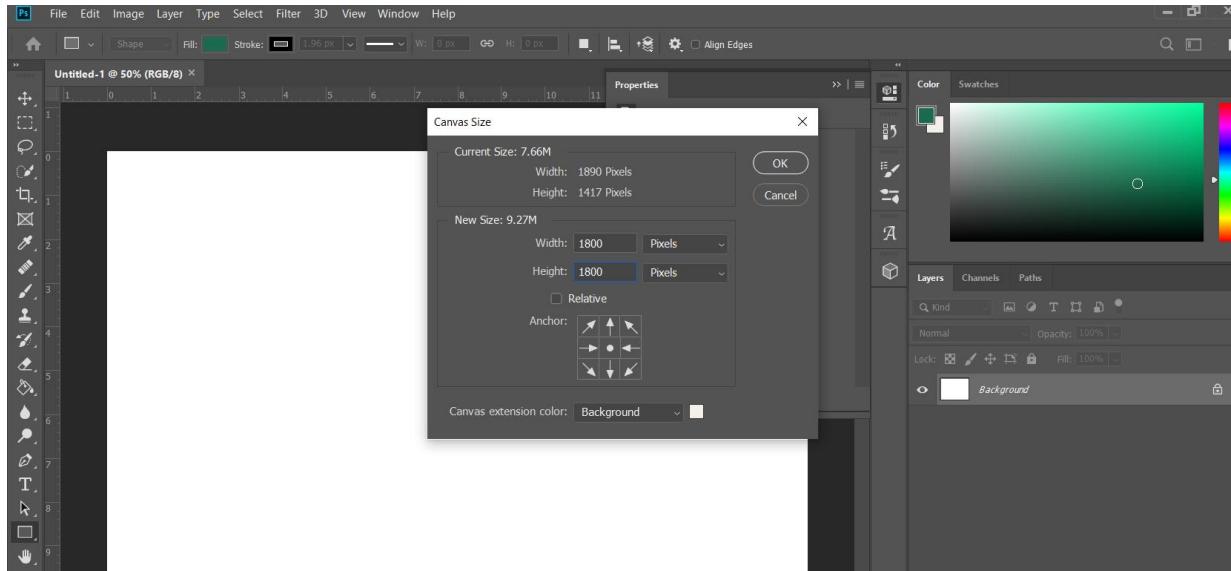


10 Create a professional web layout. Use different layers, textures, colors, text, blending features and filter masking.

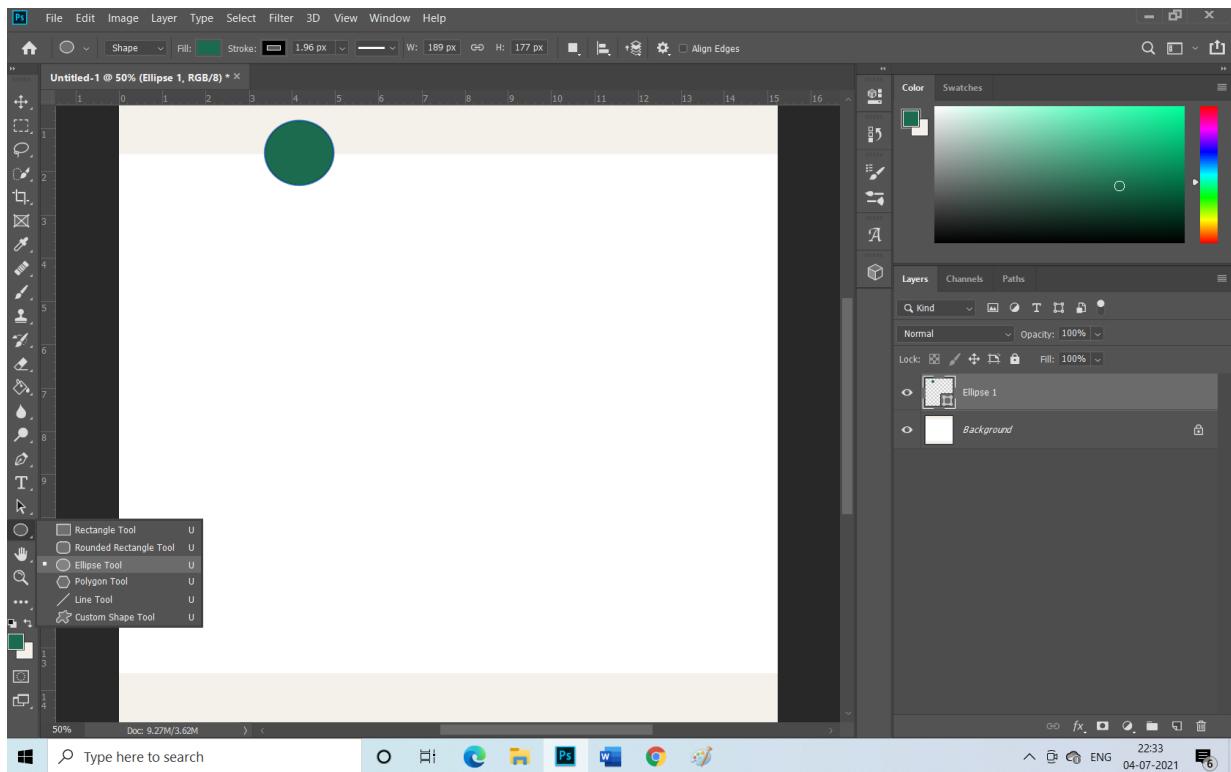
Steps to design professional web lay out is

1.Go to file->new to open a new document

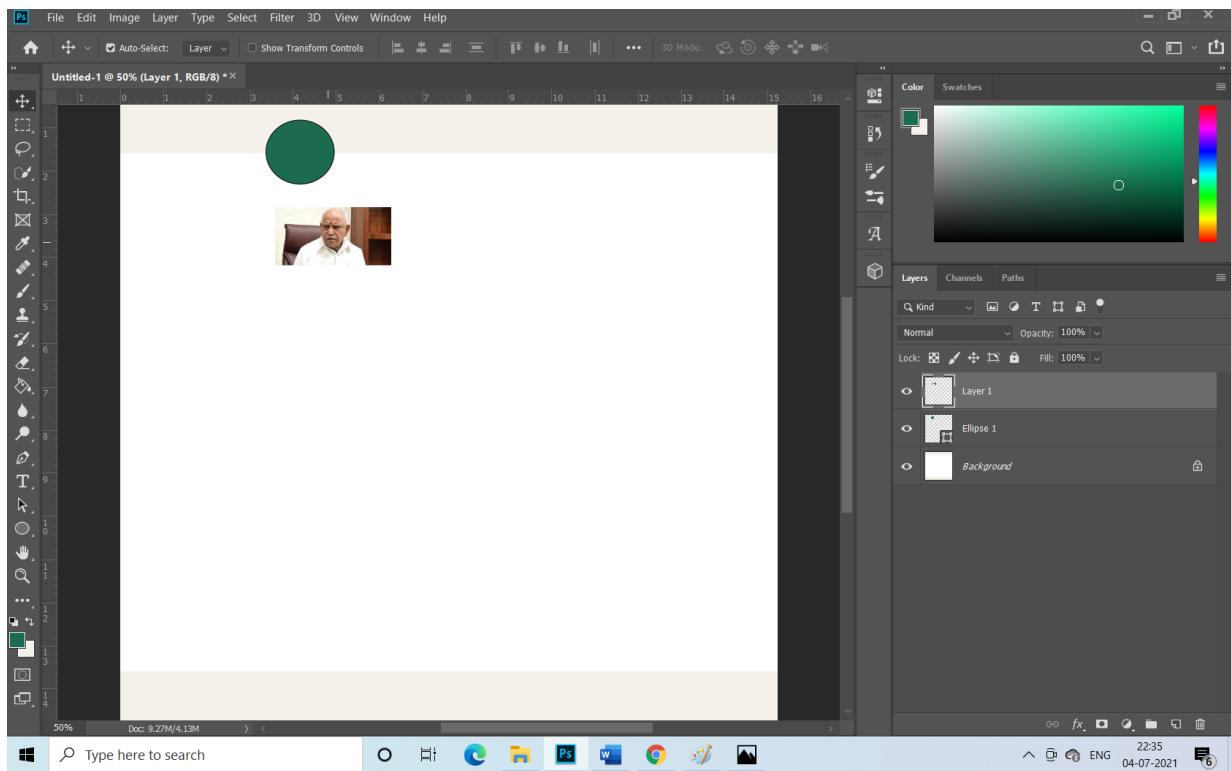
2.Go to image->canvas size and set width and height as required in pixels.



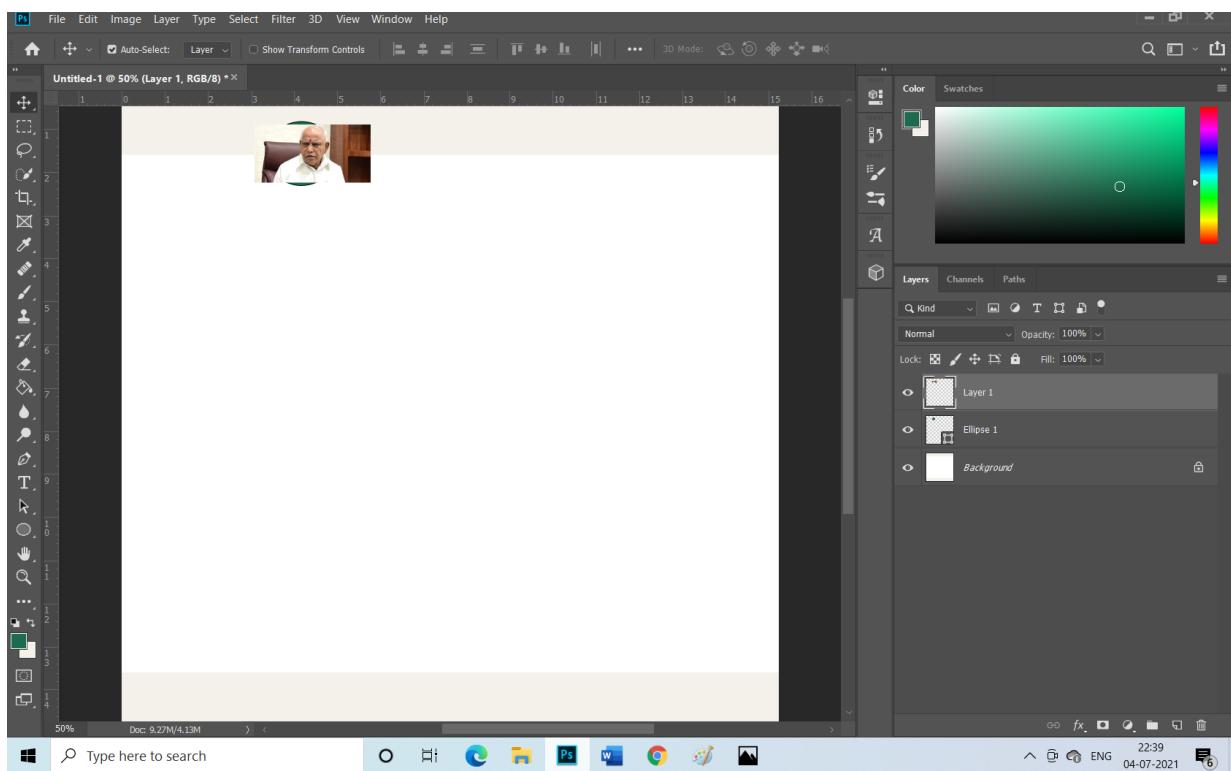
3.From the toolbar on the left ,select ellipse and draw it on the top of canvas.



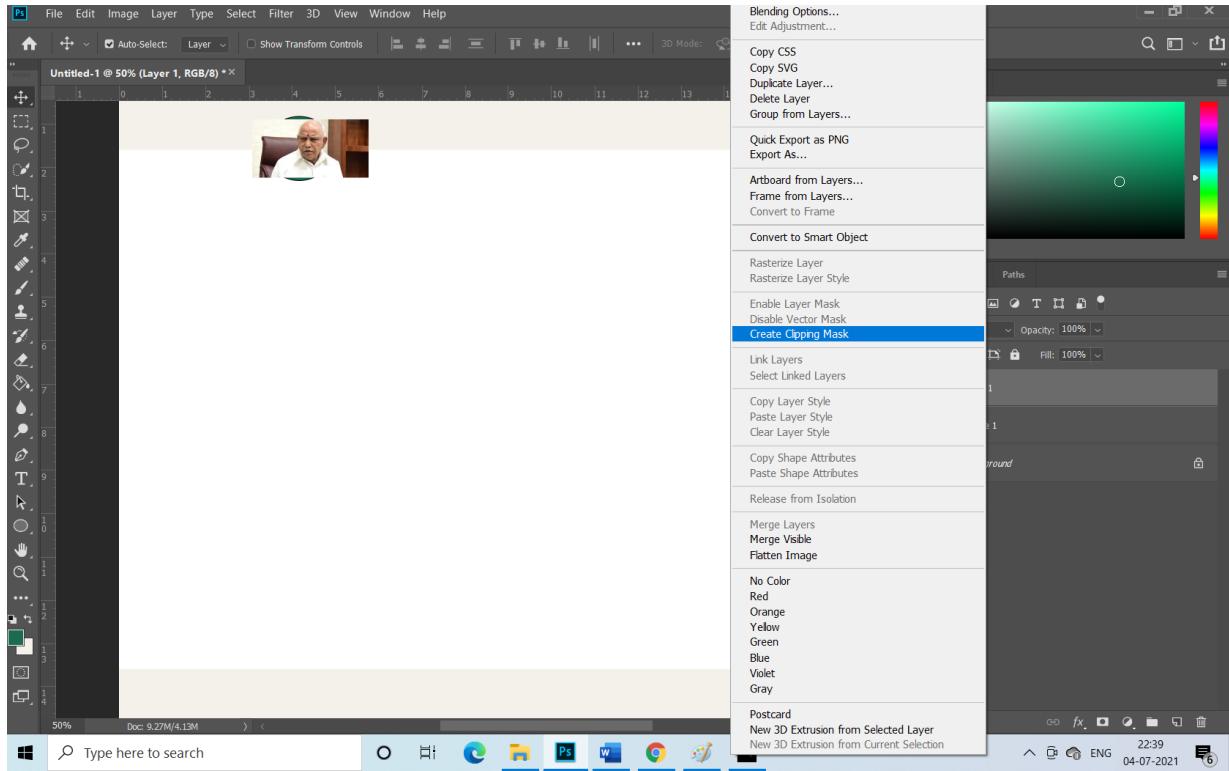
4.copy the desired image and paste it in the photoshop



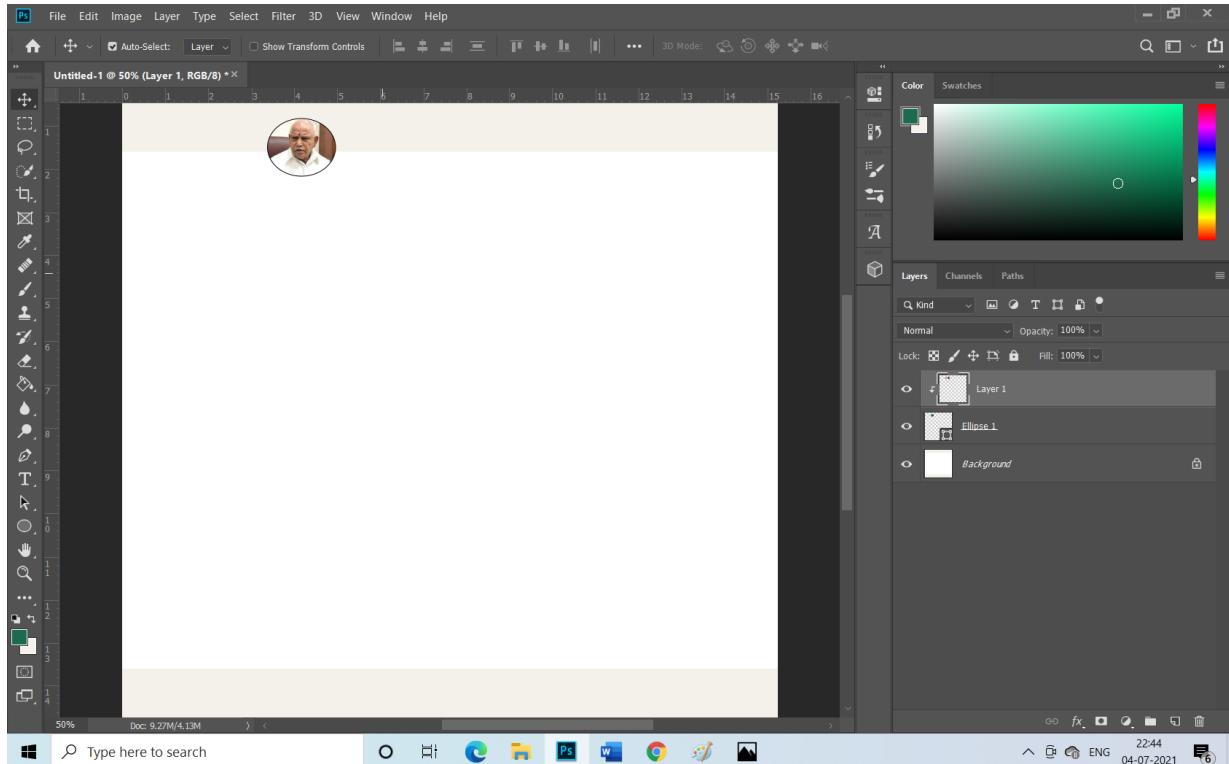
5.Use move tool to place image on the ellipse



6.on the right side,in the layers panel right click on the image layer and select create clipping mask option .

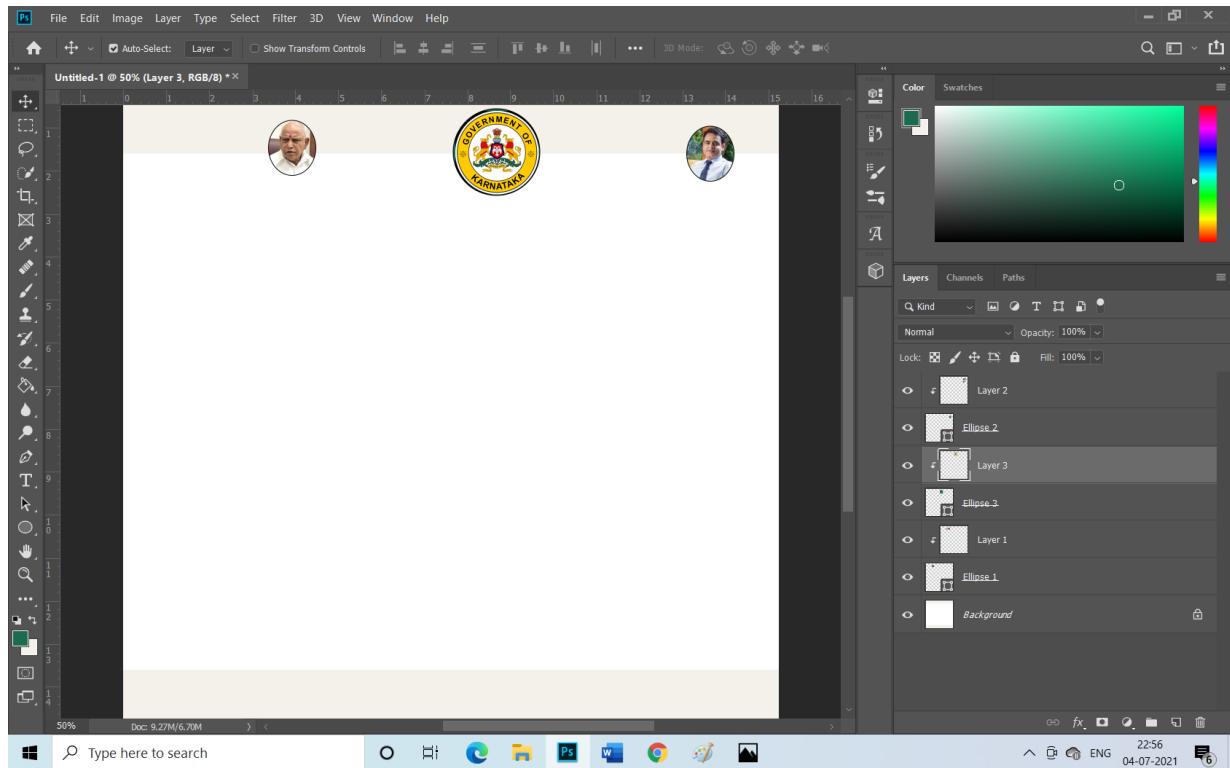


7.Image layer should be on top of ellipse layer so that clipping mask fits the image into the ellipse.

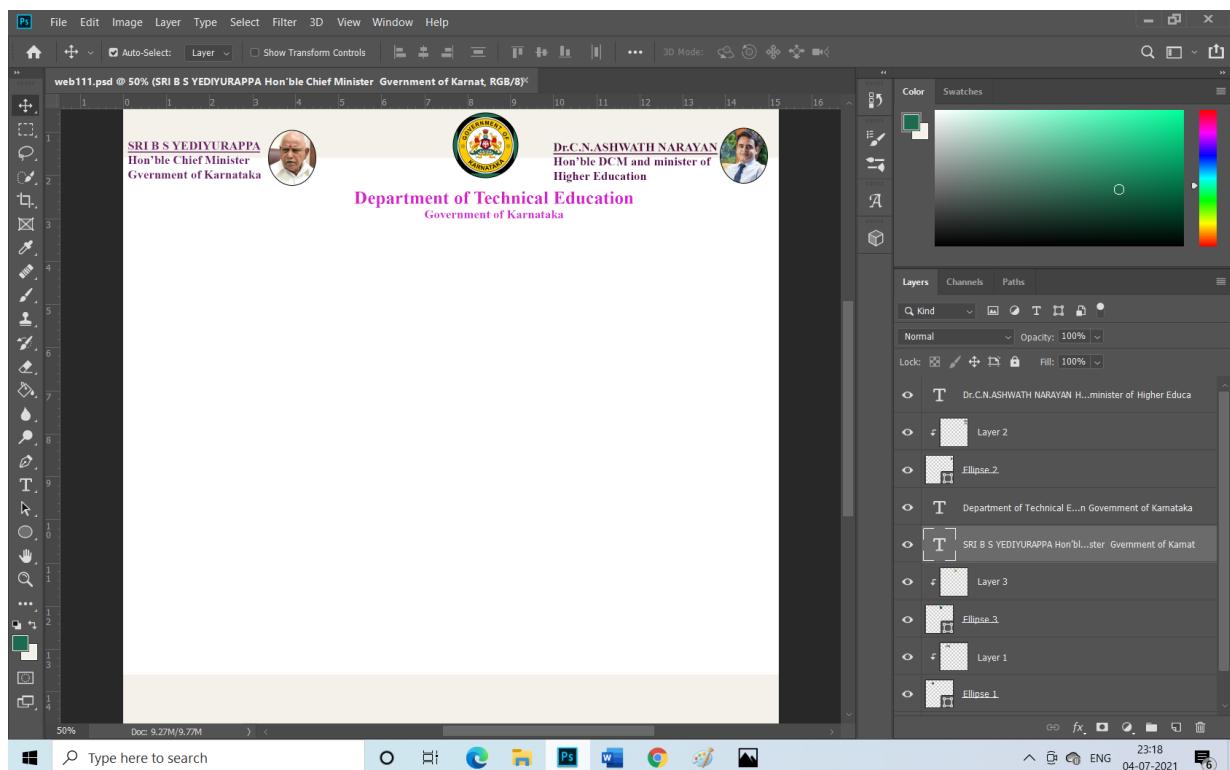


8. Repeat steps 3 to 7 to create another clipping mask on the top right corner of the canvas

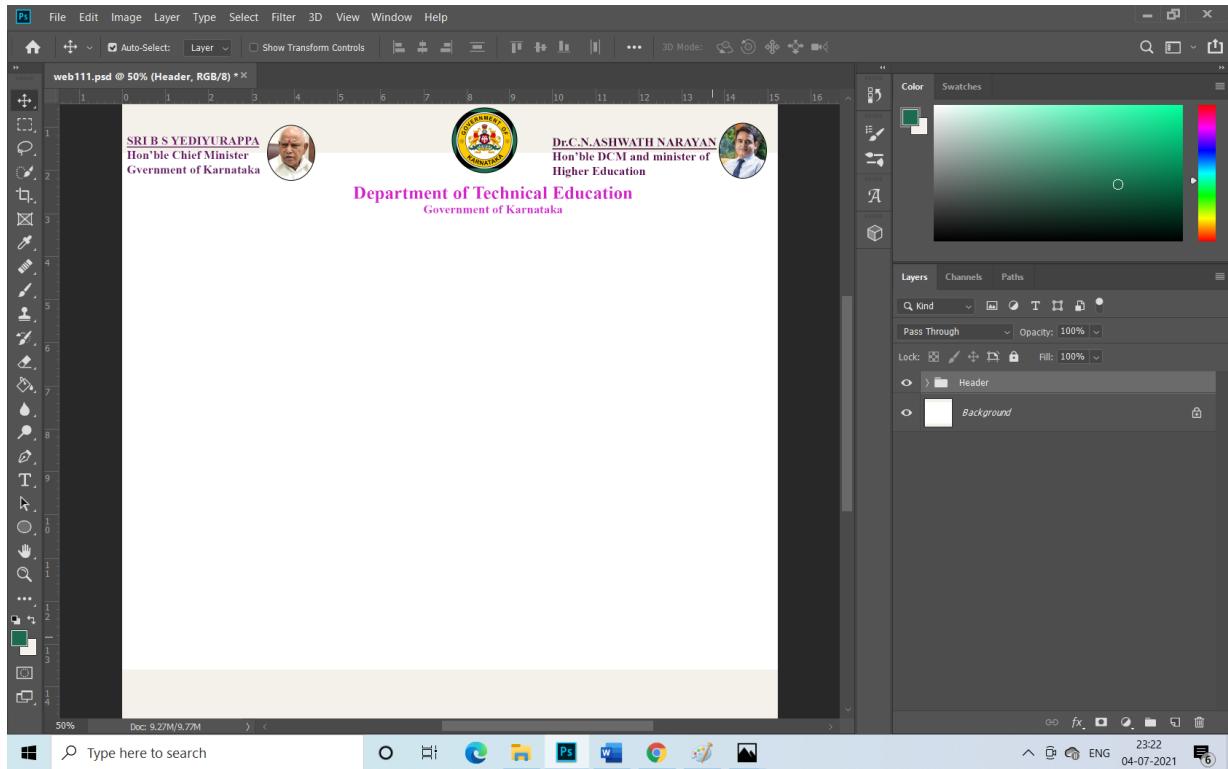
And top centre of the canvas.



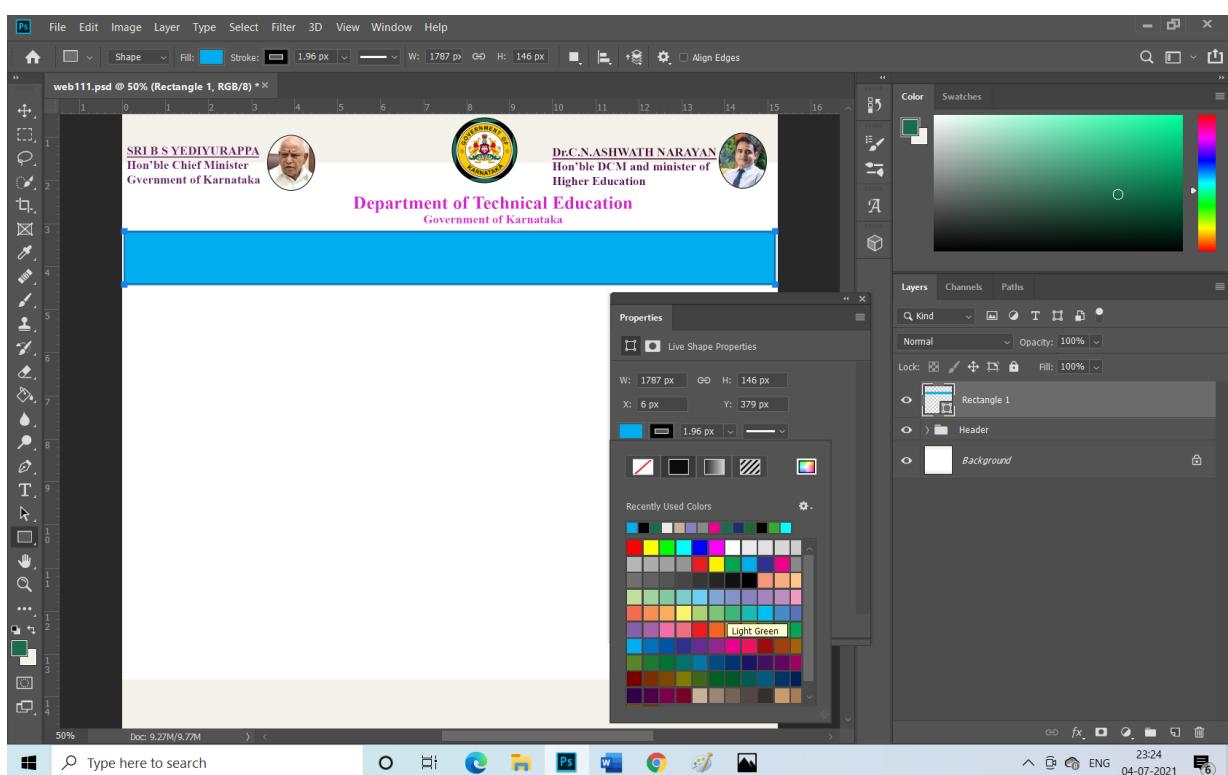
9. Select type tool from the tool panel and type the desired text. To change the size, color of font, go to window->properties.



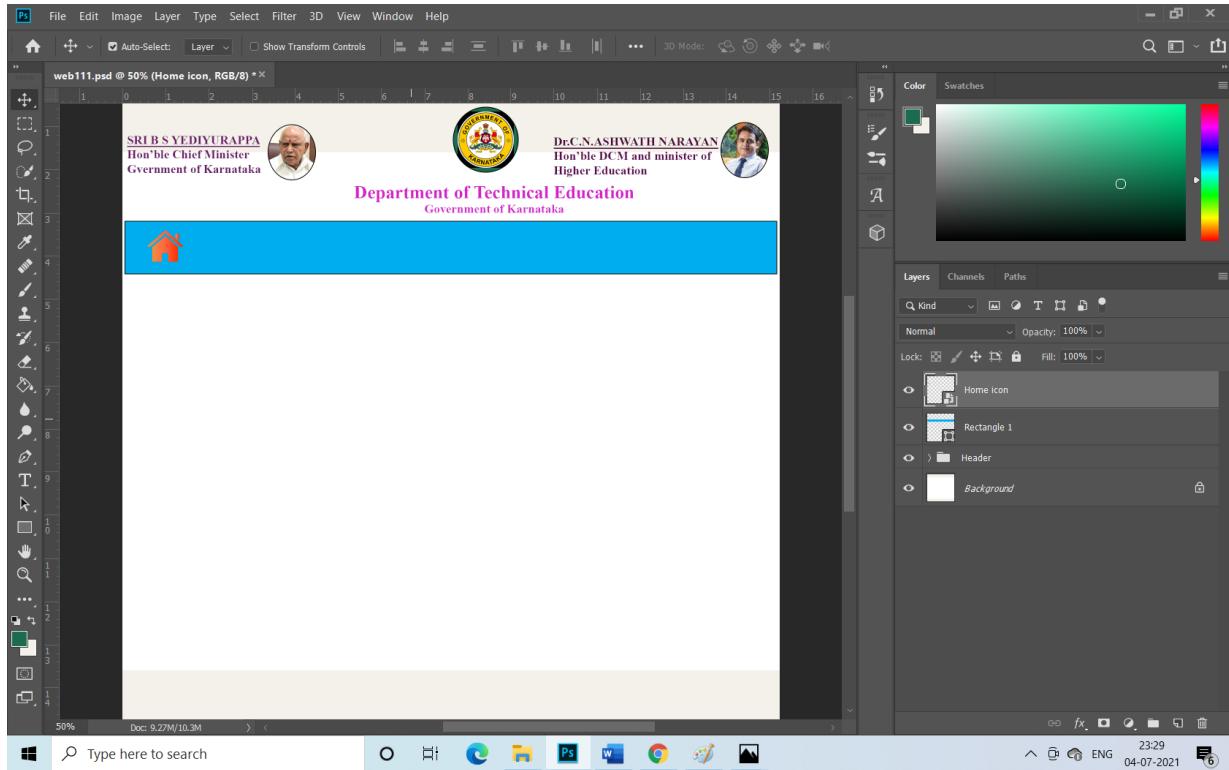
10. Select all layers in the layers panel and right click and select group from layers and give the group name as header.



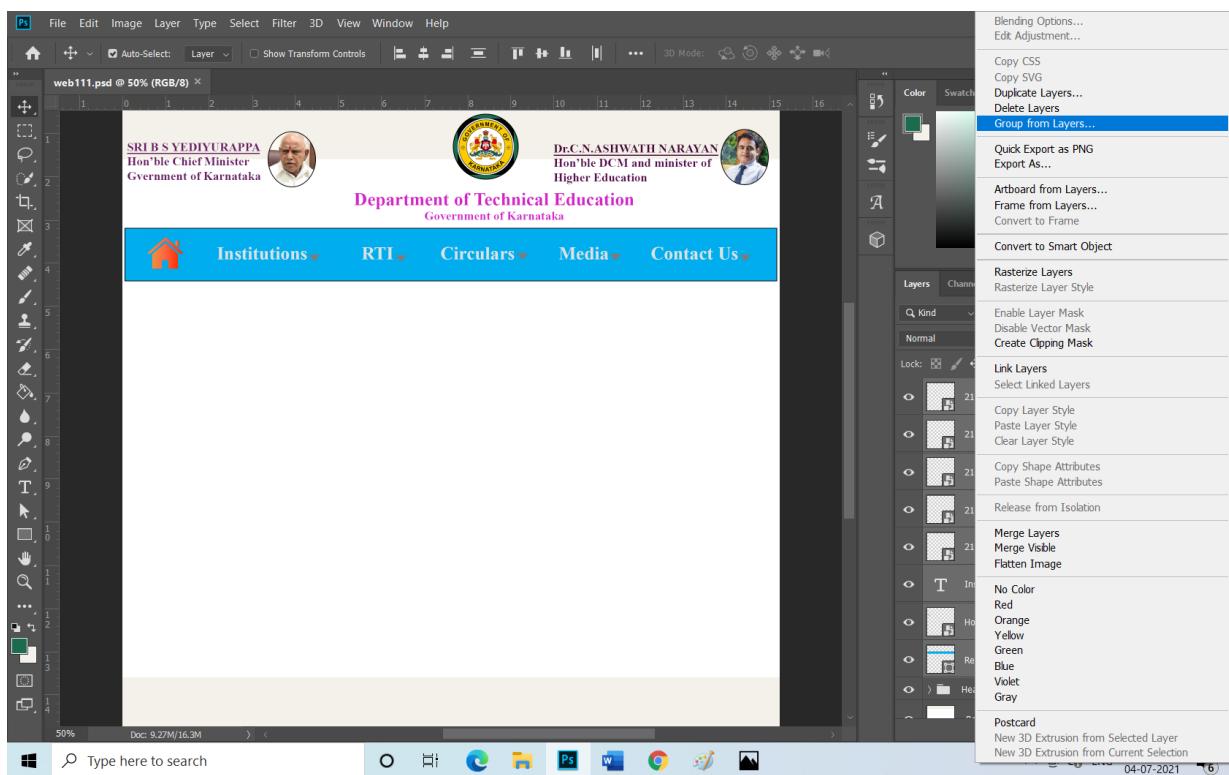
11. From the toolbar on the left ,select rectangle and draw it on the canvas.

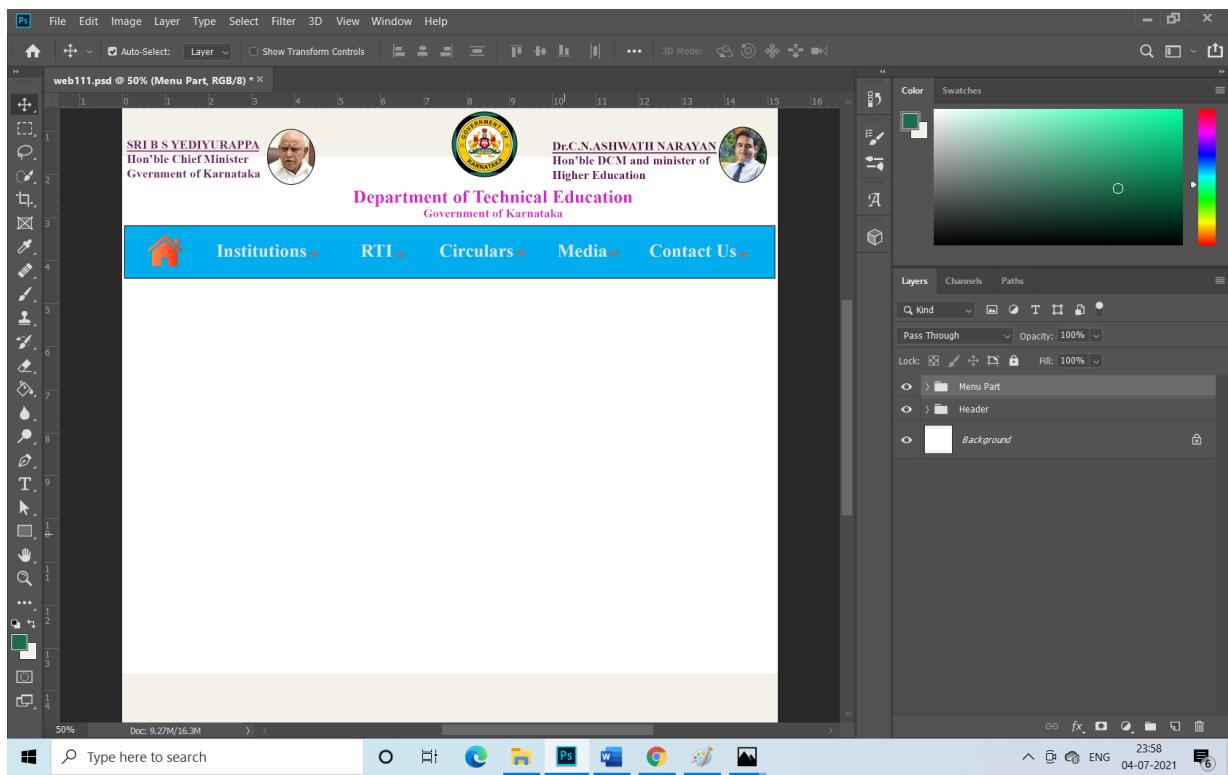
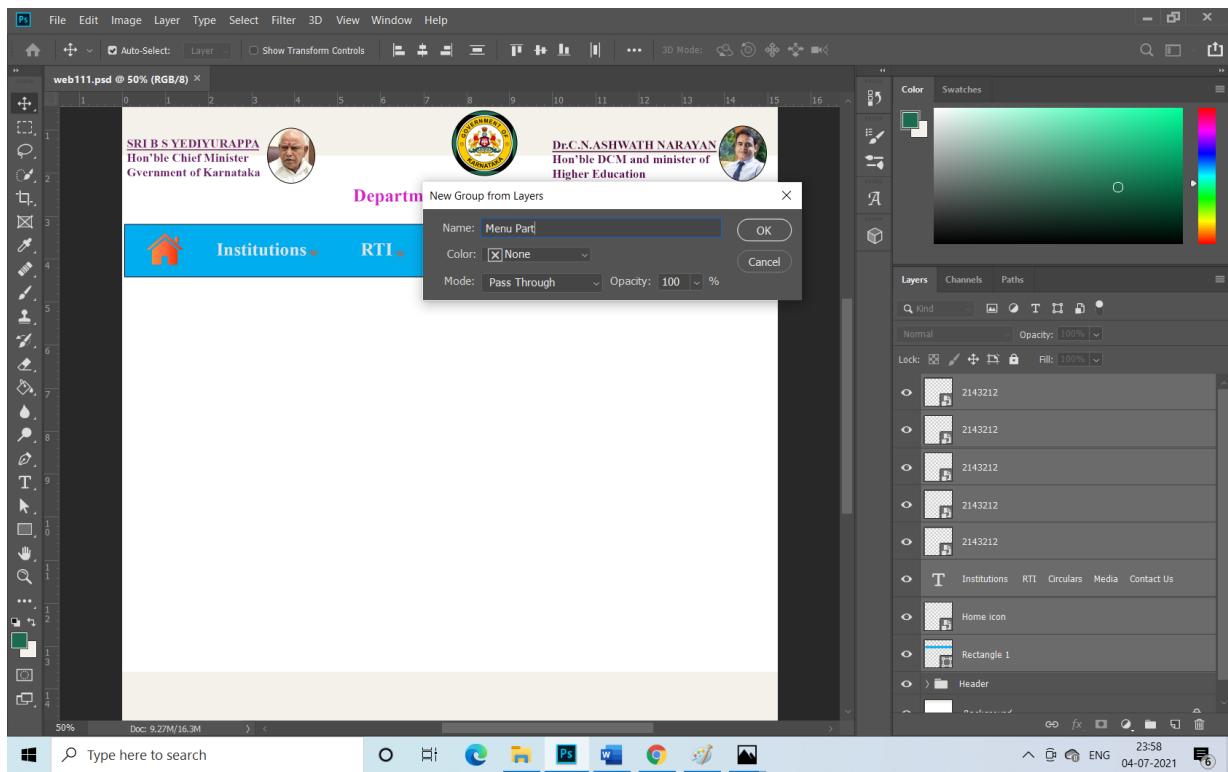


12. copy and paste home icon as shown below download from internet.

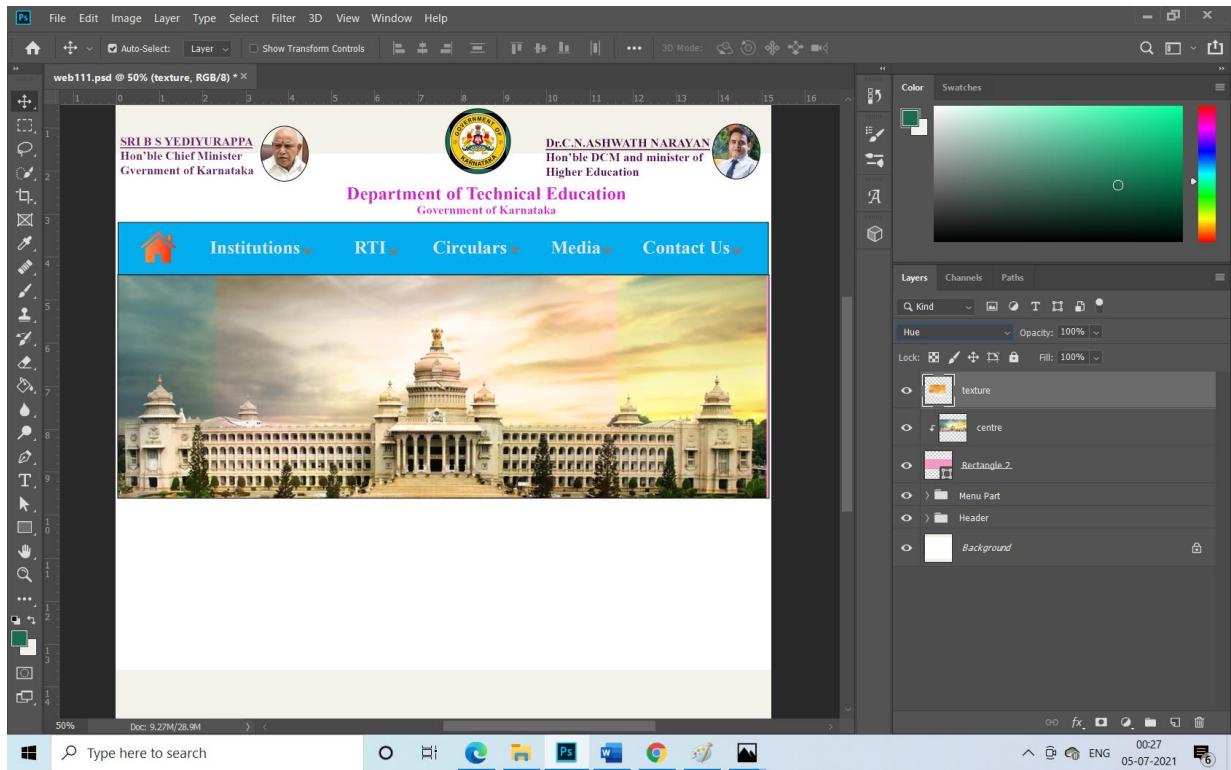


13. Use type tool to design the menu bar and group the related layers into menu part.

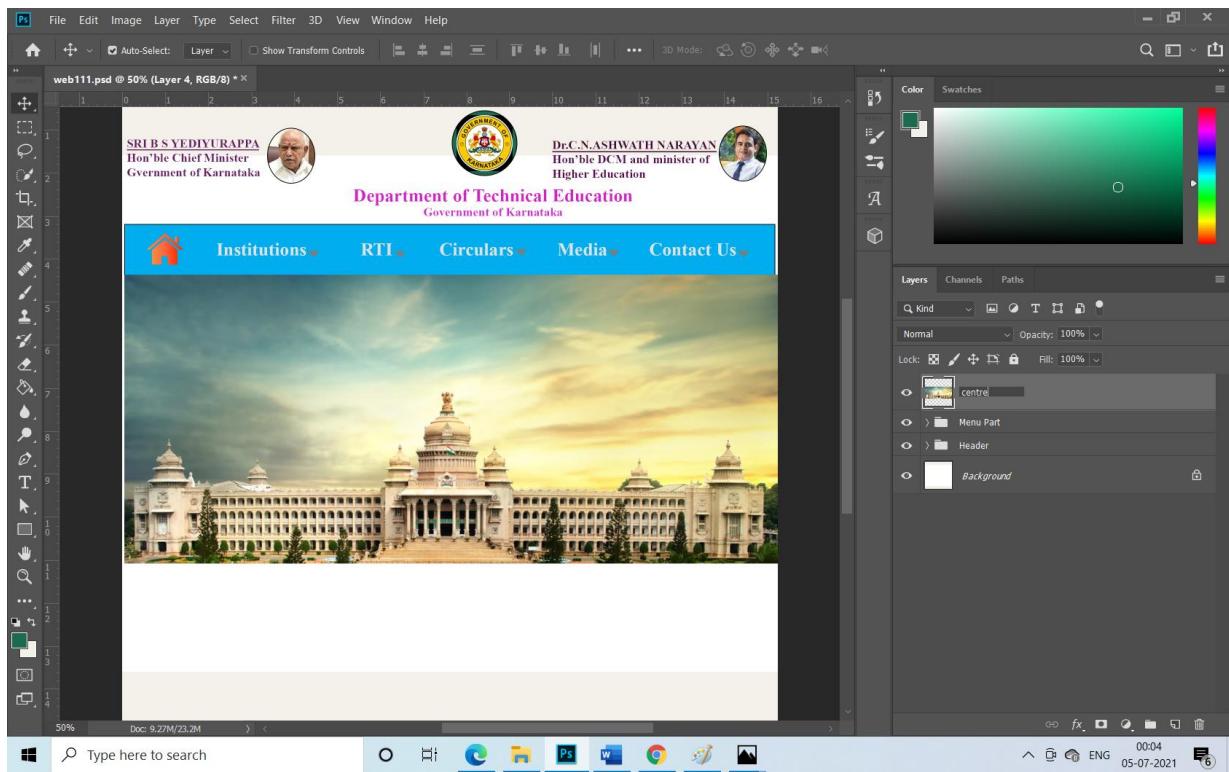




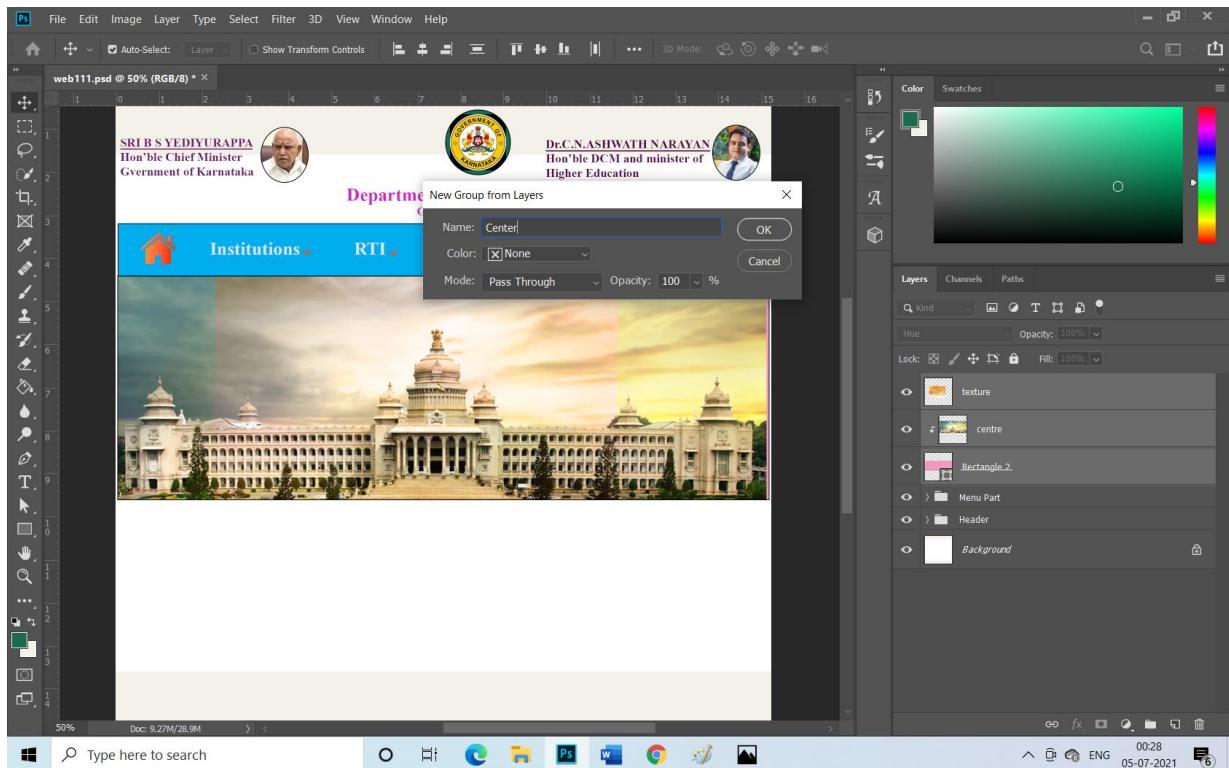
14. Copy and paste the image and texture to the image and choose the blending option as Hue.



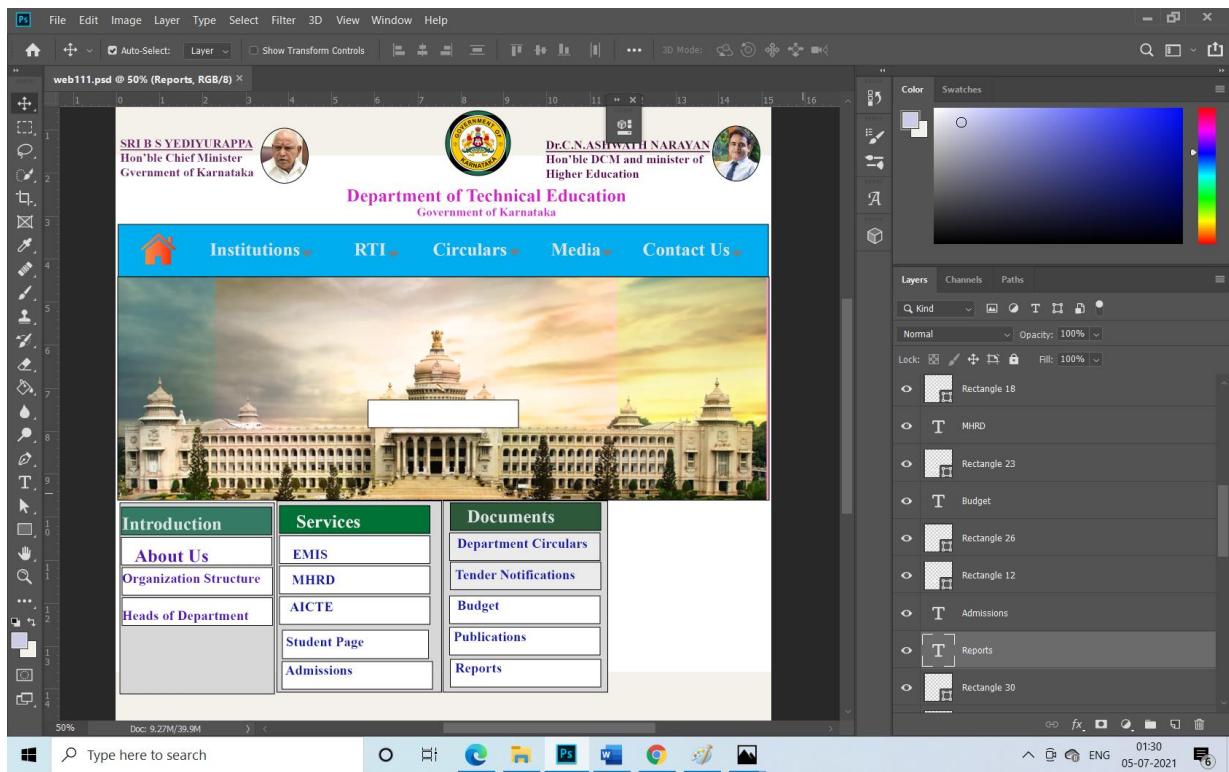
15.Design the centre part by creating a clipping mask of an image in a rectangle using steps 3 to 7.



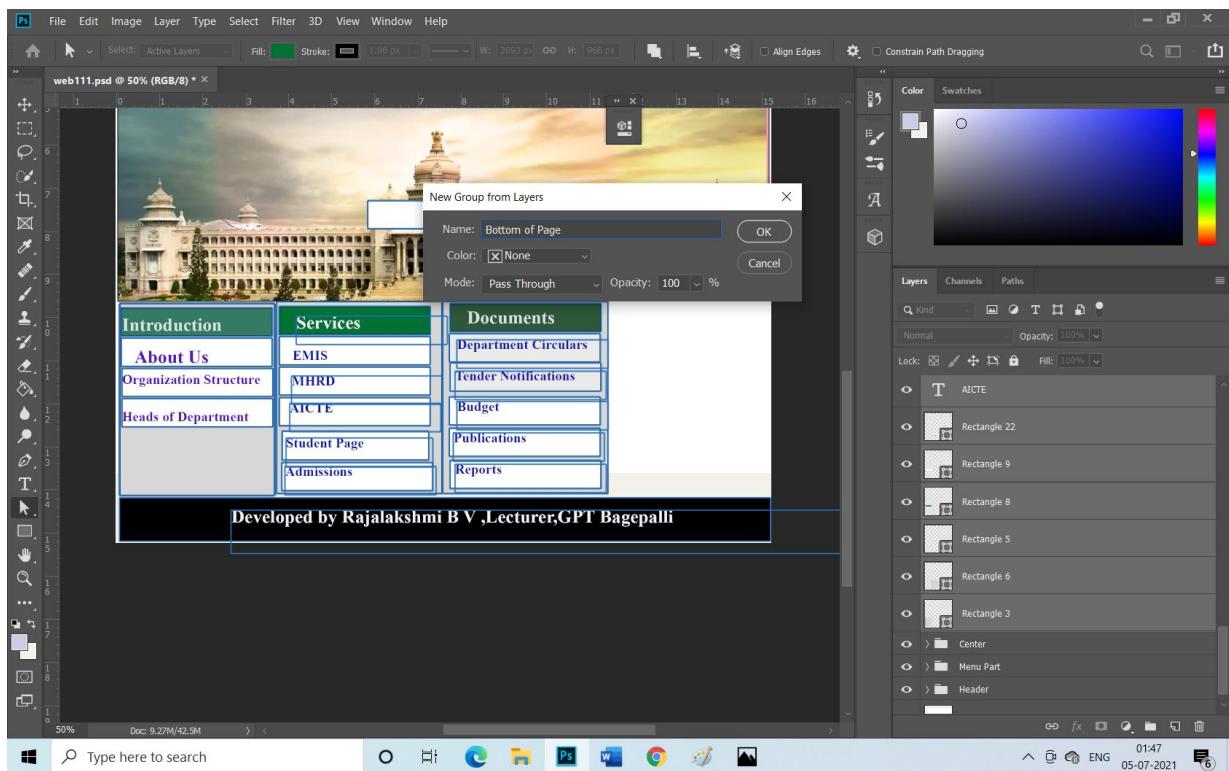
16. Group the centerimage, texture and rectangle into center group.



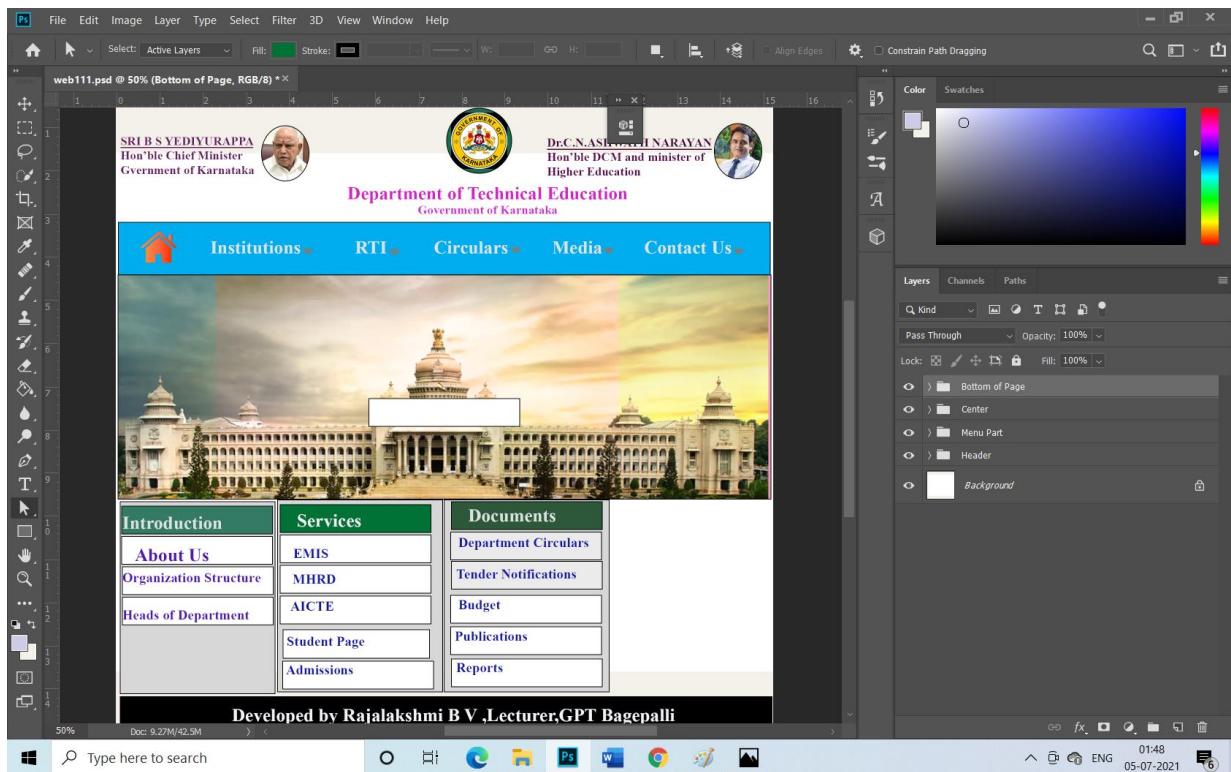
17. Design the bottom part of the page using rectangle tool and text tool.



18. Group all layers into bottom of page group.



OUTPUT



11 Create an innovative logo for your Institute considering allthe features of your Institute.

12 Design a flyer for a short term course that is supposed tocommence from 3 weeks ahead from the current date.

13 i) Add different objects to the space. Practice withboth shortcut keys and menus.
ii) Perform Transformation operations on objectsadded in 14

14 Create primitive objects like an ice cream cone, snowman,house, tunnel and like.

15 Change the structure of objects by editing Vertices, Edges,Faces and transform the same and observe the changes.

16 Design a red ball lying on green grass. Apply suitabletexture and render the same.

17 Animate the ball in Ex. 15 (both rigid and elastic) to bouncethrice and roll. Use suitable animation principles. Add abooing sound when the ball bounces.

18 Design two playing dice and animate the same. Addsuitable sound for dice fall.

19 Show the animation of water flowing out from a pipe around a suitable environment.

Links

<https://helpx.adobe.com/in/photoshop/using/workspace-basics.html>