دبلوم كمبيوتيش للتصميم الجرافيكي
Computeach Diploma in
graphic design

الفئات المستهدفة	أهداف الدبلوم	وصف الدبلوم
• طلاب الثانوية العامة ممن يريدون الانخراط في سوق العمل مباشرة.	• تعلم مهارات الحاسوب الأساسية و برامج Microsoft Office و التعامل معها بإتقان.	يقدم مركز تعليم الكمبيوتر الدولي Computeach برنامج الدبلوم الخاص في مجال التصميم الجرافيكي و العديد من برامج الدبلومات الأخرى في مختلف مجالات تكنولوجيا المعلومات، من أجل رفع كفاءة الطلبة المنتسبين و تمكينهم من البرامج التي يتم طرحها ضمن هذا الدبلوم، وتأهيلهم للعمل باحترافية وللوصول إلى درجة عالية من التميز لتحقيق أهداف المؤسسات في هذا المجال.
• طلاب الكليات و الجامعات الذين يريدون تطوير مهاراتهم العملية في مجال الصميم الجرافيكي.	• تعلم اللغة الإنجليزية، و كذلك المهارات الأخرى الضرورية لسوق العمل.	
• الموظفين الذين يريدون احتراف التصميم.	• التعرف على أساسيات علم التصميم الجرافيكي و الرسم اليدوي.	إن البرامج التدريبية المتخصصة التي يغطيها برنامج الدبلوم الخاص في مجال التصميم الجرافيكي تتسم بالحداثة و الجودة و ثراء المحتوى و التي تم إعدادها و الإشراف عليها من قبل ذوي الخبرة و الاختصاص في هذا المجال.
• أصحاب المؤسسات الذين يريدون تصميم النشرات و بطاقات العمل الخاصة بمؤسساتهم	• التعرف على مجموعة من برامج التصميم العالمية مثل (Photoshop)و (Illustrator) و (InDesign)و (Corel Draw) و أدواتها و التعامل معها بحرفية.	
	• التعرف على كيفية إنشاء فيديو كامل متكامل بتقنية (3D) بإستخدام برنامج ال (After Effects).	يركز دبلوم كمبيوتيش للتصميم الجرافيكي على تجهيز الطالب من خلال تطبيق المواد النظرية في الواقع العملي، بحيث يعمل الطالب كمحترف في مجال الأعمال. كما و تؤهل البرامج المطروحة في هذا الدبلوم الطلبة للحصول على الشهادات الدولية المعتمدة في هذا المجال إذا رغب الطالب في التقدم إليها.
	• إعطاء الطالب كافة مفاتيح التعلم لتطوير نفسه و القدرة على التفكير الإبداعي	

عدد الساعات	المحتويات	مدة الدبلوم
45	Computer Fundamentals-ICDL.	مدة برنامج الدبلوم : **سبعة أشهر**
25	English Language	ثلاث ساعات يومياً من الأحد الى الخميس
10	**Soft Skills** ▫ CV Writing ▫ Presentation Skills ▫ Communication Skills	عدد الساعات الاجمالي: **420 ساعة تدريبية**
10	**Free Hand Drawing**	
120	**Adobe Photoshop CS6**	
80	**Adobe Illustrator CS6**	
40	**Adobe InDesign CS6**	
40	**Corel Draw**	
40	**Adobe After Effect**	

متطلبات التسجيل	مزايا الدبلوم
صورة عن بطاقة الأحوال المدنية للأردنين	الحصول على شهادة الدبلوم في التصميم الجرافيكي من الجامعة و مصدقة من التعليم العالي
صورة عن جواز السفر لغير الأردنيين	
صور شخصية عدد- 2	

❖ Adobe Photoshop CS6

Course Description:

Students will learn to use Adobe Photoshop to create and modify digital images, such as digital-camera images or scanned photographs or artwork. Students will learn how to select part of an image, combine images, adjust image color and contrast, retouch photographs, and prepare images for print and Web media. Adobe Photoshop CC will be used in this course.

Course Objectives:

- Understanding the fundamental rules of Photoshop.
- Gaining a great knowledge of Adobe Photoshop CC features ' capabilities'.
- Creating a new document from scratch for Print and web.
- Understanding navigation and measurement systems.
- Understanding and working with layers.
- Working with layer styles to add reality.
- Working with selection tools.

Course Outline:

Topic 1: Starting Photoshop

- What is Photoshop & what Photoshop can do
- Installing Photoshop.
- Viewing the Photoshop Window (Options Bar-Document Window -Workspace Menu-Toolbox-Panels-Status Bar).
- Showing and Hiding Panels
- Working with Panels
- Creating a New Document
- Selecting Color Modes (RGB&CMYK) and Resolution
- Inserting Images in a Document
- Saving a Document
- Raster and Vector Images

Topic 2: Navigation

- Changing the View Size and area
- Changing the Screen Display Mode
- Working with Multiple Documents
- Working with Rulers

Topic 3: Customizing your Work

- Setting General Preferences (File handling, Interface, Type, Units and Rulers, Guides, Grid and Slices).
- Using and Customizing Workspaces
- Shortcut Keys

Topic 4: Selection

- Working with Selection
- Using the Rectangular Marquee, Elliptical Marquee, Lasso Marquee, Magnetic Lasso, Polygonal Lasso, Magic Wand Tool.
- Copying and Pasting a Selection
- Using Free Transformation

Topic 5: Layers

- Understanding the Layers Panel
- Creating a New Layer
- Selecting Layers
- Duplicating Layers
- Creating a Group
- Creating a Selection from a Layer
- Converting a Background into a Layer
- Merging, Aligning and Deleting layers.
- Setting Layer Opacity and Fill
- Moving Layers between Document
- Using Blending Modes and Opacity with Layers

Topic 6: Layer Style

- Understanding Layer Style
- Adding a Layer Style
- Creating and Modifying a Drop Shadow
- Applying a Color Overlay
- Using the Stroke Layer Style
- Creating Customized Styles Using the Styles Panel
- Moving Existing Layer Styles

Topic 7: Shape Drawing

- Working with the Line Tool
- Working with the Shape Tool
- Working with the Custom Shape Tool
- Working with Shape Layers
- Creating and Applying Gradients
- Creating and Saving Customized Gradients

Topic 8: Filters

- Using the Gaussian Blur Filter
- Using the Smart Sharpen Filter
- Working with the Filter Gallery
- Using the Blur Filter Gallery
- Viewing Various Filter Effects

Topic 9: Layer Mask

- Creating a Layer Mask
- Using Paint Tools with Layer Masks
- Using Layer Masks to Generate Soft Transparency

Topic 10: Retouching and Restoration

- Using the Clone Stamp Tool
- Using the Healing Brush and Patch Tools
- Working with the Spot Healing Brush
- Working with the Red Eye Tool
- Using the Content Move and Extend

Topic 11: painting

- Using the Brush and Brush Presets Panel
- Modifying the Brush Presets Panel
- Selecting Brush Tip Sets
- Adjusting Brush Tips
- Creating Customized Brush Tips
- Saving Customized Brush Tips

❖ Adobe Illustrator CS6

Course Description:

Adobe Illustrator CC (Creative Clouds) is the world's most powerful drawing (vector-based) program for creating attractive illustrations, Logos, cartoons, maps, advertisements from scratch in a professional way to provide creative solutions. Illustrator is very popular in both printed and digital media.

Course Objectives:

- Understanding the fundamental roles of illustrator.
- Gaining a great knowledge of using Adobe illustrator CC features.
- Acquiring good skills in vector drawings and logo designing
- Understanding and working with object
- Focusing on the advanced features of Illustrator.
- Learning how to use illustrator to create real world projects.
- Working with graphics.
- Drawing and painting creatively.

Course Topics:

Topic 1: Transforming Artwork

- Working with art boards
- Transforming content
- Creating a PDF

Topic 2: Creating an Illustration with the Drawing Tools

- Getting started with the Pen tool
- Drawing and editing with the Pencil tool

Topic 3: Using Colors and Patterns

- Understanding colors
- Working with colors
- Painting with patterns

Topic 4: Organizing Your Artwork with Layers

- Understanding layers
- Creating layers and sublayers
- Editing layers and objects
- Applying appearance attributes to layers
- Creating a clipping mask

Topic 5: Effects

- Applying Illustrator Effects.
- Applying the Scribble Effect.
- Applying the Drop Shadow Effects.
- Applying 3D Effects.
- Applying Warp Effects.
- Applying Multiple Effects.
- Applying Appearance Attributes

Topic 6: Painting

- Using the Brushes Panel.
- Using the Paintbrush Tool.
- Editing and Creating Scatter Brushes.
- Editing and Creating Calligraphic Brushes.
- Editing and Creating Pattern Brushes.
- Editing and Creating Bristle Brushes.

Topic 7: Symbols

- Using the Symbols Panel.
- Using Symbol Libraries.
- Working with Symbols.
- Duplicating and Editing Symbols.
- Breaking Symbol Links.
- Using the Symbol Sprayer Tool.

❖ Adobe InDesign CS6

Course Description:

Adobe InDesign CC (Creative Clouds) is the world's most powerful software for printing and digital publishing in the market.

Course Objectives:

- Understanding the fundamental roles of InDesign.
- Gaining a great knowledge of using Adobe InDesign CC 2014 features.
- Creating multiple pages for newspaper, books, catalogues and magazines.
- Discovering the flexibilities of Adobe InDesign In creating, editing, and managing multiple page's documents.
- Integrating Adobe InDesign with Photoshop and Illustrator.

Course Topics:

Topic 1: Getting Started with InDesign

- Installing InDesign.
- Showing and Hiding Panels.
- Using the Tools and Control Panel.
- Opening a Document.
- Inserting Images or Text in a Document.

Topic 2: Creating and Viewing a Document

- Creating a New Document.
- Changing the Display View.
- Viewing and Using Rulers.
- Using Guides.
- Changing Guides & Pasteboard Options.
- Using Smart Guides.

Topic 3: Managing Pages

- Using the Pages Panel.
- Inserting, Navigating, Deleting and Moving Pages.
- Working with Page Spreads.
- Working with Master Pages.
- Working with Page Numbers and Sections.
- Changing the Page Size.

Topic 4: Working with Text

- Using Type Tools.
- Creating Type in a Text Frame.
- Creating Path Type.
- Importing Text.
- Flowing Imported Text.
- Working with Overflow Text.
- Copying and Moving Text.
- Changing Fonts.
- Changing Font Size.
- Changing Text Leading.
- Changing Text Kerning.
- Changing Text Tracking.
- Aligning Paragraphs.
- Creating a Drop Cap.
- Setting Text Frame Options.

Topic 5: Placing and Working with Graphics

- Placing Graphics.
- Placing Multiple Graphics.
- Copying or Moving Graphics.
- Using the Links Panel.
- Fitting Graphics in Frames.

Topic 6: Working with Objects and Layers

- Creating Shapes.
- Creating Lines.
- Creating Multiple Objects in a Grid.
- Using the Selection Tool.
- Using the Direct Selection Tool.
- Resizing Objects.
- Moving Objects.
- Duplicating Objects.
- Grouping and Combining Objects.
- Aligning Objects.
- Distributing Objects.
- Arranging Object Stack Order.
- Transforming Objects.
- Scaling Objects.
- Rotating Objects.
- Locking and Unlocking Objects.

Topic 7: Applying and Managing Color

- Applying Colors.
- Using the Eyedropper Tool.
- Creating Tint Swatches.

Topic 8: Applying Fills, Strokes, and Effects

- Applying Fill and Stroke Colors.
- Changing Stroke Attributes.
- Creating Blends and Effects.
- Applying Shadow Effects.
- Applying Feather Effects.
- Applying Corner Object Effects

Topic 9: Working with Points and Paths

- Drawing with the Pen Tool.
- Selecting and Moving Points and Segments.
- Working with Pathfinder.
- Creating a Compound Path.

Topic 10: Working with Tables

- Creating Tables.
- Entering and Editing Text in a Table.
- Modifying a Table.
- Adjusting Table Rows and Columns.
- Adjusting Tables in the Text Frame.

Topic 11: Working with Style

- Using the Paragraph Styles or Character Styles Panel.
- Creating Paragraph Styles.
- Creating Character Styles.
- Using Quick Apply.

Topic 12: Finalizing a Document

- Using Spell Check.
- Changing Case.

Topic 13: Exporting a Document

- Exporting a Document.
- Understanding Export File Formats.
- Exporting as a Print PDF.
- Exporting as a JPEG or PNG.

❖ Corel Draw

Course Topics:

Topic 1: Getting started with Corel Draw

- Introduction to Corel Draw.
- Features of Corel Draw.
- Corel Draw Interface.
- Tool Box.
- Moving from Adobe Illustrator to Corel Draw.
- Common Tasks.

Topic 2: Drawing and Coloring

- Introduction.
- Selecting Objects.
- Creating Basic Shapes.
- Reshaping Objects.
- Organizing objects.
- Applying color fills and Outlines.

Topic 3: Mastering with Text

- Introduction.
- Text Tool.
- Artistic and paragraph text.
- Formatting Text.
- Embedding Objects into text.
- Wrapping Text around Object.
- Linking Text to Objects.

Topic 4: Applying Effects

- Power of Blends.
- Distortion.
- Contour Effects.
- Envelopes.
- Lens effects.
- Transparency.

- Creating Depth Effects.
- Power Clips.

Topic 5: Working with Bitmap Commands

- Working with Bitmaps.
- Editing Bitmaps.
- Applying effects on Bitmaps.
- Printing.

Topic 6: Corel Draw- Web resources

- Internet Tool bar.
- Setting your webpage.
- Exporting files.
- Creating buttons with rollover effects.

❖ Adobe After Effect

Course Topics:

Topic 1: introduction to After Effects

- What is AE?
- Project structure.
- Interface and palettes.
- Workspaces.

Topic 2: Introducing animation

- Essential techniques and a first After Effects project.

Topic 3: Animation techniques

- About keyframes.
- Anchor point essentials.
- The graph editor.
- Motion sketch.
- Orient and blur.
- Roving and hold.
- Separate dimensions.

Topic 4: Layer control

- Move, trim and slip.
- Split and sequence.
- Looping footage.
- Image sequences.
- Frame rate and time stretch.
- Blending modes, effects and solids.

Topic 5: Effects overview

- Finding and applying effects.
- Effects animation and animation presets.
- Adjustment layers.
- Layer styles.

Topic 6: Working with transparency

- Masks and mask animation.

- Masking with the pen tool.
- First vertex and path effects.
- Multiple masks and opacity.

Topic 7: Type and type animation

- Working with type.
- Text on a path.
- Basic text animation.
- Text animation presets.