

Carrier Crash Courses

Web Designing (3 Months)

PART 1: Web Design Fundamentals

A survey of Web design and development techniques and technologies, fundamental concepts, terms, and best practices involved in professional web design. Students will examine popular web development tools, server-side software solutions, content management solutions, and cloud-based software, providing a high-level overview of the world of Web publishing.

- Understanding web page technologies, such as HTML, JavaScript, CSS, and Flash
- Exploring the different disciplines of web design
- Reviewing industry standard design tools such as Dreamweaver, Coda, Flash, and Photoshop
- Organizing web content
- Making web content accessible
- Comparing server-side solutions such as PHP, ColdFusion, .NET, and JSP
- Creating interactive content with AJAX and Flash
- Registering domains and hosting sites

PART 2: HTML Fundamentals

- What is HTML?
- Using HTML tags and containers
- Understanding block vs. inline tags
- Controlling line breaks and spaces
- Aligning images
- Linking within a page
- Using relative links
- Working with tables
- Forms Creation

PART 3: CSS Fundamentals

- Understanding basic selector types
- Integrating CSS with HTML
- Examining browser rendering differences
- Exploring CSS specifications
- Checking browser support
- Understanding the box model
- Adjusting margins and padding
- Positioning elements
- Exploring basic layout concepts

PART 4: Javascript Fundamentals

- Structure of JavaScript code
- Creating variables, functions & loops
- Writing conditional code
- Working with different variable types and objects
- Creating and changing DOM objects
- Event handling
- Debugging JavaScript
- Building smarter forms
- Using regular expressions

LIVE MINOR PROJECT LIVE URL

[using Basic Web Technologies -HTML, CSS and Javascript]

PHOTOSHOP (3 Months)

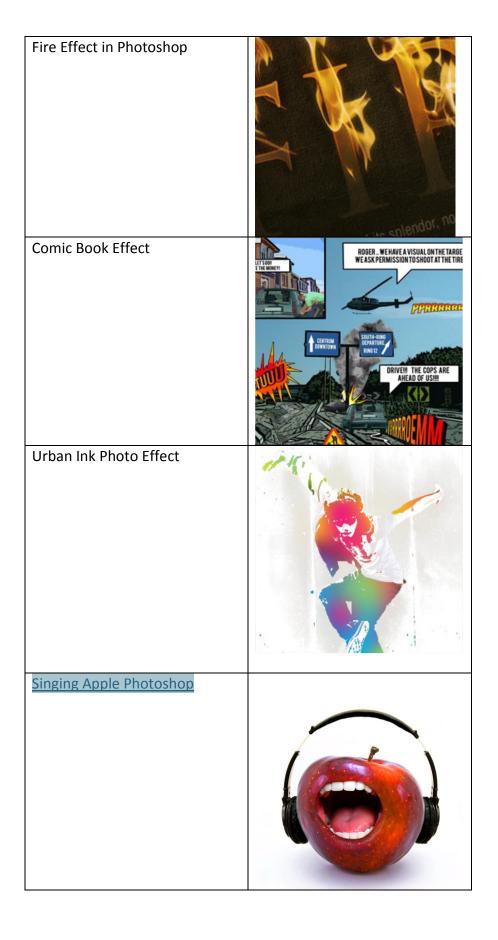
In *Photoshop Training*, students will learn how to produce high-quality images in a short amount of time, using Adobe Photoshop.

The course details the Photoshop features and creative options, and shows efficient ways to perform common editing tasks, including noise reduction, shadow and highlight detail recovery, retouching, and combining multiple images. Along the way, the course explores techniques for nondestructive editing and compositing using layers, blending modes, layer masks, and much more.

- Getting Started with Photoshop
- Photoshop's Toolbox
- The Power of Layers
- Photoshop's Filters
- Layer Styles in Photoshop
- Adjustment Layers
- Retouch and Healing Tools
- Introduction to the Type Tool
- How to Use The Free Transform Tool
- Master Photoshop Selection Tools
- Installing and Managing Brushes And Other Presets
- Photoshop Actions

The training will include various interesting cool effects like shown below





Avatar Effect	tion the state of
Pencil Effect	

And many More....

FLASH (3 Months)

Adobe Flash is still the leading way to create animations, games and presentations that can be viewed on any computer and countless mobile devices. It's also an incredibly popular way to share high quality video. Now in this course for Beginners, you'll learn how to work within the application to create impressive visuals for interactive animations, website interfaces and streaming online videos with usable controls.

The Adobe Flash course is a beginner-friendly guide to multimedia creation using the program's professional features. You'll learn how to work in Flash from the most basic creation of a project to adding layers, working with the timeline, adjusting colors, importing graphics, introducing interactivity and more. It could take years to learn such a wide range of skills on your own, but in this guided course you can learn how to put your videos, animations and presentations online in a matter of weeks.

Take this Adobe Flash Training course and learn how to create awesome animation with flash.

- INTRODUCTION TO FLASH
- WORKING IN THE FLASH ENVIRONMENT
- WORKING WITH COLORS GRADIENTS AND SHAPES
- WORKING WITH THE FLASH LIBRARY
- WORKING FLASH TEXT
- IMPORTING GRAPHICS INTO FLASH
- WORKING WITH FLASH ANIMATION: FRAME-BY-FRAME
- WORKING WITH CLASSIC TWEENING
- WORKING WITH MASKS
- APPLYING FILTERS, BLEND MODES, AND MASKS
- INTEGRATING AUDIO
- WORKING WITH VIDEO IN FLASH
- USING ACTIONSCRIPT CODE SNIPPETS
- CONFIGURING SWF AND HTML PUBLISH SETTINGS
- PUBLISHING WITH AIR

TOON BOOM (3 Months)

3d Animation and Character Animation

This course is an introduction to creating and animating cutout characters in Toon Boom Animate. The students will learn how to use the Toon Boom toolset to create cutout characters, and explains how to leverage a few rules of traditional animation to help bring the characters to life. He shows how to create mouth shapes for dialogue, add realistic eye movement, and animate a full cycle. The final chapter shows how to create foreground and backgrounds for your character and export a simple, animated scene.

- Working with the timeline
- Customizing your workspace
- Importing images to use as the basis for an animation
- Understanding how pen pressure affects brush strokes
- Adding color with swatches
- Creating multiple versions of a single character
- Drawing the head and body
- Creating phonemes for lip sync
- Rigging your character
- Using motion key frames
- Creating pegs
- Animating the legs and arms
- Importing and editing sound
- Using squash and stretch and other animation principles
- Saving your character as a template

ETHICAL HACKING (3 Months)

Time for some masti. Has your school, college or company blocked access to everything cool & fun on the Internet (like Facebook, YouTube, Chat etc) and made your life miserably boring? Is the Govt trying to censor the Internet & block access to your favorite websites? This Course is sure to come to your rescue. Using the 100+ new techniques in this course you are guaranteed to be able to unblock the following in your school, college and country.

After doing this short term course, not only will students be able to protect their Windows system against the most common vulnerabilities, loopholes and threats, but will also be able to play cool tricks to impress their friends. A fun and light learning that will also make the student more aware of Windows-related security issues and practices.

UNBLOCK Internet

- Social Networking Sites (Face book, Twitter etc)
- Video Streaming Sites (YouTube, Metacafe etc)
- Cricket Scores.
- Chat Software
- Career Websites.
- Torrents
- USB Ports.
- Download & Speed Limits.
- Torrents

And just about everything else that is blocked!

- EMAIL Hacking
- Hacking Mobile Phone-Security Tips and Tricks
- Improve Your Digital Life
 - Send an email in the future
 - Fake an incoming call on your mobile phone
 - Catch a cheating partner red-handed!
 - Remember where you parked your car
 - Block inappropriate websites from your kids
 - Automate tasks on your mobile phone
 - Hide files inside photographs!

And many more....

- Windows Hacking
 - How to Back Up the Windows Registry
 - How to Customize the Startup Screen in Windows
 - How to Disable Windows Hotkeys
 - How to Remove the Arrow from Shortcuts
 - How to Disable Right Click on the Desktop and Explorer
 - How to Disable Right Click on the Taskbar
 - How to Disable Taskbar and Start Menu Properties
 - How to Customize the Start Button Right Click Context Menu
 - How to Change the Windows Start ORB button

- How to Remove the Windows Start ORB button
- Locking the Toolbars
- How to Customize the Right Click > New Menu Options
- How to Disable the SHUTDOWN, RESTART, SLEEP and HIBERNATE Buttons
- How to Disable the LOG OFF Option
- How to Create Shortcuts to Shutdown, Restart, Hibernate and Sleep
- How to Disable the Windows Update Option

And many more.....

C PROGRAMMING LANGUAGE FUNDAMENTALS

(6 Weeks)

Introduction

Welcome

History

What is C?

Adoption and Relevance

Getting Started

Demo: Getting Started

Variables

Welcome

Variables

Names

Types

Declarations and Initialization

Storage and Visibilty

Demo: Compilation Model

Demo: Local Variables

Demo: Global Variables

Operators

Welcome

Arithmetic Operators

Relational Operators

Logical Operators

Bitwise Operators

Unary Operators

Assignment Operators

Precedence of Operators

Expressions and Statements

Welcome

Expressions

Statements

If Statements

Iteration Statements

Loop Jumping

Switch Statements

Demo: Expressions and Variables

Demo: Bool and If Statements

Pointers and Arrays

Welcome

Pointers and Addresses

Pointers and Variables

Defining Arrays

Arrays and Pointers

Functions and Structures

Welcome

Functions

Structures

Using Structures

Demo: Making a List

Demo: Using a List

Conclusion

C++ (6 weeks)

Context

Introduction

Course Overview

Why C++?

Modern C++

C++ As a First Language

C++/CLI

C++0x

Summary

Tools

Introduction

Visual Studio

Demo: Get Visual C++ Express

Demo: A Simple Application

Kinds of Applications

A Console Application

Demo: Creating a Project

Summary

Language Basics - Variables: Fundamental Types

Introduction

Variables

Fundamental Types

Demo: Fundamental Types

Casting

Demo: Casting

Summary

Variables - User Defined Types

Introduction

Classes and Objects

Demo: Classes and Objects

Scope

Demo: Scope

Odds and Ends

Demo: Inheritance

Demo: Namespaces

Demo: Enumerations

The Preprocessor

Demo: The Preprocessor

Summary

Flow of Control

Introduction

Flow of Control

lf

Demo: if

While

Demo: While

For

Demo: For

Switch

Demo: Switch

Functions

Demo: Free Functions

Demo: Member Functions

Demo: Understanding Error Messages

Immediate If

Demo: Immediate If

Summary

Operators

Introduction

Arithmetic

Demo: Arithmetic

Comparison

Demo: Comparison

Bitwise Operators

Operator Overloading

Writing an Overload

Demo: Writing an Overload

Summary

Templates

Introduction

Templates

Demo: Function Template

Function Templates

Demo: Class Template

Class Templates

Template Specialization

Demo: Template Specialization

Summary

Pointers

Introduction

Pointers and References

Demo: Pointers and References

Const

Demo: Const

Const and Pointers

Demo: Const and Pointers

The Free Store

Manual Memory Management

Demo: Manual Memory Management

Easy Memory Management

Demo: Easy Memory Management

Smart Pointers

Using Smart Pointers

Summary

Pointers and Inheritance

Introduction

Pointers and Inheritance

Demo: Pointers and Inheritance

Demo: Shared Pointers and Polymorphism

Slicing

Demo: Slicing

Casting

Demo: Casting

Summary

