

JSS COLLEGE FOR WOMEN (Autonomous)

Saraswathipuram Mysore-9

Choice Based Credit System

CBCS Scheme

COP in Graphic Design

(2026-27)

DEPARTMENT OF COMPUTER SCIENCE

Proposed Regulations for the Career Oriented Program in Graphic Design

Preamble

The course of study for the career oriented program is an add-on course. Any Degree student of the college may be admitted. The rules and regulations for admission for the course shall be in accordance with those framed by the college from time to time.

The course of study is taught in two years under semester scheme. The first year course is entitled “CERTIFICATE COURSE IN Graphic Design”. It shall be of one academic year with two semesters/term of 15weeks each.

The second year course is entitled “DIPLOMA COURSE IN Graphic Design”. It shall be of one academic year with two semesters/term of 15 weeks each.

The second year course is entitled “ADVANCE DIPLOMA COURSE IN Graphic Design”. It shall be of one academic year with two semesters/term of 15 weeks each. However, to join this course the candidate should have completed the Certificate course.

A candidate is awarded with the respective certificates at the end of each course with marks obtained.

JSS COLLEGE FOR WOMEN (AUTONOMOUS)

SARASWATHIPURAM MYSURU-570009

CBCS Syllabus – COP in Graphic Design for 2025-2026 onwards

Year	Sem	Corse	Title	Hours / Week			Credits			Maximum Marks						Exam Duration	Total Marks
										Th IA		Pr IA		Exam			
				L	T	P	L	T	P	C1	C2	C1	C2	Th	Pr		
I	I	DSC 1	Introduction to Adobe Photoshop	2	0	2	2	0	1	10	05	10	05	50	20	2 Hours	100
	II	DSC 2	Working with history panel and bridges in Photoshop	2	0	2	2	0	1	10	05	10	05	50	20	2 Hours	100
II	III	DSC 3	Working with camera raw images	2	0	2	2	0	1	10	05	10	05	50	20	2 Hours	100
	IV	DSC 4	Enhancing and correcting images	2	0	2	2	0	1	10	05	10	05	50	20	2 Hours	100
III	V	DSC 5	Working with Video and Animation	2	0	2	2	0	1	10	05	10	05	50	20	2 Hours	100
	VI	DSC 6	Correcting Video Files and Adding Artistic Effects	2	0	2	2	0	1	10	05	10	05	50	20	2 Hours	100

Proposed syllabus for the Certificate course in Graphic Design:-

SEMESTER-I

Credit (L: T: P = 2: 0: 1)

DSC 1:

Introduction to Adobe Photoshop (Theory)

Course outcomes

Upon successful completion of the course, student will be able to:

CO1: Recall and describe the features and interface elements of Adobe Photoshop CS6, including the workspace, menu bar, panels, and tools.

CO2: Apply various tools and commands to create, modify, and enhance images, including resizing, cropping, straightening, and adjusting color properties.

CO3: Analyze different file formats, color modes, and histograms to make informed decisions about image editing and output settings.

CO4: Evaluate the limitations and capabilities of Photoshop CS6 to determine appropriate usage scenarios for different image editing tasks.

Unit – 1

15hrs

Introducing Adobe Photoshop CS6:

Discovering the Versatile World of Photoshop, Knowing when to use Photoshop, Understanding the limitations of Photoshop, Looking at what is New in Photoshop CS6.

Exploring the Photoshop Workspace: Touring the Workspace, Exploring the Photoshop Menu Bar, Understanding the Layer menu, Examining the Type menu, Using the Select menu, Exploring the Filter menu, Understanding the 3D menu, Using the View menu, Exploring the Window menu, Using the Help menu, Exploring Panels, Understanding the Tools in the Toolbox, Configuring Presets, Setting Preferences, Customizing Shortcuts and Menus.

Unit – 2

15hrs

Exploring File types in photo shop: Creating and Opening Images, Resizing Files and Adjusting Resolution, Cropping and Straightening Images.

Understanding Colors, Histograms, Levels, and Curves: Knowing Color Basics, Understanding Channels and Levels, Adjusting with Histograms, Working in Different Color Modes, Choosing Colors.

DSC 1: Introduction to Adobe Photoshop (Practical): As per the syllabus **Text Book**

Adobe Photoshop CS6 BIBLE by John Wiley & sons, Inc., Indianapolis, Indiana

Reference Book

Adobe Photoshop: The World'S Best Imaging and Photo Editing Software Paperback-by Bittu Kumar (Author)

SEMESTER-II
Credit (L: T: P = 2: 0: 1)
DSC 2:

Working with History Panel and Bridges in Photoshop (Theory)

Course outcomes

CO1: Describe the functionalities of the History panel and Actions panel in Photoshop to facilitate non-destructive editing and automation of repetitive tasks.

CO2: Apply automated actions and custom scripts to streamline image editing workflows and enhance productivity within Photoshop.

CO3: Analyze how Bridge can be used to organize, categorize, and process multiple image files effectively, including metadata management and batch processing.

CO4: Create organized file management systems using Bridge features such as collections, ratings, labels, and keywords, and demonstrate image processing techniques like batch editing, merging, and generating PDFs or web galleries.

UNIT I:

15hrs

Applying History and Actions: Understanding, Photoshop's Non-Destructive Features: Using the History Panel, Painting from history.

Creating and Using Automated Actions: Understanding the Actions panel, Loading existing action sets, Creating custom actions, Editing actions, Playing actions, Managing the action list

UNIT II:

15hrs

Using Bridge to Organize and Process Files: Working in the Bridge Workspaces: Examining the Bridge utility, using the Bridge workspaces,

Organizing Files in Bridge: Importing images from cameras and card readers, Working with image metadata, Assigning ratings and labels to files, Assigning keywords to files, Renaming files, Finding files, Using collections, Creating collections, Creating stacks, Deleting versus rejecting files.

Processing Images Using Bridge and Photoshop: Opening images in Photoshop, Processing Multiple Files, Using the Batch Interface, Using the Image Processor Interface, Merging photos, Creating PDFs and Web Galleries, Using the Mini-Bridge Tool in Photoshop

DSC 2: Working with History Panel and Bridges in Photoshop (Practical): As per the syllabus

Text Book

Adobe Photoshop CS6 BIBLE by John Wiley & sons, Inc., Indianapolis, Indiana

Reference Book

Adobe Photoshop: The World'S Best Imaging and Photo Editing Software Paperback-by Bittu Kumar (Author)

Proposed syllabus for the Diploma course in Graphic Design:-

SEMESTER-III

Credit (L: T: P = 2: 0: 1)

DSC 3:

Working with Camera Raw Images

Course outcomes

CO1: Explain the benefits and functionalities of Camera Raw, including non-destructive editing, file formats, workspace settings, and exporting options. (Remembering)

CO2: Apply various Camera Raw tools and adjustments—such as white balance, tone curve, clarity, vibrancy, and split toning—to enhance and modify RAW images effectively.

CO3: Analyze image quality issues such as noise, lens distortion, and camera quirks, and demonstrate appropriate correction techniques like noise reduction, lens correction, and retouching.

CO4: Create artistic effects and custom presets by utilizing Camera Raw features, including grain addition, vignettes, and adjustments, to produce desired visual outcomes.

UNIT I:

15hrs

Exploring Camera Raw Basics: Looking at Camera Raw Benefits, Keeping original CMOS information editing non-destructively saving time Understanding

Camera Raw File :Types Creating an XMP sidebar file, Converting RAW formats to DNG files, Opening Images in Camera Raw Getting to Know the Camera Raw Workspace Changing Your Workflow Options Setting the color space Choosing a bit depth Adjusting image size Setting the resolution Applying output sharpening Opening images as Smart Objects Setting Preferences Saving images Changing image settings. Applying Sharpening Changing the default image settings modifying the Camera Raw cache Handling DNG files Handling JPEG and TIFF file formats using the Camera Raw Panel Menu Creating Snapshots Saving Presets Exporting Camera Raw Files

UNIT II:

15hrs

Processing Photos with Camera Raw: Getting to Know the Camera Raw Tools, Synchronizing Adjustments in Multiple RAW Images, Adjusting the White Balance Using the White Balance tool, changing the lighting settings using the Temperature and Tint sliders, Adjusting Lighting, Adjusting Color and Clarity

Tweaking clarity, vibrancies, and saturation. Adjusting the Tone Curve the Parametric panel, The Point tab Adjusting hue, saturation, and luminance Hue adjustments Saturation adjustments Luminance adjustments creating a grayscale photo. Using Split Toning Correcting and Retouching.

Cloning and spot removal: Removing red-eye using the Adjustment Brush Setting the Mask options using the pins Setting the Brush options Setting the Adjustment options Creating a Graduated Filter.

Creating Artistic Effects: Adding grain to your image adding a vignette Correcting Camera Quirks Making lens corrections. Setting camera calibration Reducing Noise and Adjusting Sharpness, Reducing noise, Sharpening.

DSC 3: Working with Camera Raw Images (Practical): As per the syllabus

Text Book

Adobe Photoshop CS6 BIBLE by John Wiley & sons, Inc., Indianapolis, Indiana

Reference Book

Adobe Photoshop: The World'S Best Imaging and Photo Editing Software Paperback-by Bittu Kumar (Author)

SEMESTER-IV
Credit (L: T: P = 2: 0: 1)
DSC 4:

Enhancing and correcting Images

Course outcomes

CO1: Describe the principles of optimizing adjustment workflows in Photoshop, including the use of adjustment layers, properties panel, and auto adjustments for efficient editing.

CO2: Apply various lighting and color adjustment techniques—such as brightness, contrast, exposure, and color balance—to enhance and correct images effectively.

CO3: Analyze image tonal and color issues, and demonstrate appropriate correction methods using tools like Levels, Curves, and Photo Filters to improve image quality.

CO4: Create customized black-and-white images, HDR composites, and fine-tuned color adjustments by utilizing advanced adjustment tools, demonstrating control over image tone and color harmony.

UNIT I:

15hrs

Optimizing Adjustment Workflow: Understanding Workflow Making Auto Adjustments
Creating Adjustment Layers Making Adjustments Using the Properties Panel

Lighting and Color Adjustments: Applying Quick Adjustments to Light and Color Adjusting
brightness and contrast versus exposure Using the Brightness/Contrast tool to adjust lighting
Using the Exposure tool to adjust lighting Changing the color balance Making selective color
adjustments

UNIT II:

15hrs

Applying Photo Filter to images: Replacing specific colors using the Variations tool, Changing
the shadows and highlights in images fixing shadows. Fixing highlights Adjusting after shadows
or highlights are corrected Creating customized black-and-white photos, Fine-Tuning Hue and
Saturation Using the Hue/Saturation tool, Adjusting the hue and saturation to make colors pop
Adjusting Levels, Using the Levels adjustment tool, Configuring the Auto Levels adjustment,
Adjusting levels to increase detail in images.

Making Adjustments with Curves: Using the Curves tool, Configuring the Curves tool,
Configuring the Auto Curves tool Adjusting the curve to correct color and contrast in images
Using the Match Color Tool to Change Colors Working with HDR Images. Creating HDR
images Converting HDR images to 8 bits per channel.

DSC 4: Enhancing and correcting Images(Practical): As per the syllabus

Text Book

Adobe Photoshop CS6 BIBLE by John Wiley & sons, Inc., Indianapolis, Indiana

Reference Book

Adobe Photoshop: The World'S Best Imaging and Photo Editing Software Paperback-by Bittu
Kumar (Author)

Proposed syllabus for the Advanced Diploma course in Graphic Design:-

SEMESTER-V

Credit (L: T: P = 2: 0: 1)

DSC 5:

Working with Video and Animation(Theory)

Course outcomes

CO1: Explain the fundamental concepts of video editing, including working with video files, aspect ratios, timeline features, and importing various media elements.

CO2: Apply editing techniques such as trimming, splitting, moving clips, and adding elements like text, images, and 3D models to create cohesive video projects.

CO3: Analyze the process of creating animations by constructing and editing keyframes, setting interpolation methods, and animating multiple properties across video layers.

CO4: Create complex video sequences and animations by utilizing keyframe techniques, layer styles, and advanced features like 3D animations and rotoscoping to produce professional-quality videos.

Unit I:

15hrs

Understanding Video Editing Basics :Working with Video Files, Setting aspect ratios, Correcting the pixel aspect ratio, Changing video aspect ratios, Correcting the aspect ratio of an image, Using video filters, De-Interlace, NTSC Colors, Understanding the Features of the Timeline Panel, Adjusting time in the Timeline panel, Using the work area of the Timeline panel, Using the icons on the Timeline panel, Exploring the options in the Timeline panel menu, Accessing the Video Layers menu,

Setting clip favorites, Creating video groups, Opening and Placing Video Files, Opening a video file, Adding additional video files, Importing image sequences, Importing an image sequence into one layer, Importing an image sequence into multiple layers, Trimming Video, Clips Dragging the clip duration bar, Trimming clips using the Timeline menu option, Moving Video Clips, Changing the clip hierarchy, Dragging clips inside the clip duration bar, Moving the clip start and clip end points, Splitting Clips, Lifting and Extracting Unwanted Sections of Video Lifting a section of a video clip, Extracting a section of a video clip, Adding Still Shots or Other Elements to a Video Project, Adding a blank layer Adding a text layer, Placing an image file, Adding or placing a 3D model.

Unit II:

15hrs

Animating in the Timeline Panel :Creating and Editing Keyframes, Creating keyframes, Editing keyframes, Setting interpolation

Linear interpolation, Hold interpolation, Creating comments, Animating the Position of a Layer Getting keyframe placement right, Animating positions in multiple layers, Using Smart Objects to Animate Transformations, Animating the Opacity Setting, Using Keyframes to Animate Layer Styles, Animating the Global Lighting, Using Keyframes to Animate Text, Animating Masks Building 3D Animations, Learning the Basics of Rotoscoping, Creating a new video layer Creating modified frames, Using onion skins, Restoring frames, Animating DICOM Files

DSC 5: Working with Video and Animation (Practical): As per the syllabus

Text Book

Adobe Photoshop CS6 BIBLE by John Wiley & sons, Inc., Indianapolis, Indiana

Reference Book

Adobe Photoshop: The World'S Best Imaging and Photo Editing Software Paperback-by Bittu Kumar (Author).

SEMESTER-VI
Credit (L: T: P = 2: 0: 1)
DSC 6:

Correcting Video Files and Adding Artistic Effects

Course outcomes

CO1: Describe the processes involved in correcting video files, applying artistic effects, and utilizing filters and cloning techniques to enhance video quality and appearance.

CO2: Apply frame-by-frame editing, smart filters, cloning, healing, and layer adjustments to modify and improve video and image sequences effectively.

CO3: Analyze the techniques of creating animations through frame sequencing, tweening, keyframing, and looping options to produce smooth and professional animations.

CO4: Create animated sequences using frame animation and layered images, incorporating keyframes and tweening to develop dynamic visual effects and complete video animations.

Unit I:

15hrs

Correcting Video Files and Adding Artistic Effects: Enhancing Layers with Color Corrections, Unclipping an adjustment layer, Changing the duration of an adjustment layer, Applying Smart Filters to Video Files, Cloning and Healing Over an Entire Video Layer, Modifying Video Clips Frame by Frame, Adding an adjustment to a single frame, Adding a filter to a single frame, Cloning and healing video files, Locking the source frame

Unit II:

15hrs

Animating Using Frames Using the Timeline Panel's Frame Animation Interface:

Using the panel features, Setting the frame delay time, Changing the disposal method, Choosing your looping options, Tweening using frames, Duplicating selected frames, Converting to the video Timeline, Activating the frame animation version of the Timeline panel menu, Looking at the frame animation Timeline panel menu, Using the animation features in the Layers panel
Creating Tweened Frame Animations, Opening an image to animate, Creating keyframes, Tweening keyframes, Creating a Frame-by-Frame Animation, Creating an animation from a layered image, Building an animation in the animation version of the Timeline panel, Rendering Video

DSC 6: Correcting Video Files and Adding Artistic Effects (Practical):

As per the syllabus

Text Book

Adobe Photoshop CS6 BIBLE by John Wiley & sons, Inc., Indianapolis, Indiana

Reference Book

Adobe Photoshop: The World'S Best Imaging and Photo Editing Software Paperback-by Bittu Kumar (Author).

Question Paper Pattern

Theory (1 or 2 Credits)

Time: 2 Hours

Max. Marks: 50

Part – A

I. Answer all Questions.

05 X 02 = 10

- 1.
- 2.
- 3.
- 4.
- 5.

Part - B

II. Answer any Four Questions.

4 X 10 =40

- 6.
- 7.
- 8.
- 9.
- 10.
- 11.