

## DAY 1

- Introduction
- Bitmap vs Vector graphics
- Resolution/Print theory
- Colour theory
- Locating help
- Adobe Bridge
- Viewing Files
- Viewing/adding Meta-data
- Stacking/Sorting files
- Automating Processes
- Paint tools
- Options Bar
- Tool presets
- Creating Colours, Patterns & Gradients
- Corrections & Saving
- Saving/File Formats
- History Palette
- Selections
- Selection tools
- Quick Selection Tool
- Refine Edges
- Modifying Selections
- Quick Masks

## DAY 2

- Layers
- Creating & organising Layers
- Applying Effects to Layers
- Distributing/Aligning elements
- Clipping Layers
- Layer Masking
- Refining Masks
- Adjustment Layers
- Layer Comps
- Filters
- Applying Filters
- Smart Filters
- Advanced Selections
- Channels
- Alpha channels
- Type
- Point & Area Type
- Warping Type
- Vertical Type
- Type on a Path
- Smart Objects (linking to external files)
- Colour Correction
- Automatic & Basic adjustments
- Using Histograms & Levels
- Adjusting/Matching/Replacing colours
- Retouching tools
- Cloning & Healing tools
- Using Unsharp mask (sharpening images)
- Content aware scaling (extending backgrounds)