

Duration - 4 Weeks

- 1. Photography Basics Introduction
- 2. What Is Photography?
- 3. Shutter Speed
- 4. Aperture
- 5. ISO
- 6. Composition
- 7. Metering
- 8. Camera Modes
- 9. Focusing
- 10. Flash
- 11. Camera Settings
- 12. How to Take Sharp Pictures
- 13. Photography Tips for Beginners
- 14. Various Photography Ideas



02

PHOTOGRAPHY ADVANCE

Day -1

- 1. Buttons and functions
- 2. Menus and settings
- 3. Exposure Triangle
- 4. Aperture
- 5. Depth of Field
- 6. Shutter-speed
- 7. Freezing and blurring motion
- 8. Aperture and shutter speed priority
- 9. ISO & Sensor





- 1. Exposure
- 2. Introduction to White Balance
- 3. Understanding and recognizing correct exposure using Histograms
- 4. Custom White Balance
- 5. Color temperature
- 6. Histograms and Tonal Range

Day-3

- 1. Basics of RAW
- 2. Metering modes (light meter)
- 3. Manual mode
- 4. All about Lens (Zoom, Prime, Macro)

Day-4

- 1. Auto Focus and Focus Points
- 2. Manual Focus
- 3. Exposure compensation and exp

1. Basics of composition

Day-6

- 1. Project (Based on Caption)
- 2. Homework/Outdoor

Day-7

- 1. Discussion on previous outdoor
- 2. Prime vs. zoom lenses
- 3. Lens impact on Depth

Day-8

- 1. Landscape, Street Photography
- 2. Bracketing
- 3. HDR

Day-9

1. Outdoor on previous class





- 1. Discussion on previous outdoor
- 2. Flash main source of light and fill in
- 3. Reflectors

Day-11

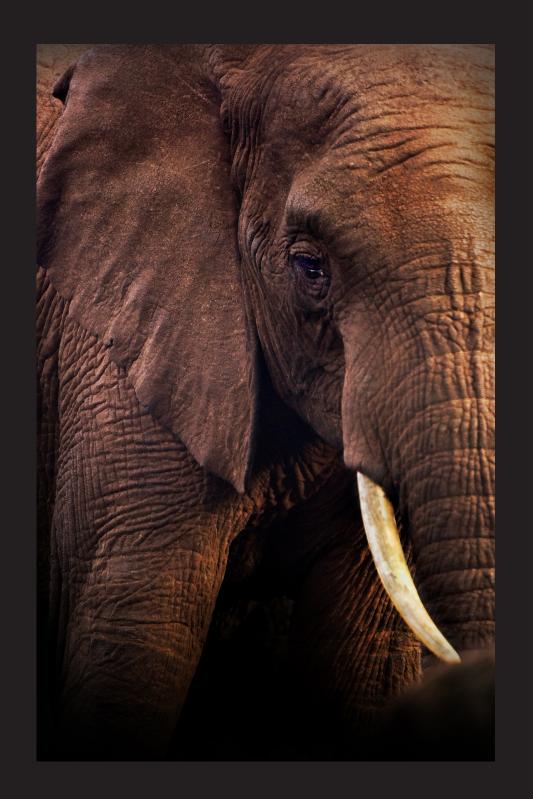
- 1. Indoor on previous class
- 2. Discussion

Day-12

- 1. Discussing the purpose of Photoshop and post-production
- 2. Photoshop tools
- 3. File formats
- 4. Image sizes
- 5. Selection

Day-13

1. Layer





- 1. Masking
- 2. Filter
- 3. Adjustment Layer
- 4. Blending Effect
- 5. Special Effect

Day-15

- 1. Processing with Adobe Camera RAW
- 2. Different Types of Dodging and Burning

Day-16

1. Project (Landscape)

Day-17

1. Project (Street)

Day-18

1. Project (Macro)

1. Project (Food)

Day-20

1. Project (Portrait)

Day-21

1. Project (Wildlife)

Day-22

1. Project (Action Photography)

Day-23

1. How to build your career to be a photographer

Day-24 and Day-25

1. Final Project





Lightroom Foundation (1 Month)

- 1. Library Module
- 2. Import / Export
- 3. Creating metadata presets
- 4. Captions and keywords
- 5. Renaming files
- 6. Organising in collections and smart collections
- 7. Editing using flags, filters and ratings Develop Module
- 8. Histogram
- 9. Tone adjustments, corrections for under / over exposure
- 10. White balance & adjustment
- 11. Contrast & amp; clarity, vibrance and saturation
- 12. Using tone curves
- 13. HSL / Colour / B&W
- 14. Sharpening
- 15. Noise reduction
- 16. Lens corrections
- 17. Effects
- 18. Virtual copies
- 19. Camera calibration
- 20. Cropping and straightening, aspect ratios





- 21. Spot removal and Localised adjustments
- 22. Graduated filters and the adjustment brush
- 23. inking Lightroom with Photoshop
- 24. Export
- 25. File formats and their usages
- 26. Size and resolution
- 27. Overview of Map, Book, Slideshow, Print and Web Modules

Photoshop Foundation – Level 1 (2 Month)

- 1. Become familiar with the program
- 2. RAW and Adobe Camera Raw (ACR)
- 3. Brightness & amp; Contrast
- 4. Colour Corrections
- 5. RGB and the 256 brightness levels
- 6. Adjustment Layers
- 7. Levels
- 8. Curves
- 9. Hue / Saturation
- 10. Image Rotation
- 11. Crop Tool
- 12. Basic Retouching
- 13. Healing Brush Tool
- 14. Clone Stamp Tool

- 15. Adding a border
- 16. Canvas size
- 17. Image Size and Pixel Dimensions
- 18. Saving Files & Samp; File Formats & Samp; their uses
- 19. File Compression
- 20. File Size
- 21. History
- 22. History Brush
- 23. Selections
- 24. Black & amp; White Conversions



Photoshop Foundation – Level 2 (2 Month)

- 1. ACR Adobe Camera RAW Workflow
- 2. Batch Processing
- 3. Basic Colour Management
- 4. Colour spaces
- 5. ICC profiles
- 6. Levels
- 7. Histograms in Depth
- 8. Precise Colour with Curves
- 9. Layer types and uses
- 10. Adjustment Layers
- 11. Managing Layers
- 12. Blend Modes

- 13. Layer Masks
- 14. Groups
- 15. Retouching Techniques using Layers
- 16. Resolution & amp; Resizing
- 17. Bit Depth
- 18. 8 bits vs 16 bits / channel
- 19. Tonal range
- 20. Dynamic range
- 21. Unsharp Mask
- 22. High Pass Sharpening
- 23. Creating custom Keyboard Shortcuts
- 24. Actions



