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HTML: LEVEL 1

OBJECTIVES

The DWIT Training–HTML- Level 1 course is targeted for beginners who want to:

- Create a basic Web Page Design.
- HTML Attributes
- HTML Table
- HTML List

TARGET GROUP

- Anyone who has some basic knowledge about web Site and Page
- High school and university students (plus two, undergraduate, etc.) who want to do coursework
- Someone who is already working Web design

TRAINING METHOD

- The course is spread over 12hours that consists of lecture and lab work. There will be approximately 6 hours of lectures and 8 hours of hands-on lab work.
- Lab exercises are mandatory, have a fixed deadline, and are graded. The course puts heavy emphasis on lab exercises because software programming can only be learnt well by explicitly putting into practice the principles that have been taught (i.e. in simpler terms – by doing lots and lots of coding). Late submission (past the deadline) of exercises incurs some penalty from total points.
- Instructors may provide relevant lecture/lab notes to students as (and when) necessary in the form of printed handouts and or via emails.

COURSE DURATION

- 12 hours
- Classes
-Morning/Evening

COURSE BREAKDOWN

Theory



- **HTML**
 - HTML Tags
 - HTML Documents = Web Pages
 - Example
- **HTML Attributes**
 - Attribute Example
 - HTML Attributes Reference
- **HTML Headings**
 - Heading are important
 - HTML Lines
 - HTML Comment
 - HTML Paragraphs
 - HTMLTag
 - HTML Links
 - HTML Style
- **HTML Images**
 - HTML Images-The Alt Attribute
 - Basic Notes-Useful Tips for img tag
 - HTML ImageTags
- **HTML Tables**
 - HTML Table and Border attribite
 - HTML Table Header
- **HTML LISTS**
 - HTML Unordered Lists
 - HTML Ordered Lists
 - HTML Forms
 - An ordered list
 - An unordered list:
- **HTML Forms - The Input Element**
 - Text Fields
 - Password Field
 - Radio Buttons
 - Checkboxes
 - Submit Button
- **HTML Frames**
 - The HTML frameset Element
 - The HTML frame Element
 - Basic Notes - Useful Tips
- **HTML iframe**
 - Iframe - Set Height and Width
 - Iframe - Remove the Border
 - Use iframe as a Target for a Link



Labs

- Lab assignments will focus on the practice and mastery of contents covered in the lectures; and introduce critical and fundamental problem solving techniques to the students.

DISCLAIMER

- Please note that Deerwalk Institute of Technology reserves the right to change the course syllabus of DWIT Training - HTML – Level 1 course at any time without prior notification.



WEBSITE LAYOUT AND CSS : LEVEL2

OBJECTIVES

The DWIT Training–Website Layouts and CSS course is targeted for beginners who want to:

- HTML Layouts
- CSS Syntax
- CSS Class
- External and Internal CSS

TARGET GROUP

- Anyone who has some knowledge of Web Page Design and format.
- High school and university students (plus two, undergraduate, etc.) who want to do coursework
- Someone who is already working with Web Page and Design

TRAINING METHOD

- The course is spread over 12 hours that consists of lecture and lab work. There will be approximately 6 hours of lectures and 8 hours of hands-on lab work.
- Lab exercises are mandatory, have a fixed deadline, and are graded. The course puts heavy emphasis on lab exercises because software programming can only be learnt well by explicitly putting into practice the principles that have been taught (i.e. in simpler terms – by doing lots and lots of coding). Late submission (past the deadline) of exercises incurs some penalty from total points.
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- Instructors may provide supplementary code snippets to students via email or in lab class to support the theory and or lab material that is being taught.

COURSE DURATION

- 12 hours
- Classes
 - Morning/Evening



COURSE BREAKDOWN

- **Theory**
 - **Website Layouts**
 - HTML Layouts - Using Tables
 - HTML Layouts - Using Div. Elements
 - **HTML Doctypes**
 - HTML Different Doctypes
 - HTML 4.01 Strict
 - HTML 4.01 Transitional
 - HTML 4.01 Frameset
 - **The HTML HEAD Element**
 - The HTML title Element
 - The HTML base Element
 - The HTML link Element
 - The HTML style Element
 - **CSS**
 - What is CSS?
 - Style Solved a Big Problem
 - CSS Saves a Lot of Work!
 - CSS SYNTAX
 - CSS COMMENTS
 - **The ID and Class Selectors**
 - The id Selector
 - The class selectors
 - **Three Ways to Insert CSS**
 - External Style Sheet
 - Internal Style Sheet
 - Inline Styles
 - Different List Item Makers

Labs

- Lab assignments will focus on the practice and mastery of contents covered in the lectures; and introduce critical and fundamental problem solving techniques to the students.

DISCLAIMER

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WEBSITE LAYOUT AND CSS : LEVEL2

DREAMWEAVER

OBJECTIVES

The DWIT Training–Dreamweaver course is targeted for who know the some knowledge of Webpage and HTML:

- Understanding HTML and CSS
- Creating the Site Structure
- Use AP Element to Create Interactive Images
- Updating Published Files

TARGET GROUP

- Anyone who has some knowledge of Web Page Design and formate.
- High school and university students (plus two, undergraduate, etc.) who want to do coursework
- Someone who is already working with Web Page and Design

TRAINING METHOD

- The course is spread over 12 hours that consists of lecture and lab work. There will be approximately 6 hours of lectures and 8 hours of hands-on lab work.
- Lab exercises are mandatory, have a fixed deadline, and are graded. The course puts heavy emphasis on lab exercises because software programming can only be learnt well by explicitly putting into practice the principles that have been taught (i.e. in simpler terms – by doing lots and lots of coding). Late submission (past the deadline) of exercises incurs some penalty from total points.
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COURSE DURATION

- 12 hours
- Classes
 - Morning/Evening

COURSE BREAKDOWN

Theory

- **What is Dreamweaver?**
 - Using the Dreamweaver Workspace
 - Working with the Document Window
 - Setting Your Preferences
 - Getting Help
 - Understanding the Site Creation Process
 - Creating the Site Structure
 - Defining the Site
 - Understanding HTML and CSS
- **Creating a New Document**
 - Defining Page Properties
 - Creating a Layout
 - Adding Text
 - Importing a Word Document
 - Including Existing HTML Documents
 - Creating a Template
 - Using a Template
- **Understanding Objects**
 - Exploring the Assets Panel
 - Inserting Images
 - Creating Rollover Images
 - Previewing a Document
 - Using AP Elements to Create Interactive Images
 - Attaching Behaviors to AP Elements
 - Using Library Items
- **Creating a Table**
 - Adding Elements to a Table
 - Creating a Form
 - Adding Form Controls
 - Inserting Multimedia Objects
- **Understanding Links**
 - Creating a Text Link



- Creating an Image Link
- Creating an Image Map
- Inserting a Navigation Bar
- Adding a Jump Menu
- Working with the Site Map
- **Understanding Text Formatting Options**
 - Formatting Text
 - Creating Lists
 - Formatting Tables
 - Creating Frames
 - Using Frames
- **Introduction to CCS**
 - Creating and Applying CSS Styles
 - Working with Style Sheets
 - Modifying CSS Styles
 - Using CSS Layouts
 - Adding AP Elements
- **Generating Reports**
 - Checking Links
 - Validating Tags
 - Checking Target Browsers
 - Publishing to a Remote Site
 - Using Check In/Check Out
 - Updating Published Files
 - Synchronizing Files

Labs

- Lab assignments will focus on the practice and mastery of contents covered in the lectures; and introduce critical and fundamental problem solving techniques to the students.

DISCLAIMER

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MULTIMEDIA/ADOBE PHOTOSHOP

OBJECTIVES

The DWIT Training–Multimedia/Adobe Photoshop course is targeted for who know the some knowledge of Design and Graphics:

- Understanding how Digital Images Work
- Understanding Layer
- Understand Color Modes
- Actions and Scripts

TARGET GROUP

- Anyone who has some knowledge of Web Page Design and Graphics.
- High school and university students (plus two, undergraduate, etc.) who want to do coursework
- Someone who is already working with Web Page Design and Graphics.

TRAINING METHOD

- The course is spread over 12 hours that consists of lecture and lab work. There will be approximately 6 hours of lectures and 8 hours of hands-on lab work.
- Lab exercises are mandatory, have a fixed deadline, and are graded. The course puts heavy emphasis on lab exercises because software programming can only be learnt well by explicitly putting into practice the principles that have been taught (i.e. in simpler terms – by doing lots and lots of coding). Late submission (past the deadline) of exercises incurs some penalty from total points.
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- Instructors may provide supplementary code snippets to students via email or in lab class to support the theory and or lab material that is being taught.

COURSE DURATION

- 12 hours
- Classes
-Morning/Evening



COURSE BREAKDOWN

- **Theory**
- **ADOBE PHOTOSHOP**
 - Understanding How Digital Images Work
 - Overview of the Selection Tools
 - Understanding Layers
 - Understanding Color Modes
 - Working with Type
 - Adjustment Layers and Filters
 - Action and Scripts
 - Preparing to Publish

Labs

- Lab assignments will focus on the practice and mastery of contents covered in the lectures; and introduce critical and fundamental problem solving techniques to the students.

DISCLAIMER

- Please note that Deerwalk Institute of Technology reserves the right to change the course syllabus of DWIT Training –Photoshop –course at any time without prior notification.



MULTIMEDIA/ ADOBE ILLUSTRATOR

OBJECTIVES

The DWIT Training–Multimedia/Adobe ILLUSTRATOR course is targeted for who know the some knowledge of Design and Graphics:

- Getting to Know the Work Area
- Transforming Objects
- Working with Layers
- Designing Type & Layout

TARGET GROUP

- Anyone who has some knowledge of Web Page Design and Graphics.
- High school and university students (plus two, undergraduate, etc.) who want to do coursework
- Someone who is already working with Web Page Design and Graphics.

TRAINING METHOD

- The course is spread over 10 hours that consists of lecture and lab work. There will be approximately 6 hours of lectures and 8 hours of hands-on lab work.
- Lab exercises are mandatory, have a fixed deadline, and are graded. The course puts heavy emphasis on lab exercises because software programming can only be learnt well by explicitly putting into practice the principles that have been taught (i.e. in simpler terms – by doing lots and lots of coding). Late submission (past the deadline) of exercises incurs some penalty from total points.
- Instructors may provide relevant lecture/lab notes to students as (and when) necessary in the form of printed handouts and or via emails.
- Instructors may provide supplementary code snippets to students via email or in lab class to support the theory and or lab material that is being taught.

COURSE DURATION

- 10 hours
- Classes
-Morning/Evening



COURSE BREAKDOWN

- **Theory**
- **ADOBE ILLUSTRATOR**
 - Getting to Know the Work Area
 - Selecting and Aligning
 - Creating and Editing Shapes
 - Transforming Objects
 - Drawing with the Pen Tool
 - Color and painting
 - Working with Type
 - Working with Layers
 - Working with Perspective Drawing
 - Blending Colors and Shapes
 - Working with Brushes
 - Applying Effects
 - Applying Appearance Attributes and Graphic Styles
 - Working with symbols
 - Your Creative Workspace
 - Designing Type & Layout
 - Reshaping Dimensions

Labs

- Lab assignments will focus on the practice and mastery of contents covered in the lectures; and introduce critical and fundamental problem solving techniques to the students.

DISCLAIMER

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MULTIMEDIA/SONY VEGAS PRO

OBJECTIVES

The DWIT Training–Multimedia/Adobe SONY VEGAS PRO course is targeted for who know the some knowledge of Graphics and Video Editing.

- Add and Organize Media
- Editing Audio on the Timeline
- Create Animated Effects with Keyframes
- Exporting Your Movie

TARGET GROUP

- Anyone who has some knowledge of Graphics and Video Editing
- High school and university students (plus two, undergraduate, etc.) who want to do coursework
- Someone who is already working with Graphics and Video Editing

TRAINING METHOD

- The course is spread over 10 hours that consists of lecture and lab work. There will be approximately 6 hours of lectures and 8 hours of hands-on lab work.
- Lab exercises are mandatory, have a fixed deadline, and are graded. The course puts heavy emphasis on lab exercises because software programming can only be learnt well by explicitly putting into practice the principles that have been taught (i.e. in simpler terms – by doing lots and lots of coding). Late submission (past the deadline) of exercises incurs some penalty from total points.
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- Instructors may provide supplementary code snippets to students via email or in lab class to support the theory and or lab material that is being taught.

COURSE DURATION

- 10 hours
- Classes
-Morning/Evening



COURSE BREAKDOWN

- **Theory**
- **SONY VEGAS PRO**
 - Welcome
 - Starting a New Project
 - Add and Organize Media
 - Preparing and Editing Your Media
 - Advanced Timeline Tools
 - Editing Audio on the Timeline
 - Adding and Adjusting Audio FX
 - Adding Titles
 - Create Animated Effects with Keyframes
 - Exporting Your Movie

Labs

- Lab assignments will focus on the practice and mastery of contents covered in the lectures; and introduce critical and fundamental problem solving techniques to the students.

DISCLAIMER

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MULTIMEDIA/ADOBE AFTER EFFECT

OBJECTIVES

The DWIT Training–Multimedia/Adobe ABOBE AFTER EFFECT course is targeted for who know the some knowledge of Graphics and Video Editing

- Add and Organize Media
- Editing Audio on the Timeline
- Create Animated Effects with Keyframes
- Exporting Your Movie

TARGET GROUP

- Anyone who has some knowledge of Graphics and Video Editing
- High school and university students (plus two, undergraduate, etc.) who want to do coursework
- Someone who is already working with Graphics and Video Editing

TRAINING METHOD

- The course is spread over 12 hours that consists of lecture and lab work. There will be approximately 6 hours of lectures and 8 hours of hands-on lab work.
- Lab exercises are mandatory, have a fixed deadline, and are graded. The course puts heavy emphasis on lab exercises because software programming can only be learnt well by explicitly putting into practice the principles that have been taught (i.e. in simpler terms – by doing lots and lots of coding). Late submission (past the deadline) of exercises incurs some penalty from total points.
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- Instructors may provide supplementary code snippets to students via email or in lab class to support the theory and or lab material that is being taught.

COURSE DURATION

- 12 hours
- Classes
-Morning/Evening





COURSE BREAKDOWN

Theory

- **ADOBE AFTER EFFECT**
 - Welcome to After Effects
 - Introducing animation
 - Layer control
 - Effects overview
 - Working with transparency
 - Type and type animation
 - Parenting and nesting
 - Introducing expressions
 - Rendering

Labs

- Lab assignments will focus on the practice and mastery of contents covered in the lectures; and introduce critical and fundamental problem solving techniques to the students.

DISCLAIMER

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