Software Training: Adobe Bootcamp (TA 101)

Overview
This is an in-depth online Software Training course with the aim to familiarise students with the prescribed software of Adobe Photoshop and Adobe Illustrator, which is an industry standard for multimedia creation and editing. This course will equip students with the basic knowledge of the application, pipeline and related theory regarding Adobe Photoshop and Adobe Illustrator, as well as its many uses within the creative industry. This course will cover each software's interface, navigation and the application of each tool. Adobe Bootcamp comprises 8 weeks of prescribed material and tutorials for students to complete online. Students will also complete a series of assignments and online theory tests to solidify the knowledge gained in each module.

Course objectives
On completion of the course students should be able to:
- Understand the various menu-driven functions of design software
- Understand how functions are grouped through interface layout in design software
- Understand different forms of providing user input through keyboard and mouse operations
- Understand different design methodologies that use software
- Provide final projects that satisfy requirements outlined in a brief

Software Training: Premier Pro (TP 101)

Overview
This is an in-depth online Software Training course with the aim to equip first-year students with the skills and knowledge of the video editing application, Adobe Premiere Pro.This course will educate students with the application of the software's tools, video editing techniques and workflow through video tutorials and self-study. This online course will educate students on Adobe Premiere Pro's interface, software navigation and the application of tools and effects. Premiere Pro is a 8 week course of prescribed video tutorials for students to watch and complete online, students will be allowed to submit their work earlier, but will be given the full 8 weeks to complete the online course. Students will complete an online theoretical test and a final assignment at the end of the 8 weeks as an evaluation of their accumulated knowledge gained throughout the online software training course.

Course objectives
On completion of the course students should be able to:
- Understand the various menu-driven functions of the video editing software
- Understand how functions are grouped through interface the video editing software
- Understand different forms of providing user input through keyboard and mouse operations
- Demonstrate an understanding of video editing and audio syncing
- Provide final projects that satisfy requirements outlined in a brief
- Complete the required theoretical test

Software Training: Blender Basics (TB 101)

Overview
This is a comprehensive online Software Training course with the aim to train and familiarise first year students with the 3D software, Blender. This online course will provide students with the basic knowledge of the software's application, workflow and pipeline with regards to 3D sculpting. This Software Training course will educate the students on the software's interface, navigation and the use and implementation of each 3D sculpting tool. Blender Basics consists of 8 weeks of prescribed video tutorials for students to watch and complete online. Students will complete a final assignment at the

end of the 8 weeks as an evaluation of their accumulated knowledge gained throughout the 8 week course.

Course objectives
On completion of the course students should be able to:
- Understand the various menu-driven functions of 3D software
- Understand how functions are grouped through interface layout in 3D software
- Understand different forms of providing user input through keyboard and mouse operations
- Demonstrate an understanding of the 3D Sculpting tools
- Provide final projects that satisfy requirements outlined in a brief

Software Training: Solidworks (TD 101)

Overview
SolidWorks Software training introduces students to CAD (Computer Aided Design) basics. It is concerned with three-dimensional thinking and develops the understanding of working around the origin and an absolute position in space. SolidWorks is a feature-based parametric solid modelling design tool with which students learn to create fully associative 3D-solid models utilizing automatic or user-defined relations to capture design intent.

A basic understanding of materials, finishes, lighting and environment set-ups for rendering are explored during this course. The course would be a fully online course with different levels that needs to be completed by the student within a specific time-frame.

Course objectives
On completion of the course students should be able to:
- Encourage three-dimensional thinking.
- Students will understand the planes of space after completing the course.
- Data translation through measuring skills.
- They would be able to create foundational CAD models.
- Successfully apply reverse engineering in CAD.
- The creation of photo-realistic renderings.