

Illustrator Training : Preparing Assets for After Effects

Introduction to the Illustrator Training: Preparing Your Visuals for After Effects

- Overview of the Adobe Illustrator interface
- Managing panels, windows, and the workspace layout

Creating a New Project in Illustrator

- Choosing templates or predefined formats suitable for animation
- Setting up a custom document
- Introduction to key tools essential for use with After Effects

Guides, Grids, and Rulers: Working with Precision

- Customizing guides and grids based on project requirements
- Using smart guides and rulers for accurate positioning of animated elements

Essential Tools for Designing Animation-Ready Assets

- **Pen Tool:** creating precise paths for animated shapes
- **Brush Tool** and **Blob Brush Tool:** dynamic shape creation
- **Transformation and Warp Tools:** stylizing your visuals
- **Shape Gradient Tool:** smooth transitions and morphing effects
- **Pathfinder Tool:** combining or dividing complex shapes
- **Type Tool:** integrating typography optimized for motion graphics

Layer Management and Export Preparation

- Organizing layers properly for seamless import into After Effects
- Advanced layer operations: naming, grouping, and locking elements
- Best practices for naming layers to prevent import issues
- Exporting to After Effects: compatible formats and recommended export settings

3ds Max Training

3ds Max Studio interface

- 3ds Max workspace
- The different views
- The main toolbar
- General tab of preferences
- Define the units
- Scaling
- Rotating an object
- Landmark of 3ds Max.

Object creation and modeling

- Create a 3D model
- See a modifier
- List modifiers
- Primitives

modifications

- Positioning controls.
- Editing properties.
- Property box.
- Control panel.
- Symmetries.

Manipulation of shapes and objects

- Object selection
- Aligning objects
- Layer management
- Copy of objects
- Symmetry tools
- Aspects of objects in a scene
- Create groups of objects

3ds Max Materials and Textures

- Materials: definition.
- Material Editor
- Creating a material

Discover the textures
Use UV coordinates

Cameras and lights

Presentation of lights and cameras
Lamp settings
Types and settings of cameras.
Positioning and Depth of Field

Perform the Render

Know the rendering engines
Dimensions
Manipulate layers
Quality of renderings
Output file type

Drupal Training: the most complete training

Introduction to Drupal Training: the most complete training

Make Basic Configurations

Set time

Set up error pages

The rewriting of url

The search engine

The translations

Put an editor for Drupal

Text format

Intsaller a WYSIWYG

Install an editor

Practical workshop: create a text format for our editor

Learn Drupal Taxonomy

The vocabulary

Terms

Manage vocabulary

Create a content type

Practical workshop: create a particular type of content for our project

Content Management with Drupal

Manage fields for display

User right for our new content type

Create a content management role

User management

The roles

Add rights

Practical Workshop: Creating Users and Assigned Rights

Managing the display of a Drupal site

The structure of the Drupal site

The theme

The menus

The blocks

The regions

Block Management

Install a Drupal theme

Theme Management

Retouching and Style Changes

Site Administration

Manage spam

Moderate comments and users.

Expand Drupal

Adding extensions

Useful modules of Drupal

Practical workshop: installation of multiple

SEO

SEO definition

Basics of natural referencing

Drupal extension for SEO

Maintain your Drupal site

Import and export content.

Update the software.

The maintenance of the site

Backup and restoration of the site

The update of the site

Drupal theme creation

Html / css base reminder

Managing themes in Drupal

Drupal Theme System

Components of a theme

Adapt a theme (CSS, images, ...)

Files of a theme

Replacement of functions

Change the behavior of a theme

Practical Workshop: Creating a Drupal Custom Theme

Using Artisteer

Download / Intsaller Artisteer

Artisteer User Interface

Define formatting

Define Columns and Content

Set the background

Set the header

Set the menu

Set the sidebar

Define navigation

Set footer

Template Export and Installation

Practical Workshop: Creating a Drupal Theme with Artisteer

Create a Drupal module

Drupal for firebug

Drupal Folder Tree 7

Organizing files of a module

The summary page

The module configuration page

Using settings for the summary page

Execute SQL queries in a module

Advanced Training: HTML5 / CSS3, JavaScript / DOM + Responsive Design

Advanced Training Introduction: HTML5/CSS3, JavaScript/DOM + Responsive Design

Why HTML5?

Tag formatting

HTML, CSS, XHTML, XML, HTML5 standards

The W3C and validators

Encoding logic, ISO-8859-1, UTF-8,...

Basic Concepts Review

Tag types

Style rule syntax

CSS positioning (relative, absolute, float, display)

Practical Workshop: *Create an XHTML/CSS site*

Transition to HTML5

Syntax, new doctype, and tools

Structure and semantics

Div and span

New HTML5 tags

Practical Workshop: *Rebuild our site using HTML5/CSS3*

Multimedia Tags

Insert an image (<figure> tag)

Insert a video (<video> tag)

Insert audio (<audio> tag)

Browser compatibility

Practical Workshop: *Use JavaScript to control audio and video objects*

Forms

New types for <input>

New attributes

New elements <output>

Form validations in HTML5

Practical Workshop: *Create an HTML5 form*

Drawing: Dynamic Image Creation with JavaScript

Canvas tag

SVG

Drawing shapes (rectangle, circle, etc.)

Colors, fills, gradients

Practical Workshop: *Enhance video playback with a progress bar*

Geolocation

Overview

Positioning (latitude, longitude)

CSS3

Overview

Syntax, CSS3 prefixes

Rounded corners

Drop shadows

Text-Shadow

Box-shadow

Linear gradients

font-face

Attribute selectors

CSS3: Transformations, Transitions, and Animations

Rotation

Translation

Animations

Practical Workshop: *Animate various element properties*

Introduction to JavaScript

JavaScript Basics

Core JavaScript concepts

Event handling

Dynamic CSS management

Practical Workshop: *Validate fields in our contact form*

Document Object Model

What is the DOM?

Node concept

Node hierarchy (DOM Tree)

Relation properties

State properties

Node access methods

Firefox DOM Inspector

Modify HTML content

Modify HTML element styles

Practical Workshop: *Create a photo gallery*

Responsive Design

Principles

CSS 3 Media Queries

Practical Workshop: *Create a multi-platform site (smartphone, tablet, etc.)*

Using Bootstrap

Introduction to Bootstrap

Bootstrap installation

Grid system for positioning

Layouts

Responsive Design

Practical Workshop: *Create a page using Bootstrap*

Bootstrap Components

Dropdown menus

Navigation bars

Breadcrumbs

PhotoShop Advanced Training

Introduction to the [Adobe Photoshop – Advanced Training](#)

This advanced training is designed for image professionals, graphic designers, content creators, and communication specialists who want to fully leverage Photoshop's capabilities in demanding production environments. You'll learn high-level retouching, composition, and visual processing techniques tailored for both digital and print media.

Image Fundamentals and Color Management

- Principles of additive and subtractive color synthesis
- Color spaces: HSL, RGB, CMYK
- Understanding reproduction constraints across media (photography, video, print)
- Essential adjustments: levels, curves, black & white, saturation

Advanced Shape Creation and Management

- Vector tools: Pen, Custom Shapes, Pathfinder
- Alignments, distributions, style application and color harmonies using Adobe Color
- Converting shapes into selections or masks
- Managing vector masks and clipping paths

Image Retouching for Production

- Visual analysis and targeted color corrections
- Expert use of adjustment layers and selective corrections

Professional Graphic Production Tools

- Mastery of complex selections: Pen Tool, Transformations, Puppet Warp, Liquify
- Using guides, grids, quick masks, and efficient document navigation

Professional Cutout Techniques

- Precision cutouts using paths, lassos, and smart selection tools
- Handling complex backgrounds, fine object isolation

Layer Organization and Effects

- Blending modes, transparency, and non-destructive effects
- Dynamic text layers, layer masks, and creative fills

Masks, Channels, and Advanced Selections

- Gradient masks and advanced typographic integration
- Using channels for precise selections and compositing

Working with Smart Objects

- Creating, editing, and applying non-destructive filters
- Combining masks, filters, and dynamic layer structures

Preparing and Optimizing for the Web

- Exporting to multiple formats: JPG, PNG, GIF, HTML
- Creating simple animations (GIFs) and slicing with the Slice Tool

Creative Bonus Modules

- Photomontage, creative blur, light and depth effects
- Sky replacement, special effects, and dynamic filters
- Automation: recording actions, exporting to Illustrator
- Creating patterns, Camera RAW adjustments, and Parallax effects using the timeline

Illustrator Development Training

Introduction to Illustrator Development Training

Introduction: basics reminders

Vector Objects

Pattern creation and application

Creating and using symbols

Symbol manipulation tools

Aspect Panel

Shape designer tool

transformations

Distortion of the envelope

Width tool with variable contours

Advanced tools

3D effects

Decomposing objects

Redefining the colors of an illustration

Using the shape gradient

Coloring with the gradient mesh

Perspective grid

Objects on a perspective plane

Raster images

Linked or embedded image

links panel

Dynamic vectorization of pixels image

Automatic creation of a color chart

Dynamic Painting

Photoshop effects

Object Pixelization

Particular tracks

Transparent trace: envelope

Fusion mask

Insulation mode

Text functions

Character style leaves

Paragraph style sheets

Printing

Cleaning function

Overview of Transparency Flattening

Separation overview

Verification of resolutions

Overprint options