

Principles of Desktop Publishing

Overview

This interactive training programme has been designed to help candidates become familiar with the principles of Desktop Publishing. The course focuses on design concepts through a combination of hands-on and theoretical interaction.

Objective

The objective of this course is to provide an overview of the principles used in desktop publishing and to help you make decisions concerning the fundamental aspects of your designs.

Aims

At the end of the course you will be able to:

- Recognise the types of software required
- Understand the importance of typography
- Use drawing and image editing utilities
- Utilise design principles and composition rules

Content

Starting with the Right Software
Typography and Fonts
Understanding Colour Models
Page Size Options
Using Layout Guides
Working with Drawing Tools
Editing Images
Design Principles
Composition Rules
Placing Objects in Text Columns
Putting it all Together
DTP Terminology

Delivered at your premises



Based in Glasgow, Gary Bedingfield has more than 12 years experience in the training industry and more than 20 years experience in graphic design. He is a fully qualified further education trainer and assessor with a strong understanding of learning strategies and opportunities and has worked with private, public and voluntary sector clients ranging from small companies to multinational organisations. Gary Bedingfield Training Services provide bespoke training courses in a vast array of subjects and Desktop Publishing is among our specialist subjects.

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