



DESIGNING

SYLLABUS

ADOBE PHOTOSHOP

ESSENTIALS & TOOLS

▶▶ Photoshop Introduction & Interface

- Understand raster graphics, DPI, resolution, and color modes (RGB/CMYK/Grayscale).
- Overview of Photoshop interface: tools, menus, windows, and workspaces.

▶▶ Document Handling & Tool Basics

- Creating, opening, saving files.
- Understanding document sizes (photo/web/film).
- Basic tools: Marquee, Lasso, Move, Quick Selection, Eyedropper, Ruler, Layers palette.

▶▶ Brushes & Photo Editing Tools

- Brush types, pencil tool, color replacement.
- Healing tools, patch tool, red-eye removal.
- Assignment: Basic photo retouching & object mixing.

▶▶ Color & Text Effects

- Gradient, paint bucket, blur/smudge tools.
- Dodge, burn, sponge for light/dark editing.
- Text tools, text masks, pen tool, path palette.
- Assignment: Create a poster with depth & text effects.

▶▶ Practice Day

- Task-based practice with guidance and feedback.

▶▶ Color Corrections (Part 1)

- Brightness, contrast, levels, curves, exposure, vibrance, hue/saturation.
- Selective color, black & white, posterize, photo filter, channel mixer.
- Assignment: Create color-corrected versions in different moods (sepia, tint, vibrant).

▶▶ Selections & Masking

- Layer masks, clipping masks, refine edge, feathering, paste into, quick mask.
- Image & canvas size adjustments.

►► Blending Modes & Effects

- Explore blending modes: screen, overlay, multiply, hue, dodge.
- Apply layer effects: bevel, shadow, glow, texture.
- Assignment: Create water drop or glow effects.

►► Filters & Creative Effects

- Filter gallery, liquify, vanishing point, distort, noise, pixelate.
- Camera raw filter for enhancements.
- Assignment: Create texture-heavy or surreal visual using filters.

ADOBE ILLUSTRATOR

VECTOR DESIGN FUNDAMENTALS

►► Illustrator Interface & Drawing Tools

- Understand vector graphics vs raster.
- Setting up documents for print/web.
- Tools: move, lasso, shapes, fill/stroke, snapping

►► Pencil, Brush & Pen Tools

- Pencil, blob brush, pen tool basics.
- Anchor points, stroke settings.
- Assignment: Artistic vector drawing.

►► Advanced Shape & Design Tools

- Shape builder, width, twirl, wrinkle, reflect, free transform.
- Pathfinder operations (merge, subtract, divide).
- Assignment: Logo or icon creation

►► Colors, Gradients & Symbols

- Gradients, mesh tool, blend tool.
- Working with swatches, eyedropper, and symbol tools.
- Assignment: Web UI buttons, color blends.

►► Typography & Masking

- Artistic & paragraph text, text on path, glyphs.
- Clipping mask, transparency, outlining text.
- Assignment: Typography poster with image masking.

►► Perspective & 3D Basics

- Perspective grids and tools.
- Extrude, bevel, rotate 3D objects.
- Assignment: 3D City or abstract landscape.

►► Image Tracing & Live Paint

- Convert raster images to vector.
- Live paint groups for coloring artwork.
- Assignment: Create cartoon or colored illustrations.

►► Stylize & Photoshop Effects

- Outer glow, scribble, feather, envelope distort.
- Blur, sharpen, sketch via appearance palette.
- Assignment: Multi-stroke vector artwork.

►► Symbols, Logo, and Corporate Design

- Creating symbol libraries.
- Assignment: Corporate identity design using logos, icons, backgrounds.

CORAL DRAW

DRAWING & LAYOUT

►► Introduction & Drawing Tools

- Overview of workspace and interface.
- Drawing tools: Bezier, polyline, shape, smudge, attract, repel.

►► Editing, Object Control & Effects

- Knife, eraser, drop shadow, blend, contour, distort, transparency.
- Object properties & docker use.

►► Colors, Fills & Mesh

- Uniform, fountain, mesh fills.
- Eyedropper and paint bucket tools.

►► Typography & Page Setup

- Artistic vs paragraph text, drop caps, bullets.
- Tab, columns, spell check, wrap text.
- Layout tools: page numbering, guides, arranging objects.

 Raster Correction & Bitmap Effects

- Brightness, contrast, HSL, powerclip.
- Convert to bitmap, trace image, 3D effects, blur.

 Practice Day – Fashion & Logo Design

- Assignment: Create textured fabric, fashion layouts, and reflective logos.

FINAL PROJECTS, EXPORT CAREERS PATH

 Portfolio Preparation & Final Project Briefing

- Students present portfolio projects.
- Instructor feedback, Q&A, certification guidance.

FIGMA

UI/UX DESIGN

►► Figma Introduction

- UI/UX Overview
- Figma Interface, Toolbar, Canvas, Layers
- Frame Tool, Shapes, Text, Icons
- File Setup: Desktop, Mobile Templates

►► Layout & Structure

- Layout Grids, Columns, Guides
- Rulers, Alignment, Smart Spacing
- Frame Nesting, Grouping Elements

►► Auto Layout

- Padding, Spacing, Nesting
- Resizing Rules, Responsive Frames
- Components with Auto Layout

►► Color & Text Styles

- Creating & Managing Color Styles
- Typography: Fonts, Sizing, Hierarchy
- Shadows, Border Radius, Effects

►► Components & Variants

- Creating Buttons, Inputs, Cards
- Variants: Hover, Click, States
- Using Assets Panel

►► Wireframing

- Low-Fidelity Wireframes (Mobile + Web)
- Hand-drawn Style Elements
- Linking Wireframe Screens

►► UX Patterns & UI Screens

- Navbar, Modals, Tooltips, Sidebar
- Forms, Inputs, Dropdowns

►► Interactive Prototyping

- Click & Hover Effects
- Transitions, Delays, Overlays
- Smart Animate Basics

▶▶ User Flow Mapping

- Connecting Multiple Screens
- Visualizing Flow Logic
- Feedback, Notifications, Errors

▶▶ Responsive Design

- Constraints, Resizing Rules
- Layout Adjustments for Desktop, Tablet, Mobile

▶▶ UX Research Basics

- What is UX Research
- Creating Personas, Empathy Maps
- Gathering Requirements

▶▶ User Journey & Task Flow

- Mapping Customer Journey
- Creating Task Flow Diagrams
- Identifying UX Opportunities

▶▶ Moodboards & Visual Direction

- Moodboards, UI Inspiration Sources
- Visual Tone, Color Psychology

▶▶ UI Design Principles

- Balance, Spacing, Consistency
- Visual Hierarchy, White Space, CTA
- Accessibility Guidelines

▶▶ Design System Basics

- Tokens, Grid, Colors, Typography, Spacing
- Creating a Reusable Design System

FINAL PROJECTS, EXPORT CAREERS PATH

▶▶ Portfolio Preparation & Final Project Briefing

- Exporting for Behance
- Creating Case Study
- Figma Community Publishing
- Research, Personas, Flow, Wireframes