

Graphic Designing Course Outline

Module 1: Introduction & Installation of Software

- Overview of essential graphic design software: Adobe Photoshop, Adobe Illustrator, and Adobe XD.
 - Installation process for each software and system requirements.
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Module 2: Adobe Photoshop Basics

- Introduction to Photoshop Interface.
 - Exploring workspace setup and tools.
 - Exporting new documents and understanding advanced export options.
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Module 3: Working with Pages, Dockers, and Windows

- Navigating multiple pages and managing different windows.
 - Using Dockers and customizing workspace layout.
 - Importing and exporting various file types in Photoshop.
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Module 4: Working with Objects

- Introduction to object selection and manipulation.
 - Using Undo, Redo, and Stacking Order features to manage objects efficiently.
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Module 5: Working with Colors

- Understanding warm and cool colors in design.
 - Practical color theory for effective design work.
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Module 6: Tracing Tools and Basic Shapes

- Using tracing tools for precise design.
- Creating and working with basic shapes in Photoshop.

Module 7: Working with Artistic Tools

- Introduction to artistic brushes and effects.
 - Techniques for creating unique and creative designs with Photoshop tools.
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Module 8: Working with Shaping Objects

- Techniques for shaping and manipulating objects.
 - Advanced tools for fine-tuning and modifying designs.
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Module 9: Adobe Illustrator Basics

- Understanding Illustrator interface, artboard setup, and export settings.
 - Overview of key tools and workspace customization.
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Module 10: Introduction to Menu Bar, Property Bar, and Layers

- Navigating through the Menu and Property Bars.
 - Managing layers effectively.
 - Understanding different file formats and saving methods.
 - Importing and exporting files in Illustrator.
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Module 11: Shapes, Line, and Selection Tools

- Working with shapes, lines, and the essential selection tools.
 - Techniques for creating precise vector designs.
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Module 12: Drawing and Tracing

- Mastering the pen tool for drawing paths.
 - Techniques for tracing objects and creating clean vector art.
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Module 13: Brushes and Symbols

- Customizing and using brushes for different artistic effects.
 - Using and creating symbols for consistent design elements.
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Module 14: Colors, Gradient, and Mesh Tools

- Exploring color theory and applying gradient effects.
 - Using mesh tools for creating complex color transitions and effects.
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Module 15: Shape Builder, Scale, and Transformation Tools

- Working with the Shape Builder Tool to create complex shapes.
 - Techniques for scaling, transforming, and manipulating objects.
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Module 16: Clipping Mask and Perspective Tool

- Understanding and using clipping masks for creative effects.
 - Applying the perspective tool for 3D design elements.
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Module 17: Effects and Styles

- Utilizing different effects and styles to enhance designs.
 - Mastering layer styles and combining effects for unique results.
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Module 18: Understanding Design Types

- Exploring different design types and their purposes.
 - How to adapt design elements based on project requirements.
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Module 19: Adobe XD Basics

- Introduction to Adobe XD interface, artboard setup, and export settings.
- Key features and tools in Adobe XD for UI/UX design.

Module 20: Working with Layers and Backgrounds

- Managing layers efficiently in Adobe XD.
 - Creating and adjusting backgrounds for UI/UX projects.
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Module 21: Placing and Resizing Images, Selection Tools

- Techniques for placing and resizing images in Adobe XD.
 - Using selection tools for object manipulation.
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Module 22: Adjustments and Color Effects

- Applying adjustments and color effects to images and design elements.
 - Creating harmonious color schemes for designs.
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Module 23: Layer Masking and Clipping Mask

- Understanding and applying layer masking techniques.
 - Using clipping masks for advanced design effects.
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Module 24: Photo Retouching and Correction

- Techniques for photo retouching and correcting image imperfections.
 - Using tools like healing brush, clone stamp, and content-aware fill.
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Module 25: Shapes, Pen Tool, and Type Tool

- Mastering the pen tool for drawing shapes and paths.
 - Effective use of the type tool for typography-based designs.
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Module 26: Brushes and Creating New Brushes

- Creating and customizing new brushes for unique effects.
 - Exploring brush settings and usage for design projects.
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Module 27: Effects and Layer Styles

- Applying advanced effects and styles to layers.
 - Combining different styles to create professional, polished designs.
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Module 28: Recording Actions in Photoshop

- Introduction to Photoshop actions and automating repetitive tasks.
- Recording and using actions to speed up your workflow.

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