

Detailed Curriculum

Name of Unit of Qualification	:	Principles of Graphic Design
Duration	:	10 Hours
Topics	:	Design Elements, Design Principles

Performance Criteria (OUTCOME) No.	Contents	Hrs.
1. Demonstrate an understanding of basic principles and fundamentals in visual art and design	<p>History of Graphic Design</p> <p>Introduction to basic design elements: line, shape, space, colour, texture and type through lecture, group discussion and in-class exercise.</p> <p>How the design elements are combined to create balance, emphasis/focal point, contrast, harmony, hierarchy, rhythm, and consistency. This will be introduced through workshop demonstration and exercise.</p>	10

Name of Unit of Qualification	:	Problem Solving and Design Process
Duration	:	10 Hours
Topics	:	Typography, Sketching and Drawing, Design Process

Performance Criteria (OUTCOME) No.	Contents	Hrs.
2.To understand Design Process	<p>Relationship between word and image, anatomy of a typeface, how to choose a typeface, Sketching and Drawing, Color Theory. These will be explored through lecture, group discussion and in-class exercise.</p> <p>Layout design, Professional practice of graphic design, Design Process: Ideas generation, Ideas development, Visual refinement. Professional practice of graphic design</p>	10

Name of Unit of Qualification	:	Software Tools for Graphic Designing
Duration	:	50 Hours

Topics	:	Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Corel Draw
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Performance Criteria (OUTCOME) No.	Contents	Hrs.
3. To learn Graphic Designing Methods using software tools	<p><u>Adobe Photoshop:</u> Introduction ,Marquee Tools ,Lasso Tools Magic Wand Tool ,Move Tool ,Foreground Color and Background Color ,Paint Bucket ,Zoom Tool, Hand Tool , Eyedropper Tool ,Crop Tool, Concept of Layer, Gradient tool ,Pencil Tool ,Brushes, Color Replacement Tool ,How to give a Stroke to an object, Type tools, Eraser, Image Transform Tool : How to Scale, Rotate etc., Use of Distort, Perspective, Skew Tool, Making Book, Box Horizontal and Vertical Rotate option, History Window Option, History Brush Tool, Image Menu ,Select Menu, Shape Tool, Styles, Swatches, Sharpen, Smudge, Blur, Dodge, Burn, Sponge, Pen Tool, Path by Pen Tool and Type Something ,Healing Brush Tool, Patch Tool, Clone Tool ,Red Eye Correction Tool ,Image Adjustment, Black and White to Color, Hue-Saturation Function ,Adjustment Layers ,Animation ,Masking, Blending Modes ,Layer Modes ,Assignment ,Poster/Brochure/Catalogue etc., Slice Tool ,Concept of Channel ,How to create Alpha Channel ,How to remove a Background by Channel Selection ,Action Palette, Assignment</p> <p><u>Adobe Illustrator:</u> Tools introduction ,Creating logo ,Designing banner ,Other Assignments</p> <p><u>Adobe Indesign:</u> Tools introduction ,Creating logo ,Designing banner ,Other Assignments</p> <p><u>Corel Draw:</u> Introduction to corel draw ,Import ,Export , Working with various Tools of Corel draw ,Working with text and lines in Corel draw ,Artistic text ,Formatting text ,Changing shape of the text , Paragraph text ,Working with Lines ,Fitting text to a path ,Working with shapes and object in corel draw ,Creating Rectangle and Squares ,Creating Circles and Ellipse ,Drawing Polygons ,Creating Star, Rotating shapes ,Selecting fill and outline colour, working with object ,Trimming Object ,Align Object ,Combining Object ,Working with curves in corel draw ,Drawing with Freehand Tool ,Drawing Closed Curves ,Bezier tool ,Drawing with the Artistic Media tool ,Pen tool ,3-Point Curve tool ,Special Effect of corel draw ,Blending tool ,Contouring the Object ,Distorting Objects ,Envelope tool ,Extruding of the Object ,Drop Shadow ,Applying</p>	50

	Transparency Effect ,Color Slider ,Converting Objects to Bitmap ,3D Effect ,Assignments	
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Name of Unit of Qualification	:	Soft Skills
Duration	:	10 Hours
Topics	:	Project Work in a peer group setting

Performance Criteria (OUTCOME) No.	Contents	Hrs.
4.Develop problem solving skills through Project Work	Industry Level Project Work undertaken in a peer group setting, Learn problem solving and soft skills in a team environment.	10