



Graphic Designing Syllabus

Month 1: Foundation of Graphic Design

Module 1: Introduction to Graphic Design

- What is Graphic Design?
- Importance and Real-World Applications
- Design Principles: Balance, Contrast, Hierarchy, Alignment, Proximity
- Color Theory & Psychology
- Basics of Typography (Fonts, Pairing, Readability)

Module 2: Tools Overview & Workspace Setup

- Introduction to Graphic Design Software
- Overview:
 - Adobe Photoshop
 - Adobe Illustrator
 - CorelDRAW
 - Adobe InDesign
 - Adobe XD & Figma (UI/UX Preview)
 - Setting Up Workspaces
 - Understanding Raster vs. Vector Graphics
 - File Types and Formats (JPG, PNG, SVG, PDF, PSD, AI, etc.)

Month 2: Image Editing and Raster Graphics

Module 3: Adobe Photoshop Essentials

- Understanding Layers, Masks & Layer Styles
- Working with Selections and Tools
- Retouching, Filters, and Adjustments
- Creating Posters, Banners, and Social Media Posts
- Smart Objects & Non-Destructive Editing

Module 4: CorelDRAW Basics

- Introduction to Vector Design in CorelDRAW
- Tools, Drawing Shapes, Lines, and Text
- Creating Layouts for Print Media
- Exporting Projects & Print Settings
- Creating Simple Flyers and Brochures

Month 3: Vector Graphics and Illustration

Module 5: Adobe Illustrator

- Pen Tool Mastery
- Shapes, Lines, Paths, and Gradients
- Creating Icons, Illustrations, and Custom Vectors
- Logo Design Techniques
- Using Artboards and Grids Effectively

Module 6: Branding & Identity Design

- What is Branding?
- Designing Brand Kits: Logos, Color Palettes, Typography
- Business Card, Letterhead, and Brochure Design
- Creating Brand Guidelines Document

Month 4: Publishing and Layout Design

Module 7: Adobe InDesign Essentials

- Understanding Layout Design
- Working with Master Pages & Paragraph Styles
- Designing Magazines, Catalogs, Newsletters
- Combining Text and Images for Print
- Exporting for Print and Digital Publishing (PDF, EPUB)

Module 8: Social Media Graphics

- Social Media Dimensions and Best Practices
- Instagram/Facebook Posts, Stories & Reels Thumbnails
- Youtube Banners and Video Thumbnails

- Carousel Posts, Interactive Elements
- Scheduling Tools & Optimization Tips

Month 5: UI/UX Design Basics

Module 9: Adobe XD & Figma

- UI/UX Design Concepts and Wireframes
- Introduction to User Flows and Prototyping
- Designing Web and App Interfaces
- Interactive Prototypes in XD and Figma
- Working with Components and Auto Layout (Figma)

Module 10: Advanced Design Techniques

- Creating and Using Mockups
- Free Design Resources (Fonts, Stock Images, Icons, etc.)
- Exporting Assets for Web and Print
- Working with Grids and Guides
- Typography for Web vs. Print

Month 6: Professional Development

Module 11: Portfolio Development

- Choosing and Organizing Your Best Work
- Designing a Digital and Print Portfolio
- Creating Case Studies for Projects
- Portfolio Platforms: Behance, Dribbble, PDF, Website

Module 12: Freelancing & Career Prep

- Presenting Work to Clients
- Writing Proposals and Pricing Your Work
- Platforms to Find Work: Fiverr, Upwork, LinkedIn
- Resume & Cover Letter for Design Jobs
- Interview Tips & Design Challenges