

Skills for Employment Investment Project (SEIP)

Standards/ Curriculum Format

For

Graphics Design

Course Duration: Three Months

Course Structure and Requirements

Course Title: Graphics Design Using Photoshop, Illustrator

Course Objectives:

- a) This course is specially designed to provide technical knowledge and skills to scope with the requirement of Adobe Photoshop and Illustrator occupations of the graphics design sector. The course will be implemented to ensure at least 80% of total contact hours on practical/hands on skills training or practice and 20% trade/ occupations related theory including OHS and soft modules;
- b) The course is designed to enable trainees to acquire a range of technical and vocational, practical, personal and organizational skills valued and utilized both within and beyond the workplace;
- c) The course is designed to meet the required competencies of the occupations needed in the labor market in and outside the country;

Course Outline

Name of the Course	Duration of Course	Entry Qualification
Graphics Design	1. Three days per week 2. 4:00 Hours per day	1.. Education = Graduation from Computer Science or any equivalent subject

Module 1: Orientation

SI No	Unit Code	Unit of Competency (UoC) Title
Trade theory		
01	GD-M1-GC-01	1.1 Brief About Graphics design, how to develop skill on this field, focus on particular points.
02	GD-M1-GC-02	2.1 Basic color concept development, color mixing idea, how to generate any color combination, type of color, Understand the measuring, type of measurement, where and how to use. How to make Combination AI and PS, how to development design skill, how to generate idea to make a unique design, how to develop any design from scratch to finish.

Module 2: Skill On Adobe Illustrator

SI No	Unit Code	Unit of Competency (UoC) Title
Generic Compulsory		
6	GD-M3-GC-01	Introduce with Photoshop environment, what's kind of work can do via this application
Occupation Specific Knowledge (trade theory) –Compulsory		
01	GD-M2-SS-01	Plate and Pen tool 3.1 What should you need to start a design, how to work faster, how to handle/make perfect your working software environment 3.2 Create a document. 3.3 Start creating Shapes 3.4 Coloring the shapes 3.5 Difference tools/ Plates 3.6 Create action, change color 3.7 Make align using Alignment Plate
02	GD-M2-SS-02	Plate and Pen tool 4.1 Show/Hide Guide 4.2 Make Shape to Guide (Make Guide) 4.3 Reshape using Effect and expand appearance (a. Effect >Distort & Transform > Pucker & Bloat> Bloat 44% b. Object> Expand Appearance> Ungroup> Right Click and Make Guide) 4.4 Ungroup 4.5 Create path using pen tool over any shape 4.6 Create a path and make design using also rotate and reflect tool 4.7 Joint Path 4.8 Using Stroke (Change Stroke Width, make dash, make arrow, cap and

		border)
05	GD-M2-SS-02	Plate and Pen tool 5.1 Transform Again using for repeat process 5.2 How to Average Path 5.3 How to Outline Stroke 5.4 How to Offset Path (For make safe content) 5.5 Add/remove Anchor point 5.6 Divide object Below 5.7 Clean up 5.8 How to create transparent object using Compound path
06	GD-M2-SS-03	Practice Class 6.1 Make logo similar to chrome 6.2 Simple Business card with Safe and bleed 6.3 Talk about related issues

Module 3: Skill On Adobe Photoshop

SI No	Unit Code	Unit of Competency (UoC) Title
Generic Compulsory		
1	GD-M3-GC-01	Introduce with Photoshop environment, what's kind of work can do via this application
Occupation Specific Knowledge (trade theory) –Compulsory		
2	GD-M3-SK-02	Intro to the Photoshop 1.1 Intro to the Photoshop 1.2 Understanding the Basics 1.3 Simplifying The Workspace
Occupation Specific Skills(practical/demonstration)- Compulsory		
7	GD-M3-SS-01	Major Shortcut Keys 2.1 Ctrl + : Zoom In Ctrl - : Zoom Out Spacebar : Pan Around Ctrl + 0 : Fit to Screen Ctrl + Z : Undo Ctrl + A : Select all Ctrl + C : Copy Ctrl + V : Paste Ctrl + X : Cut F : Change Screen Mode Tab : Solo Canvas 2.2 Adding Text Understanding the concept of Tools. How to move objects with the Move Tool.

		<p>How to add text to an image with the Text Tool. Using the Options Bar. Adjusting text with the Character Panel. How to move around where the panels are docked.</p>
8	GD-M3-SS-02	<p>Understanding Layers 3.1 Understanding what a layer is 3.2 Changing the opacity of a layer 3.3 Changing the stacking order/ Arrange 3.4 Turning the visibility of layers on and off 3.5 Deleting Layers 3.6 Duplicating Layers 3.7 Aligning Layers 3.8 Group Layer 3.9. Layer All style Basic Idea 3.10 Layer Mask 3.11 Layer Lock 3.12 Lock Transparent Pixel 3.13 Blending Option 3.14 Clipping Mask 3.15 Linking Layers 3.16 Grouping Layers 3.17 Linking Groups 3.18 Ebook Cover design</p>
9	GD-M3-SS-03	<p>Adding and Transforming Images 4.1 How to add an image to a blank canvas 4.2 The transform tool 4.3 Constraining the proportions when transforming using Shift 4.4 Understanding the importance of modifiers keys in every tool: Shift, Alt, and Control History Panel 4.5 Multiple Undo's With The History Panel 4.6 Ctrl + T - Free Transform 4.7 An Introduction to the Rectangular Marquee Tool, fixed size, move when creating selection, make center using Alt Key. 4.8 Elliptical Rectangular Marquee Tool 4.9 Using Marquee to remove and fill color 4.10 Marquee deselect, border, expand, smooth, contract, Feather 4.11 Using feather 4.12 Inverse Selection Magic Wand Basics 4.13 Lasso Tool Basics 4.14 Tweaking Selections 4.15 Polygonal Lasso Tool 4.16 Magnetic Lasso Tool 4.17 Refining color Selection 4.18 Changing Brush size for Magic wand and quick selection tool 4.19 Select any color from a image (Project)</p>
10	GD-M3-SS-04	<p>Smart Objects vs Normal Layers</p>

		<p>5.1 Smart Objects vs. Regular Layers</p> <p>5.2 Moving Images from one canvas to another</p> <p>5.3 Shape Tool</p> <p>5.4 Creating Smart Objects</p> <p>5.6 Creating Normal Layers</p> <p>5.7 Convert to Smart Object by right clicking in layer palette and pressing Convert to Smart Object</p> <p>5.8 Convert to Normal Layer by right clicking in layer palette and pressing Rasterize</p> <p>5.9 Ctrl ~ - on a Mac to switch between different canvases Ctrl Shift Tab - on a PC to switch between different canvases Ctrl Alt Z - Step Back in History Window (aka Multiple Undo's at once)</p> <p>5.10 Make A simple web template or Brochure</p>
11	GD-M3-SS-05	<p>Canvas Size vs. Image Size</p> <p>6.1 What to do if you set up a document and later realize it's the wrong dimensions.</p> <p>6.2 An introduction to: Image > Image Size and Image > Canvas Size</p> <p>6.3 When to use Canvas Size vs. Image Size</p> <p>Duplicate With Alt, Flipping Layers</p> <p>6.4 Click and Drag to Select Multiple Layers</p> <p>6.5 Hold Alt and click and drag to Duplicate Layers</p> <p>Selecting multiple layers</p> <p>6.6 Right click in Transform Mode and select Flip Horizontally to flip a layer or group of layers</p> <p>What to do if too many layers are selected</p>
12	GD-M3-SS-6	<p>Clipping & Masking</p> <p>7.1 Use refine images</p> <p>7.2 liquefied</p> <p>7.3 Masking</p> <p>7.4 Project, Complex 1</p>
13	GD-M3-SS-7	<p>Color Correction</p> <p>8.1 An introduction to Color Correction</p> <p>8.2 Where to find the color correction options</p> <p>8.3 Color Adjustment Layers</p> <p>8.4 The Properties Panel</p> <p>8.5 Fixing contrast with Brightness / Contrast</p> <p>8.6 Fixing color casting with Color Balance</p> <p>8.7 Fixing the white and black points with Level's auto option</p> <p>8.8 Adjusting the opacity of a color adjustment layer</p> <p>8.9 Curves Basics</p> <p>8.10 Color Adjustment Layers:</p> <p>8.11 Hue/Saturation</p> <p>8.12 Color Balance</p> <p>8.13 Brightness/Contrast</p> <p>8.14 Levels</p> <p>8.15 Curves</p>

		<p>8.15 Black and White</p> <p>Clone Stamp</p> <p>8.1 How to get rid of a pimple and other simple objects with the clone stamp</p> <p>8.2 Healing Brush</p> <p>8.3 Beauty Retouching</p> <p>8.4 Crop Tool</p> <p>8.5 Remove A Person</p> <p>8.6 Add In A Person</p> <p>8.7 Image Size</p>
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Module 4: Create Logo & Mockup

SI No	Unit Code	Unit of Competency (UoC) Title
Generic Compulsory		
1	GD-M4-GC-01	To Recreate any logo it's some time need if softcopy not available. Create new logo as per client requirement. To create new logo, think for what type of logo, logo for what type of company, target people, color combination etc.
Occupation Specific Knowledge (trade theory) –Compulsory		
2	GD-M4-SK-01	Recreate or New Logo Creation 1.1 Draw Path on the existing Logo 1.2 Fixed all alignment 1.3 Color Same as existing Logo 1.4 New logo Based on Client requirement 1.5 Use Illustrator to Create any logo
3	GD-M4-SK-02	Mockup ready for any work 2.2 Business Card 2.3 Phone or any device 2.4 Using Photoshop for mockup 2.5 Use reference is best for good mockup

Module 5: Clipping Path

SI No	Unit Code	Unit of Competency (UoC) Title
Generic- Compulsory		
1	GD-M8-GC-01	Clipping Path is needed when you want to remove photo or image background and keep the subject of those files for using the photo or image in another background for your needs.
Occupation Specific Skills (practical/demonstration)- Compulsory		
1	GD-M8-SS-01	Path selection 1.1 Using pen tool to create path
2	GD-M8-SS-02	2.1 Complex 1 Project based, how to do the work and one by one show the problem and fixing
3	GD-M8-SS-03	3.1 Complex 2 - one by one show the problem and fixing

Module 6: WEB UI & Layout Design

Sl No	Unit Code	Unit of Competency (UoC) Title
Generic Compulsory		
1	GD-M6-GC-01	Web interface design, primary focused on target audience and type of website. Color combination, related images used, source of images, font size, sections, how many sections min requirement etc.
Occupation Specific Skills (practical/demonstration)- Compulsory		
3	GD-M6-SS-01	Redraw PSD file from JPG 1.1 Open JPG images in Photoshop 1.2 Start Header part 1.3 Save the file PSD format 1.4 Finish all others works 1.5 After Finish check with original design layout
4	GD-M6-SS-02	New Layout for Web page 2.1 Create a document 1200px 2.2 Make Guide as per bootstrap 2.3 Total 12 column and keep 30px gutter 2.4 Guide make on 1170px 2.5 Make canvas size 1920px 2.6 Increase canvas height as per design requirement
5	GD-M6-SS-03	Project 1 Redraw JPG to PSD – one by one check and problem solutions
6	GD-M6-SS-04	Project 2 Redraw JPG to PSD – one by one check and problem solutions
7	GD-M6-SS-05	Project 3 Redraw JPG to PSD – one by one check and problem solutions
8	GD-M6-SS-06	Project 4 Redraw JPG to PSD – one by one check and problem solutions
9	GD-M6-SS-07	Project 5 Redraw JPG to PSD – one by one check and problem solutions
10	GD-M6-SS-08	Recreate IGLOO Logo – one by one check and problem solutions
11	GD-M6-SS-09	Project 6 Redraw JPG to PSD – one by one check and problem solutions
12	GD-M6-SS-10	Web Design Final as an Exam.

Module 7: Mobile Apps UI design

SI No	Unit Code	Unit of Competency (UoC) Title
Generic- Compulsory		
1	GD -M7-GC-01	Concept and compare in existing market apps and website, what compromise did on mobile apps.
Occupation Specific Knowledge (trade theory)-Compulsory		
2	GD -M7-SK-01	Come up with a concept 1.1 Live check the website and mobile view
Occupation Specific Skills (practical/demonstration)- Compulsory		
3	GD -M7-SS-01	1.1 Check existing Apps design 1.2 Question and asking why and what etc. 1.3 Check the used tools and content 1.4 Redraw UI kit for Mobile
4	GD -M7-SS-02	Create Apps UI kit 2.1 Create a UI kit base on apps design 2.2 Design a new apps from given concept 2.3 Check and fixing problems
5	GD -M7-SS-03	3.1 Do a final Project as exam.

Module 8: PSD ready for HTML

SI No	Unit Code	Unit of Competency (UoC) Title
Generic- Compulsory		
1	GD -M9-GC-01	To develop any HTML template, it's necessary to prepare all images as per HTML development requirement.
Occupation Specific Skills (practical/demonstration)- Compulsory		
4	GD -M9-SS-01	Trim the PSD 1.1 Choose an image for slice. 1.2 Slice the logo, icon, and images. 1.3 Use the Copy Merge Function for copy images 1.4 Use the Trim Function for easy picture size 1.5 Use save for web PNG or JPG as per images requirement. 1.6 Transparent Images only make PNG and others make jpg for make small file size.
5	GD -M9-SS-01	Do a Project 2.1 Check the full document and finalize which part you need to make images. 2.2 Also check which Image need to make PNG and which image can make JPG. 2.3 Make a folder give the name images/img for save all images.