

FACULTY OF VOCATIONAL STUDIES

SYLLABUS FOR

Certificate Course: Graphic Designing

Session: 2020-21



The Heritage Institution

**KANYA MAHA VIDYALAYA
JALANDHAR
(Autonomous)**

Scheme of Studies and Examination

Certificate Course: Graphic Designing

Semester-I						
Course Code	Course Name	Course Type	Marks			Examination time (in Hours)
			Total	Ext.		
				L	P	
CGDM-1111	Graphic Designing	C	100	50	50	3(Theory: 1 hour, Practical: 2 hours)
Total			100			

PROGRAMME OUTCOMES OF GRAPHIC DESIGNING

Upon Completion of this Course the student should be able to:

PO1: Identify and discuss design principles as they apply to visual communication.

PO2: Use simple graphic design tools and techniques such as typography, color composition, masking and color correction.

PO3: Discuss graphic design processes and concepts with professionals in the field.

PO4: Work on simple projects like designing of banners, brochures, matte paintings, movie posters applying fundamentals of graphic designing.

Graphic Designing
COURSE CODE: CGDM-1111

Time: 3 Hours (Theory 1 hour, Practical: 2 hours)	Max. Marks: 100 Theory: 50 Practical:50
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Instructions for the Paper Setter

Theory: An objective type question paper will be set for assessment of the candidate with equal weightage from all the units of the syllabus.

Practical: The paper will be set on the spot by the examiner.

Unit-I

Introduction to Photoshop and its interface, Navigation and All tools. Working with basic selections, advanced selections. Working with Layers

Tools:-Rectangular Marquee Tool (M), Move Tool (V), Polygon Lasso Tool (L), Magic Wand Tool (W), Crop Tool (C), Spot Healing Brush Tool (J), Healing Brush Tool (J), Content aware tool , Patch tool, Brush Tool (B), Clone Stamp Tool (S), Eraser Tool (E), Gradient Tool (G), Blur Tool (R), Smudge tool (R)

Unit-II

Dodge Tool (O), Burn tool (O), Path Selection Tool (A), Text Type Tool (T), Pen Tool (P), Rectangle Tool (U), Notes Tool (N), Red eye tool, Refine edges, Grid and Guides, Adjustment Layers, , Color Balance, Hue Saturation, Save Selection & Load selection.

Unit-III

Design Principles, Typography, Target Audiences, Visual Communication
Color Modes, Color Theory, Color Correction, Advanced color correction techniques (levels, Curves, Hue, Saturation etc.), Transformation tools

Unit-IV

Masking: Quick Masks, Layer Mask, Vector Mask, Layers & Layer Blending Modes.
Photoshop filters - Smart Filters, Filter Gallery,
GIF Animation and Timeline
Create images for the web: Exporting images from Photoshop.

Software: -ADOBE PHOTOSHOP

Practical assignments

1. Create Digital Rangoli design
2. Change the background of images
3. Image Manipulation
4. Transform & Distort images
5. Color adjustment of those images (Photo Retouching), creating / restore old images
6. Convert a B&W image into color (Use variation)
7. Make digital painting (Use brush, pencil, smudge etc.).
8. Make posters on nature/earth.
9. Matte Painting-Composition.
10. Designing movie posters, music album posters,
11. Create logos
12. Design leaflet, business card, letter head, Magazine cover and banner design.