FACULTY OF VOCATIONAL STUDIES

SYLLABUS FOR

Certificate Course: Graphic Designing

Session: 2022-23

The Heritage Institution

KANYA MAHA VIDYALAYA JALANDHAR
(Autonomous)

Scheme of Studies and Examination
Certificate Course: Graphic Designing
Session: 2022-23

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			

SemesterI

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

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.