

# Complete Graphic Designing Training With Internship

**Duration:** 02.5 Month

**Frequency:** 5 Days a Week

**Format:** Hybrid (In-person and Online)

**Target Audience:** Beginners to Intermediate Users

## Adobe Illustrator Training outline

### Day 1: Getting Started with Illustrator

- Overview of Adobe Illustrator interface
- Understanding artboards and workspace organization
- Introduction to the toolbar and essential tools
- Setting up your first document

### Day 2: Basic Drawing Tools

- Using the Pen Tool for precision drawing
- Exploring the Shape Tools (rectangle, ellipse, polygon)
- Creating and manipulating paths
- Understanding the importance of anchor points

### Day 3: Working with Color

- Introduction to the Color Picker and Swatches
- Understanding Fill vs. Stroke
- Creating and saving custom color palettes
- Exploring gradients and patterns

### Day 4: Text and Typography

- Mastering the Type Tool and text formatting
- Exploring font options and character styles
- Creating and converting text to outlines
- Best practices for typography in design

### Day 5: Creating Simple Artwork

- Combining basic shapes to create complex illustrations
- Using layers effectively for organization
- Introductory project: Create a simple logo or illustration
- Review and critique of student work

### **Day 6: Advanced Path Techniques**

- Understanding the Pathfinder tool
- Merging and dividing shapes
- Applying the Shape Builder tool
- Advanced path manipulation techniques

### **Day 7: Understanding Layers and Groups**

- In-depth exploration of the Layers panel
- Organizing artwork with groups and layers
- Locking, hiding, and rearranging layers
- Utilizing layer effects for enhanced designs

### **Day 8: Creating Vector Illustrations**

- Techniques for creating detailed vector icons
- Using the Blob Brush and Pencil tools
- Importing and tracing images using Live Trace
- Project: Create a vector illustration

### **Day 9: Working with Effects and Styles**

- Introduction to graphic styles and effects
- Applying and editing effects (shadows, glows, distortion)
- Understanding Appearance panel for layer aesthetics
- Project: Applying effects to enhance designs

### **Day 10: Review and Project Work**

- Review of tools and techniques covered
- Dedicated time for project work and one-on-one feedback
- Sharing and discussing progress on vector illustrations
- Input from peers and instructor on improvements

### **Day 11: Designing for Print**

- Understanding print specifications and settings
- Creating layouts for print (business cards, flyers)
- Exporting and saving for print media
- Project: Begin a print design project

### **Day 12: Designing for Digital Media**

- Best practices for digital graphics (web, social media)
- Creating web banners and icons
- Understanding resolution and file formats for digital use
- Project: Create digital graphics suitable for online use

### **Day 13: Illustration Techniques**

- Exploring different illustration styles (flat, 3D)
- Use of brushes and custom brush creation
- Techniques for character design
- Project: Develop a themed character illustration

### **Day 14: Branding and Logo Design**

- Principles of effective logo design
- Analyzing existing logos and branding strategies
- Project: Create a logo for a hypothetical brand

### **Day 15: Work Presentation and Critique**

- Presenting projects to the class for feedback
- Structured critique and discussion
- Tips on presenting design work professionally
- Final adjustments based on feedback

### **Day 16: Preparing for Presentation**

- Best practices for preparing design portfolios
- Compiling final projects and personal style documentation
- Discussion on common challenges and solutions in design
- Work on final project presentation

### **Day 17: Advanced Exporting Techniques**

- Deep dive into exporting artwork for different media
- Preparing assets for print vs. digital
- Ensuring color consistency and quality during export
- Hands-on practice with export settings

### **Day 18: Final Project Development**

- Dedicated time for finalizing individual projects
- One-on-one support for project challenges
- Refinement of design elements and layout

# **Adobe Photoshop Training outline**

## **Day 19: Overview of Photoshop Interface**

- Introduction and course objectives
- Navigating the workspace: Tools, panels, and menus
- Customizing workspace for personal efficiency
- Understanding the toolbar and its functions

## **Day 20: Basic Tools and Their Functions**

- Overview of selection tools: Marquee, Lasso, and Quick Selection
- Introduction to the Brush tool and basic painting techniques
- Understanding the Eraser and Clone Stamp tools
- Practice: Creating simple shapes and selections

## **Day 21: Working with Layers**

- Understanding layers: What they are and why they matter
- Layer types: Background layers vs. regular layers
- Creating and organizing layers (grouping, renaming, etc.)
- Practice: Layer manipulation with an exercise project

## **Day 22: Color, Brushes, and Gradients**

- Introduction to color theory in Photoshop
- Working with the Color Picker and Swatches
- Exploring Brushes: Basics and creating custom brushes
- Applying and modifying gradients
- Practice: Creating a colored design using gradients

## **Day 23: Introduction to Image Editing**

- Understanding file formats and image resolutions
- Basic image adjustments: Brightness, contrast, and color corrections
- Cropping and resizing images
- Practice: Editing a photograph for enhancement

## **Day 24: Advanced Selection Techniques**

- Introduction to advanced selection tools: The Pen tool and Select and Mask
- Creating complex selections with layer masks
- Using quick actions for selection
- Practice: Creating a composite image using selections

### **Day 25: Text and Typography**

- Introduction to Photoshop's Type tool
- Exploring different fonts and text styles
- Techniques for text effects (shadow, stroke, path)
- Practice: Designing a typographic poster

### **Day 26: Working with Filters and Effects**

- Introduction to the Filter Gallery
- Using Smart Filters for non-destructive flow
- Creating a textured look and other artistic effects
- Practice: Applying filters to photographs

### **Day 27: Introduction to Photo Manipulation**

- Basics of photo manipulation techniques
- Combining images: Layers, masks, and blending modes
- Techniques for realistic photo compositing
- Practice: Creating a unique photo montage

### **Day 28: Saving and Exporting Projects**

- Understanding file formats: PSD, JPEG, PNG, and others
- Strategies for exporting for web vs. print
- Saving for different platforms: Social media, websites, etc.
- Practice: Saving and exporting the week's projects

### **Day 29: Advanced Layer Techniques**

- Introduction to Adjustment Layers and their benefits
- Exploring Layer styles and Effects
- Working with Smart Objects for flexibility
- Practice: Utilizing various layer techniques in a project

### **Day 30: Mastering Adjustment Layers**

- Detailed look at color grading and correction
- How to enhance specific parts of an image using adjustment layers
- Advanced techniques for image enhancement
- Practice: Color grading exercises on different images

### **Day 31: Creating Logos and Branding**

- Basics of logo design principles
- Using vector shapes and text in logo creation
- Understanding vector vs. raster graphics
- Practice: Designing a simple logo

### **Day 32: Digital Painting Techniques**

- Introduction to digital painting tools and techniques
- Exploring brushes and textures for painting
- Layering techniques in digital artwork
- Practice: Creating a digital painting from scratch

### **Day 33: Finalizing a Personal Project**

- Introduction to project selection and planning
- Setting up a canvas for a personal project
- Applying learned techniques to start a unique piece
- Group discussion on project ideas and techniques

### **Day 34: Refining Projects**

- Individual project work time
- Instructor-led feedback and guidance sessions
- Peer reviews and constructive critique
- Focus on composition, color harmony, and overall impact

### **Day 35: Portfolio Creation**

- Importance of a professional portfolio
- Guidelines for presenting work within a portfolio format
- Using Adobe Photoshop to create an online presentation
- Practice: Build an online portfolio page

### **Day 36: Preparing for Client Work**

- Basics of working with clients: Communication and expectations
- Presenting work and receiving feedback
- Revisions and the balance of creative vision and client needs
- Practice: Role-playing client scenarios

### **Day 37: Showcasing Your Work**

- Techniques for effective presentation of design projects
- Setting up a mock exhibition of works created during the course
- Tips for networking and gaining visibility in the design community
- Practice: Present your personal projects to the class

### **Day 38: Course Wrap-Up and Evaluation**

- Final project presentations to peers and instructor
- Reflection on learning outcomes and key takeaways
- Discussion on avenues for continued learning and practice
- Course evaluation: Feedback and future course suggestions

### **Day 39 to Day 59 - Internship Program**