Graphic Design Level 1

Duration: 6 Days
Method: Instructor-Led Training (ILT) | Live Online Training

Course Description

This course provides practical training in creating professional graphic designs. The areas covered include principles and elements of design, colour theory, working with text, working with cameras and scanners, exporting files and the different file types. The course is an important step towards furthering studies in the field of Computer Graphics.

Target Audience

This course is intended for:
- Persons who are interested in starting a career in Graphic Design.
- Persons who would like to refresh their Graphic Design skills.

Prerequisites

To attend this course, candidates must have:
- Basic Computer Knowledge.

Course Objectives

Upon successful completion of this course, attendees will be able to:
- Incorporate design principles and techniques in graphical design projects.
- Distinguish among the various image file formats and digital colour settings. (Examples: JPEG, PNG, GIF & CMYK, RBG)
- Explain the characteristics of colour, lightness, saturation and hue.
- Use the colour wheel to select safe and attractive colour combinations/schemes.
- Apply typography (fonts/texts) to effectively communicate messages in a design.
- Create professional designs for business cards, flyers, brochures, signs, billboards, labels, websites and digital devices.
- Prepare designs for the final stage of publication on paper, fabric, vinyl and digital media.
- Produce a personal portfolio of original works.

Microsoft Partner

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Course Topics

Module 1: Basics of Computer Graphics – Part 1
- History
- Industry
- Education
- Advantages & Disadvantages
- Software Applications

Module 2: Basics of Computer Graphics – Part 2
- Pixels, Resolution, Aliasing & Anti-Aliasing
- Image File Formats: JPEG, PNG, GIF, etc.
- Colour Modes: RBG, CMYK, LAB, HSB
- Image Types: Raster, Vector

Module 3: Elements of Design
- Elements of Design
- Line, Shape, Texture, Space, Form, Colour
- Principles of Design
- Balance, Proportion, Rhythm, Emphasis, Unity/ Proximity
- Layout, Rule of thirds, Visual Centre, Grids and Balance

Module 4: Colour Theory
- Light Rays
- RBG, CMYK, LAB, HSB
- Additive & Subtractive Colours, Contrast, Colour Wheel, Colour Harmonies
- Complementary
- Analogous, Triadic, Split-Complementary, Rectangle (Tetradic), Square

Module 5: Typography (FONTS)
- Section E
- Typography
- Typefaces
- Old-Style, Modern, Slab Serif, Sans Serif, Script, Decorative, Dingbats, Display, Black Letter

Module 6: Using Graphic Design Software – Part 1
- Introduction to Computer Graphic Design Application
- Tools & Work Area
- Working with Selections
- Painting, Brushes

Module 7: Using Graphic Design Software – Part 2
- Working with Layers
- Working with Masks & Channels
- Vector Drawing Techniques

Module 8: Using Graphic Design Software – Part 3
- Compositions
- Preparing Files for Web
- Preparing Files for Print

EXERCISES INCLUDED

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