Syllabus of

Graphics Design

Section Title: Graphics Design

Objective: The purpose of this document is to provide the syllabus for the exam of the course 'Graphics Design', under the assessment portal BDSkills provided by LICT. This syllabus is prepared for the participants who are assumed to be in the undergraduate or equivalent level, and/or with a minimal level of industry experience (not more than six months). The goal of the test is to examine the technical knowledge of the participants required to enter the job market or to be recruited by the industry. Industry can use this test score as one of the preliminary judging criteria and they can further test the participants on various other skills as per the necessity of that particular industry.

After qualifying this assessment, the industry as well as the candidate can assess his/her capacity in understanding the fundamental concepts of Graphics Design. It also justifies the skill level of the candidate in different areas of Graphics Designing including graphics edition, image manipulation, video editing and visual effects.

Syllabus: Graphics Design

The purpose of this part is to assess the practical and theoretical knowledge of graphics designing. You might be asked to solve problems related to Visual identity graphic design, User interface graphic design, Motion graphic design, Publication graphic design, Packaging graphic design, Marketing & advertising graphic design, Environmental graphic design, Art and illustration, Color Theory.

Section No	Section Name	Topics
1	**Graphics Design, Shapes, Forms & Compositions**	• Graphics Design & Career Opportunities
		• Introduction to Shapes
		• Introduction to Forms
		• Order

		• Shape Psychology
		• Symbolism
		• Balance, Harmony, Hierarchy, Rhythm, Emphasis
2	**Drawing & Color Theory**	• 2D Views
		• Perspectives
		• Axonometric View
		• Isometric View
		• Color Wheel
		• Hues, Shadows, Shades, Tints, Tones
		• Color Combinations
		• Color Weight
		• Color Temperature
		• Color Psychology
3	**Typography & File Formats**	• Kinds of fonts
		• Common Terminologies
		• Font Pairing
		• Vector and Raster Graphics

		• Print and Screen Settings
		• Common File Formats and their use cases (SVG, PNG, JPEG, PDF, AI, PSD, EPS)
4	**Adobe Illustrator**	• Page set-up based on Print/Screen media
		• Interface (Menu Bar, Toolbar, Option bar, Floating Panel)
		• Color Mode, Fill, Stroke, Pen Tool, Brush
		• Tool, Shapes & Pathfinder
		• Save files, Export, Text Tool (Paragraph Text and Type on a Path)
		• Expand, Artboards, Copy, Cut, Paste in place, Alignment Tool
		• Gradient Tool, Clipping, Raster to Vector
		• Creating a logo with the learner's name
		• Creating a poster, a business card, and a brochure)
5	**Image Manipulation (Adobe Photoshop)**	• Basics of Adobe Photoshop
		• Removing Background
		• Uses of brush tool Including Masking layers
		• Retouching and color correction
		• Clone Tool

		• Correcting Contrast and brightness
		• layer mask, Sharpening and Liquefying
6	**Video Editing (Adobe Premiere Pro)**	• Basics of Adobe Premiere Pro
		• Blurring And Sharpening Clips
		• Importing Assets - Getting Video And Files Into A Computer
		• Stabilizing Shaky Shots With The Warp Stabilizer
		• Trimming Clips In Advance - Project Panel and Source Monitor and Video Transitions
7	**VFX - Visual Effects (Adobe After Effect)**	• Basics of Adobe After Effect
		• An overview of the Interface and Keyboard Shortcuts
		• Introduction to Simple Shapes and Text Layers, Shape layers and Masking
		• Camera Tracking, Motion Path, Text animation and Render Settings/ video export.
8	**Estimation and Costing**	• Requirements (specification) collection, assessment, reviewing & confirmation.
		• Calculate Design Cost, Pre-Press Cost, Printing Cost

Section Title: Descriptive Questions

Objective: The purpose of this part is to assess the in-depth knowledge of the participants. The question may contain direct theories or conceptual questions. You will face questions from Visual identity graphic design, User interface graphic design, Motion graphic design, Publication graphic design, Packaging graphic design, Marketing & advertising graphic design, Environmental graphic design, Art and illustration, Color Theory.

Additional Instruction:

- Participants has to complete the test within allocated time
- Participants has to maintain the required word count
- Participants may need to draw and illustrate figures if required in written exam.

Section Title: Generic Knowledge in Computer Science, Mathematics & Analytical Skills

Objective: The purpose of this document is to provide the syllabus for the generic part of the course Graphics Design. This syllabus is prepared for the participants who are assumed to be in the undergraduate or equivalent level. The goal of the test is to examine the general knowledge of the participants in the areas of Computer Science, Mathematics and Analytical Skills.

Syllabus: Generic Knowledge in Computer Science, Mathematics & Analytical Skills

Computer Science

Section No	Section Name	Topics
1	**Introduction to ICT**	Introduction to a computer system, Different component of a computer system (hardware, software, data, user), Hardware for a computer system, Memory units etc.
		Classification of Number Systems

		Conversion of Numbers
		Computer Codes (i.e. Unicode, ASCII)
		Contemporary trends of ICT (note: the name of the technology and what it is that are shaping ICT usage) [i.e. AI, Robotics, Cloud Computing, Virtual Reality etc.]
2	**Communication Systems and Network**	Medium of Communication (wired, wireless)
		Types of network (LAN, WAN, MAN)
		Generations of Mobile Communications
		Networking devices (Router, Hub, NIC etc.)
		Bluetooth
		Wi-Fi
3	**Computer Programs**	Application software
		Utility software
		Machine language VS High level language, Compiler & Interpreter
		Flow Chart, Algorithm & Pseudo code
		Website design using basic HTML
4	**Miscellaneous**	Function of DBMS
		File vs DBMS
		Security fundamental, Encryption for Data security/confidentiality, Authentication, and authorization
		Malicious programs (i.e. virus etc.), Anti-virus solution

Mathematics

Section No	Section Name	Topics
1	**Arithmetic**	Real Numbers
		HCF and LCM
		Percentages
		Simple and Compound Interests
		Time and Work
		Speed, Time and Distance
		Ratio and Proportions
		Profit and Loss
		Mixtures and Alligations
2	**Algebra**	Relations and Functions
		Factorizations
		Inequalities
		Logarithmic and exponential functions
		Sequence
		Series and Progression
3	**Geometry & Trigonometry**	Coordinate Geometry
		Trigonometric Functions
		Lines
		Angles
		Triangles
		Polygons
		Circle

		Perimeter, Circumference and Area
4	**Probability & Statistics**	Central Tendency
		Measures of Dispersion
		Set
		Permutations and Combinations
		Probability

Analytical Skills

Section No	Section Name	Topics
1	Mirror/Water Images, Paper Folding/Cutting, Analytical Reasoning	Mirror and Water Images
		Paper Folding and Cutting
		Analytical Reasoning
2	Dot Situation, Constructions, Figure Formation, Matching Pairs	Dot Situation
		Constructions
		Figure Formation and Analysis
		Matching Pairs
3	Figure Matrix, Logical Reasoning, Coding-Decoding, Matrices, Difference	Figure Matrix
		Logical Reasoning
		Coding-Decoding
		Matrices
		Which one is Different

4	Odd One Out, Grouping, Decision Making	Odd One Out
		Grouping
		Data Handling for Decision Making