

# Become a **FULL STACK GRAPHIC DESIGNER**



## WHAT WILL YOU LEARN ?

- Learn Graphic Design from Scratch.
- How can you create logo Design, Brochure Design, Stationary Design, Poster Design, Photography Art Work, Website Design, Portfolio Design, Social Media Campaign Design, etc.
- Learn all about Print Media Techniques.
- Learn How to work in UI/UX Designing.
- Learn Web Designing using Bootstrap Technologies.

## SYSTEM REQUIREMENT

- Mini 4 GB RAM.
- Core i3 (Recommended window 10).

## WHO IS THE TARGET AUDIENCE ?

Student who want to learn a Professional Web Graphics Designing will find this course very beneficial

- **Photoshop:** Photographers, web designers, architects, interior designers, decorators, graphic designers, artists, animators, TV graphic designers, art directors and anyone who is interested in editing images.
- **Illustrator:** Logo Designer, Vectors Designer, Cartoon Designer and anyone who is interested in Printing Media.
- **Corel Draw:** Anybody that would like to learn about CorelDraw.
  - Web Design: Any beginner who wants to build career as Web designer can take this course.

## COURSE OVERVIEW

Participants who attend this course will learn about painting, photo retouching, vector graphics, color correction, compositing, scanning, image size, printing, tracing, smart layers, vanishing points, layer masks, puppet warp, and lens correction.

This course will also learn about create, select, transform shapes, combine shapes, paths, use the drawing tools & Use color ton enhance designs, add & edit text, work with layers, gradients, patterns, use brushes & Use effects, graphic styles, use Illustrator with other Adobe Applications.

Step-by-step exercises lead the students through each topic. An end-of-section exercise and a short-answer questionnaire sum.










## FULL STACK GRAPHIC DESIGNER

Full stack does not mean to do all. Specifically, it refers to a person who masters multi-skills and he can use them to independently complete a design or product development. That means that a truly full stack designer can build a basic conception of a project, and complete the whole design and development related works.

## COURSE FLOW

FULL STACK GRAPHIC DESIGNER course starts with introducing participants with Adobe Photoshop, Adobe Illustrator, Adobe XD, Corel Draw and Video Editing.

## TOOLS:

1. Adobe Photoshop. 
2. Adobe Illustrator. 
3. Adobe XD. 
4. Corel Draw. 
5. Premiere Pro. 
6. After Effects. 
7. Adobe Audition. 

# "ADOBE PHOTOSHOP ESSENTIALS"



## COURSE CONTENT

### 01 - GETTING STARTED

- Choosing a workspace.
- Arranging windows & interface items.
- Managing workspaces.
- Image window items.
- Screen Modes & Opening files.
- Zooming and panning.
- The Navigator Panel.
- The Info Panel & The Status Bar.
- The History Panel & Common preferences.

### 02 - INTRODUCTION TO PHOTO RETOUCHING

- Changing the eye color.
- Painting the iris.
- Removing a beauty mark.
- Removing the scar.
- Removing the beauty spot.
- Painting the lips.

### 03 - INTRODUCTION TO COLOR CORRECTION AND LAYERS

- Correcting the image colors.
- Copying and pasting.
- Selection feather & Refining edges.
- Adjusting the layer opacity.
- Working with the background layer.
- Changing layer orientation and size.
- Deleting layers.

### 04 - INTRODUCTION TO SCANNING AND FILTERS

- Introduction to scanning.
- Using filters to remove dust and scratches.
- Using filters to create artistic effects.
- Creating background images.

### 05 - DEFINITIONS

- Pixel & Image resolution.
- Monitor display resolution.
- Vector graphics & Raster images.

### 06 - PAINTING

- Erasing & Selecting.
- Image mode.
- The Brush tool & The Gradient tool.
- The Magic Wand tool.
- Rippling & Lighting effects.
- The Polygonal Lasso tool & Defining brushes.
- Texturizing & Adding borders.

### 07 - 2D ANIMATION

- Making image areas transparent.
- Painting the shaded areas of the tree.
- Paintinting the highlighted areas of the tree.
- Painting the plant leaves & Painting the blooms.
- Creating a new brush to add tree leaves.
- Finishing the background image.

### 08 - TITLES AND FORMATTING

- Improving colors using Hue/Saturation.
- Removing noise & Removing the stamped date.
- Increasing the image canvas size & Adding a copyright note.
- Formatting the typed text & Modifying the text properties.
- Aligning text & Creating the play's title.





# "ADOBE PHOTOSHOP ESSENTIALS"



## 09 - CREATING CARVED TITLES

- Using Auto Tone and Auto Color
- Creating the carved text
- Applying effects & Modifying effects
- Emphasizing text & Creating clipping groups

## 10 - PHOTO RETOUCHING

- Removing the scar
- Fixing the Bruise
- Creating the image title & Creating reflections
- Creating a layer group & Aligning texts

## 11 - COPYING AND PASTING

- Selecting, copying, pasting, and positioning
- Cleaning up the edge pixels
- Blending layers
- Displaying Rita only in the sky & adding a title
- Adding a title

## 12 - COLORING A GREYSCALE PHOTO

- Cropping & Changing the image mode to RGB
- Selecting and painting the lips & Skin
- Adding lips contour
- Painting the eyes, watch & hair
- Changing the background & Painting the blouse
- Improving focus & adding a wooden frame

## 13 - SHARPENING AND FOCUSING

- Sharpening the jewelry & Softening the skin
- Creating the eyeliner
- Brightening the teeth
- Bringing Rose into focus
- Adding a stylized text & Checking the spelling
- Applying a warm filter

## 14 - FILE FORMATS

- Opening files and displaying their sizes
- TIFF & JPEG format
- PSD format & Saving layers

## 15 - USING VECTOR GRAPHICS TO DESIGN A LOGO

- Creating a new file
- Viewing the final logo
- Using drawing aids
- Creating the half-circles
- Defining custom shapes
- Adding the lion and the rhino shapes
- Organizing the Layers panel & Adding text

## 16 - USING VECTOR GRAPHICS TO ANNOTATE AN IMAGE

- Adding pointers
- Annotations
- Applying presets & Copy merge

## 17 - TRACING RASTER IMAGES

- Creating linear & curved paths
- Creating paths with sharp corners
- Converting linear paths to curved paths
- Tracing and recreating a logo

## 18 - THE VARIOUS USES OF PATHS

- Trimming the grey border
- Selecting the red flower
- Placing John's photo inside the flower
- Scaling down the size of John's image
- Creating a clipping path & Multiple flowers

## 19 - TOOLS AND TECHNIQUES WORKSHOP

- Making a girl smile & Adding a title
- Using the Vanishing Point filter to fix an image
- Importing Illustrator files as smart objects
- Creating seamless material for 3DS Max Maya
- Importing and working with 3D objects
- Loading multiple images & distributing layers

## 20 - DESIGNING A WEB PAGE

- Creating simple buttons
- Selecting the red paint & Refining the selection
- Copying pixels & Cleaning small spots



# "ADOBE PHOTOSHOP ESSENTIALS"



## 21 - ALTERING LANDSCAPES AND SKY VIEWS

- Selecting the exposed soil
- Covering the soil with grass
- Blending color & Adding a title

## 22 - COLOR MODELS

- The Color panel & RGB color model
- RGB Gamut & The HSB color model
- The CMYK color model
- The Grayscale color model
- The Web color model & The Color Bar
- The Color Picker dialogue box
- Hexadecimal color values & Custom colors

## 23 - IMAGE MODES AND CHANNELS

- RGB mode & RGB channels
- Inspecting the RGB colors
- Displaying a proof for the RGB image
- Displaying a CMYK proof for the RGB image
- CMYK mode & Correcting the Out-of-Gamut colors
- Preparing the file for its final destination
- CMYK channels & Determining a working mode
- LAB mode & Grayscale mode
- Grayscale channels & Bitmap images
- Duotone mode & Index mode
- 6 bit depth images & 32 bit depth images

## 24 - CALIBRATING YOUR MONITOR

- Calibrating your monitor
- About Color Profiles & About Color Profiles
- Assigning Color Profiles & Assigning Color Profiles

## 25 - COLOR CORRECTION 1 - LEVELS

- The Levels command
- Type of Key Images
- Color Correction Using Levels
- Correcting Individual Channels
- Setting the White and Black Points
- Checking the Scan Quality
- Auto Levels & Correcting the Greys in an Image
- The Histogram Panel

## 26 - INTRODUCTION TO LAYER MASKS

- Increasing the Lip Size
- Adding a Layer Mask & Testing Layer Modes
- Adding an Adjustment Layer

## 27 - USING A LAYER MASK AND A LAYER CLIPPING PATH TO CREATE EFFECTS

- Duplicating the Background Layer
- Creating an Image Half Color and Half Gray
- Making the Top Layer Gradually Transparent
- Keeping the Eyes in Color
- Inverting the Mask Color
- Adding a Layer Vector Mask

## 28 - USING A LAYER MASK TO CONTROL THE OPACITY OF PARTICULAR AREAS

- Copying the Image
- Making the Area Surrounding Irene Transparent
- Breaking the Link Between the Layer and Its Mask
- Editing the Layer Mask
- Using the Masks Panel

## 29 - CREATING REFLECTIONS AND SHADOWS

- Copying Caroline's image
- Making the Area around Caroline Transparent
- Refining the Mask Color
- Creating Reflections & Creating Shadows

## 30 - AN OVERVIEW OF SCANNING, PRINTING, AND CREATING NEW FILES

- Printing & Halftone Dots
- Common LPIs
- Color Separation & Scanning
- Photos, Negatives, and Slides
- Creating New Files





## COURSE CONTENT

### 01 - A QUICK TOUR OF ADOBE ILLUSTRATOR CC

- Getting Started
- Creating a new document & Drawing a shape
- Rounding the corners of a shape
- Applying color, editing color & editing strokes
- Working with layers
- Drawing with the pencil tool
- Creating shapes using Shape Builder tool & creating a blend
- Transforming artwork
- Drawing with the Shaper tool
- Sampling formatting with the Eyedropper tool
- Using Image Trace
- Creating and editing gradients
- Working with type
- Aligning artwork
- Working with brushes & Working with symbols
- Creating a clipping mask & Working with effects

### 02 - GETTING TO KNOW THE WORK AREA

- Introducing Adobe Illustrator
- Starting Illustrator and opening a file
- Exploring the workspace
- Getting to know the Tools panel
- Working with the Control panel
- Working with panels & Working with panel groups
- Resetting and saving your workspace
- Using panel menus
- Changing the view of the artwork
- Using view commands & Using the Zoom tool
- Scrolling through a document
- Viewing artwork & Navigating artboards
- Using the Artboards panel
- Arranging multiple documents
- Finding resources for using Illustrator







## 03 - USING SHAPES TO CREATE ARTWORK FOR A POSTCARD

- Creating and editing rectangles
- Rounding corners & Creating a rounded rectangle
- Creating and editing an ellipse
- Creating and editing a circle & a polygon
- Changing stroke width and alignment
- Drawing lines & creating a star
- Working with the Shaper tool
- Drawing shapes
- Editing shapes with the Shaper tool
- Combining Shapes with the Shaper tool
- Working with drawing modes
- Working with Draw Behind mode
- Using the Draw Inside mode
- Editing content drawn inside & using Image Trace

## 04 - EDITING AND COMBINING SHAPES AND PATHS

- Getting started & Editing paths and shapes
- Cutting with the Scissors tool
- Joining paths
- Cutting with the Knife tool & using the Eraser tool
- Combining shapes
- Working with the Shape Builder tool
- Working with the Pathfinder panel
- Creating a compound path & using the Width tool & Outlining strokes
- Finishing up the illustration

## 05 - TRANSFORMING ARTWORK

- Getting Started & Working with artboards
- Adding artboards to the document
- Editing artboards
- Renaming artboards & Reordering artboards
- Transforming content
- Working with rulers and guides
- Positioning objects precisely
- Scaling objects & Reflecting objects
- Distorting objects with effects
- Rotating objects & Shearing objects
- Transforming with the Free Transform tool
- Creating a PDF





# "ADOBE ILLUSTRATOR ESSENTIALS"



## 06 - CREATING AN ILLUSTRATION WITH THE DRAWING TOOLS

- Getting started & An intro to drawing with the Pen tool
- Selecting paths
- Drawing straight lines with the Pen tool
- Introducing curves paths & Drawing a curve with the Pen tool
- Drawing a series of curves with the Pen tool
- Converting smooth points to corner points
- Combining curves and straight lines
- Creating artwork with the pen tool & Drawing a coffee cup
- Drawing with the Curvature tool
- Editing curves
- Reflecting the spoon shape & Rounding corner points
- Editing paths and points
- Deleting and adding anchor points
- Converting between smooth points and corner points
- Working with the Anchor Point tool
- Creating a dashed line & Adding arrowheads to a path
- Working with the Pencil tool

## 07 - USING COLOR TO ENHANCE SIGNAGE

- Getting started & Exploring color modes
- Working with color & Applying an existing color
- Creating a custom color using the Color panel
- Saving a color as a swatch
- Creating a copy of a swatch
- Editing a swatch
- Creating and editing a global swatch
- Using the Color Picker to create color
- Using Illustrator swatch libraries
- Adding a spot color & Creating and saving a tint of a color
- Adjusting colors
- Copying appearance attributes
- Creating a color group
- Creative inspiration with the Color Guide panel
- Editing a color group in the Edit Color dialog box
- Editing colors in the artwork
- Assigning colors to your artwork
- Working with Live paint
- Creating a Live Paint group
- Painting with the Live Paint Bucket tool



# "ADOBE ILLUSTRATOR ESSENTIALS"



## 08 - ADDING TYPE TO A POSTER

- Getting started & Adding type to the poster
- Adding text at a point & Adding area type
- Working with Auto Sizing
- Converting between area and point type
- Importing a plain-text file
- Threading text & Formatting type
- Changing font family and font style
- Changing font size & Changing font color
- Changing additional character formatting
- Changing paragraph formatting
- Resizing and reshaping type objects
- Creating columns of text
- Modifying text with the Touch Type tool
- Creating and applying text styles
- Creating and applying a paragraph style
- Editing a paragraph style
- Creating and applying a character style
- Sampling text formatting
- Wrapping text & Warping text
- Reshaping text with a preset envelope warp
- Editing the envelope warp
- Working with type on a path
- Creating type on a path & Creating type on a closed path
- Creating text outlines

## 09 - ORGANIZING YOUR ARTWORK WITH LAYERS

- Understanding layers
- Creating layers and sublayers
- Editing layers and objects
- Locating layers & Moving layers
- Duplicating layer contents
- Merging layers & Pasting layers
- Changing layer order
- Viewing layers
- Applying appearance attributes to layers
- Creating a clipping mask
- Placing the image on a host layer
- Locking the layer
- Using the Pen tool to trace the image
- Coloring



# "ADOBE ILLUSTRATOR ESSENTIALS"



## 10 - GRADIENTS, BLENDS, AND PATTERNS

- Getting started & Working with gradients
- Applying a linear gradient to a fill
- Editing a gradient & Saving a gradient
- Adjusting a linear gradient fill
- Applying a linear gradient to a stroke
- Edit a gradient on a stroke
- Applying a radial gradient to artwork
- Editing the colors in the radial gradient
- Adjusting the radial gradient
- Applying gradients to multiple objects
- Adding transparency to gradients
- Working with blended objects
- Creating a blend with specified steps
- Modifying a blend & Creating and editing a smooth color blend
- Painting with patterns & Applying an existing pattern
- Creating your own pattern & Applying your pattern
- Editing your pattern

## 11 - USING BRUSHES TO CREATE A POSTER

- Getting started & Working with brushes
- Using Calligraphic brushes
- Applying a Calligraphic brush to artwork
- Drawing with the Paintbrush tool
- Editing paths with the Paintbrush tool
- Editing a brush & Removing a brush stroke
- Using Art brushes
- Applying an existing Art brush
- Creating Art using a raster image
- Editing an Art brush
- Using Bristle brushes
- Changing Bristle brush options
- Painting with a Bristle brush
- Using Pattern brushes
- Creating a Pattern brush & Applying a Pattern brush
- Editing the Pattern brush
- Working with the Blob Brush tool
- Drawing with the Blob Brush tool
- Merging paths with the Blob Brush tool
- Editing with the Eraser tool





# "ADOBE XD ESSENTIALS"



## COURSE CONTENT

### 01-Creating New Files & Designing on a Grid

- Creating a new file.
- Setting up artboards.
- Importing text.
- Creating colored backgrounds for text.

### 02-Importing & Cropping Photos

- Importing a photo as an image fill (crop a photo).
- Rounding corners.

### 03-Vector Graphics, Colors, Shadows, & More

- Importing & modifying vector graphics.
- Aligning & distributing layers.
- Layer opacity vs. fill opacity.
- Reusing colors (color swatches).
- Adding a drop shadow.

### 04-Character Styles

- Creating & Editing Character Styles.

### 05-Repeat Grids

- Creating a Repeat Grid.
- Customizing the content.
- Adjusting the design.

### 06-Components (Reusable Elements)

- Creating & editing components.
- Overriding content in one instance vs. globally updating all components.
- Detaching from a component.
- Components versus Repeat Grids.

### 07-Turning a Design into a Clickable Prototype

- Linking between artboards.
- Previewing the prototype.
- Creating an overlay.
- Background blur.
- Fixing the position of elements so they don't scroll.
- Making a recording of a prototype.

### 08-Exporting Assets for Web: SVG, JPEG, & PNG

- Exporting individual assets.
- Exporting artboards.



# "ADOBE XD ESSENTIALS"



## **09-Stacks, Padding, & Responsive Resize**

- Creating a Stack & Adjusting the Spacing.
- Rearranging & Adding Items to a Stack.
- Responsive Resize, Stacks, & Padding.
- Keystrokes for Working with Stacks & Padding.
- Nesting Stacks (Stacks Within Stacks).

## **10-Linking Up/Down a Page & Scrollable Areas**

- Making Links that Scroll Up/Down a Page.
- Making the Navbar Fixed to the Screen.
- Adjusting the Position & Speed of the Scroll.
- Creating a Scrollable Area Within a Page.

## **11-Intro to Auto-Animate**

- The Basics of Auto-Animate.
- Different Kinds of Easing.
- Adding a Timed Animation.

## **12-Parallax Animation**

- Setting Up the Parallax Assets.
- Building the Parallax Animation.

## **13-Component States (Hover & Toggle)**

- Adding a Hover State to a Button.
- Creating a Toggle State.

## **14-Creating 3D Transforms**

- Adding 3D Transforms.
- Front to Back versus Z Position.

## **15-Adding Interactions to a Slideshow: Tap, Drag, & Keys**

- Creating a Working Slideshow Prototype.
- Adding Tap Interactions.
- Adding the Ability to Drag.
- Adding Keystrokes.

## **16-Time Interactions & Adding Audio (Sound Effects)**

- Adding a Drag Interaction.
- Adding a Time Interaction.
- Adding a Sound Effect.
- Adding a Keystroke.

## **17-Shared XD Libraries**

- Publishing a Library.
- Using an XD Library.



# "CorelDRAW ESSENTIALS"



## COURSE CONTENT

### 01-Introduction to CorelDRAW

- CorelDRAW overview.
- Navigating within a document.
- Show/hide palettes.
- Using Zoom & Viewing Modes.

### 02-Creating Basic Objects

- Using the drawing tools.
- Drawing rectangles, circles, polygons & lines.
- Setting object fills & outlines.
- Copying object attributes.

### 03-Manipulating Objects

- Select/Move/Resize objects.
- Rotate & skew objects.
- Altering the pivot point.
- Copying objects.
- Group and lock.
- Changing the stacking order.

### 04-Working With Text

- Artistic vs paragraph text.
- Adding & Formatting artistic text.
- Adding paragraph text.
- Setting paragraph options.
- Using Spell check.
- Using Find and Replace.
- Importing text.

### 05-Aids to Accuracy

- Customizing the ruler & grid.
- Moving the zero point.
- Moving the ruler.
- Specifying precise object parameters.

### 06-Creating Complex Objects

- Creating curves.
- Using Tools: – shape, freehand, knife & eraser.
- Reshaping paths.
- Converting text to paths.
- Combining objects.

### 07-Images And Clipart

- Importing bitmaps & clipart.
- Inserting symbols.
- Creating symbols.
- Crop/Edit/Export Bitmaps.

### 08- Effects

- Fit Text To Path.
- Transforming objects with envelopes.
- Creating blends.
- Drop shadows.
- The artistic media tool.
- Extruding objects.
- Lens effects.
- Applying Power Clips.

### 09- Printing

- Choosing the right file format.
- Printing documents.
- Setting print options.
- Creating print styles.
- Using the Print Merge Wizard.
- Exporting.





# "VIDEO EDITING ESSENTIALS"

## COURSE CONTENT

### SOFTWARES :

- Premiere Pro Bootcamp.
- Premiere Pro Advanced.
- After Effects Bootcamp.
- Adobe Audition.
- Motion Graphics & Video Editing.
- Portfolio Development.

#### Premiere Pro Bootcamp

- Learn to edit video footage.
- Clean up audio & color correct videos.
- Create videos using multi-cam editing, green screen removal, and much more.
- Export final videos for use in social media or to send to a client.

#### Premiere Pro Advanced

- Create custom transitions.
- Add special visual effects to your edits.
- Edit action sequences.
- Work with vertical video for social media & more.

#### After Effects Bootcamp

- Learn to animate photos, text, and graphics.
- Use timeless animation principles to create interesting and dynamic animations.
- Create real-world animations: social media promos, animated logos, infographics, title animations, and much more.

#### Premiere Pro Advanced

- Create custom transitions.
- Add special visual effects to your edits.
- Edit action sequences.
- Work with vertical video for social media & more.

#### Adobe Audition

- Understand sample rate, channels, and bit -depth.
- Restore and master damaged audio.
- Noise removal and audio mixing.
- Add voiceovers, music, and sound FX (effects).
- Waveform vs. multi-track editors & destructive vs. non-destructive editing.

### Motion Graphics & Video Editing Portfolio Development


- Expand your knowledge of video editing & motion graphics concepts.
- Learn about the history and current state of the industry,
- Understand the connection between design, motion graphics, & video editing.
- Learn how to present your work and how to incorporate feedback from others.
- Expand and develop your demo reel.





## Get In Touch:

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