

Graphics Designing**Class: B.Sc.-II****DURATION: Three Month****Department of Computer Science**

1. Title: Graphics Designing
2. Year of implementation: 2021

Structure of Add-On Course

Duration In Month	Theory Periods	Practical Periods	Total Periods	Credits	No. of Students in batch
3	10	30	40	2	20

Syllabus**Learning Objectives:**

1. To understand design solutions and arguments clearly and concisely through visual, verbal and written means.
2. Access information through traditional and new technologies, and synthesize this information for problem solving activities.

Unit I: Introduction to Graphics Designing

Concept of Graphic Design, Lettering, Basic Drawing -Basic shapes and forms, shading, Proportion, Perspective. Colour Relationships and Symbols. Communication Design-Design process, Greetings Cards, Wall-hangings. Papercraft with items.

Unit II: Reproduction Processes in Graphic Design

Reproduction Processes in Graphic Design, Book Design- Typography, Book Illustration, Types of Cartooning, Book Binding. Communication Design- Concept of Poster, Importance of posters, Qualities of a good poster, Project work on poster design, Signs and Symbols.

Learning Outcomes:

At the end of this course, the students should be able to

1. Acquire knowledge in technical skills of graphic design.
2. Apply design thinking strategies in an iterative design process.

Reference books:

1. Logo Modernism (English, French and German Edition) –by Jens Müller (Author), R. Roger Remington (Author).
2. Corel Draw Training Guide by Satish Jain and M. Geetha, Jun 18, 2018.
3. Bring It Home with Corel DRAW: A Guide to In-House Graphic Design by Roger Wambolt, May 31, 2012.

Practical Syllabus**Objectives:**

1. To understand fundamental technical skills, knowledge and abilities in graphic design.
2. Able to apply basic design principles to present ideas, information, products, and services in a creative visual manner.

List of Experiments: (24) hr

Softwares : Adobe Illustrator/CoralDraw

1. Draw a floral design or a cartoon motif for a bed sheet.
2. Design a top for Jeans with a printed logo at the front side.
3. Try to make one described poster designs.
4. Create a design of a flower using various tools and colour fills.
5. Create a design using free hand tool and its flyouts.
6. Apply some effects to the design created, using interactive blend tool.
7. Draw a flower with eight petals by using free hand tool and shape tool.
8. Draw a square by using pen tool.
9. Place this flower inside the square with the help of pick tool. Now fill the colours in flower and square.
10. Make two compositions by using the following shapes - rectangle, circle, polygon, spiral, star, and triangle.

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Project/ Field Visits/ Industrial Visit (06 hr)

Every student should done a mini project and submit the report. The work will assessed at the time of practical examination.

Learning Outcomes:

After completion of the practical, Student are able to:

1. Demonstrate adherence to professional graphic design industry standards
2. Create effective print and digital communications, and user experiences through the application.

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| 3. Mr. Shinde C.R. | Member |
| 4. Ms. Pawar V.N. | Member |

Expert Committee:

1. Dr. Poonam Ponde (Nowrosjee Wadiya College, S.P .Pune University)
2. Mr. Jaideep Kumar (Symbiosis College, Pune)