

# DEVS

**PRESENTS**

**ROADMAP FOR DESIGNING**

**Photoshop, UI/UX Design**



# Roadmap for Designing-Beginners

## Guidelines:

- **Consistency**: Practice daily, even for 30 minutes.
- **Experimentation**: Try creating personal projects using the tools you learn each week.
- **Feedback**: Share your work on platforms like Behance or Reddit to get constructive feedback

## Prerequisites:

**You must have skills or interests to build skills in Coding and Math. Without these two you cannot become an App developer**

## Week 1: Introduction and Basic Tools:

**Goals**: Familiarize yourself with the Photoshop interface and learn essential tools.

### Topics:

**Interface**: Understand the workspace, panels (Layers, History), and toolbar.

### Basic Tools:

1. **Move Tool**: Move selections and layers.

2. **Selection Tools:** Rectangular Marquee, Lasso, Quick Selection, Magic Wand.

3. **Crop Tool:** Learn how to crop and straighten images.

4. **Brush Tool:** Basic drawing, erasing, and colour selection.

5. **Layers:** Create, rename, move, and organize layers.

6. **Saving Files:** Learn to save images in different formats (PSD, JPEG, PNG).

### **Practice:**

-> Create a simple design using text and shapes.

- > Experiment with selecting objects and moving them around on different layers.

### **YouTube Resources:**

[Adobe Photoshop - Getting Started \(Photoshop Essentials\)](#) by Envato Tuts

[Photoshop Basics Beginners](#) by PTC (Photoshop Training Channel)

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## **Week 2: Enhancing Images and Working with Layers**

**Goals:** Master image enhancement and layer manipulation.

- **Topics:**

- **Adjustments:** Brightness/Contrast, Hue/Saturation, Levels, Curves.

- **Transform Tools:** Scale, Rotate, Flip, Perspective, Warp.

- **Layer Styles:** Drop shadow, Inner shadow, Bevel & Emboss, Stroke.

- **Blending Modes:** Explore Normal, Multiply, Overlay, Screen, and how they affect layers.

**Masks:** Layer masks and clipping masks.

**Practice:**

- Enhance a photo by adjusting color and lighting.

- Apply layer styles and blending modes to text or shapes.

- Use masks to remove backgrounds from images.

**YouTube Resources:**

- [Photoshop Layer Masks](#) Explained by PTC
- [Photoshop Blending Modes](#) Explained by Photoshop Essentials

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## **Week 3: Advanced Tools and Techniques**

- **Goals:** Work with advanced tools and effects for creative designs.

**Topics:**

**Pen Tool:** Create precise paths and shapes.

**Clone Stamp & Healing Brush:** Retouch photos by removing unwanted elements.

**Filters:** Gaussian Blur, Motion Blur, Sharpening, Liquify.

- **Smart Objects:** Create and edit non-destructive layers.

- **Adjustment Layers:** Work with non-destructive color and tone adjustments.

**Practice:**

- Use the Pen Tool to create complex shapes or cut out objects.

- Retouch a portrait using the Healing Brush and Clone Stamp.

- Apply filters to a photo and understand their effects.

**YouTube Resources:**

- [Photoshop Pen Tool Tutorial](#) for Beginners by Envato Tuts+

- [How to Use Photoshop Filters](#) (Guide to All)by Tutvid

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## Week 4: Creative Projects and Workflow Optimization

**Goals:** Implement everything learned by completing projects and optimizing workflows.

**Topics:**

**Actions & Automation:** Automate repetitive tasks with Photoshop Actions.

**Typography:** Create advanced text effects.

**Brushes & Patterns:** Download and use custom brushes and patterns.

**Photo Manipulation:** Combine multiple images to create surreal art.

**Exporting for Web/Print:** Understand colour modes (RGB vs. CMYK), file formats, and exporting guidelines.

**Practice:**

- Create a photo manipulation project using all the learned tools (selections, layers, masks, blending).
- Design a poster or social media banner using advanced typography and effects.

**YouTube Resources:**

[Photoshop Typography for Beginners](#) by PHLEARN

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# 6-Week UI/UX Design Roadmap

## Week 1: Introduction to UI/UX Design

**Goal:** Understand the basics of UI and UX design, their differences, and how they complement each other.

**Topics:**

- What is UI? What is UX?
- The importance of user-centered design.
- Basic principles of UI (layout, colors, typography).
- Introduction to UX process: Research, Design, Prototype, Test.

**Resources:**

- YouTube: "What is UI vs. UX?" by AJ&Smart
  - YouTube: "The Basics of User Experience Design" by CareerFoundry
  - Course: "Intro to UX Design" on Coursera by Georgia Tech
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## Week 2: User Research & Empathy

**Goal:** Learn the importance of user research and how to create user personas.

**Topics:**

- Conducting user interviews.
- Creating user personas.
- Understanding user needs and pain points.
- Empathy mapping.

**Resources:**

- YouTube: "How to Conduct User Interviews" by NNGroup
  - Article: "Creating User Personas" on Interaction Design Foundation
  - Tool: Google Forms or Type form for surveys
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## **Week 3: Wireframing and Information Architecture**

**Goal:** Create simple wireframes and understand the importance of information architecture.

**Topics:**

- Introduction to wireframes (low-fidelity).
- Tools: Sketching, Balsamiq, Figma for wireframing.
- Basics of Information Architecture (IA).
- Creating sitemaps and user flows.

**Resources:**

- YouTube: "Wireframing Basics for Beginners" by DesignCourse
  - Figma Tutorial: "Creating Wireframes" on Figma YouTube channel
  - Tool: Figma or Balsamiq
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## **Week 4: Visual Design and Prototyping**

**Goal:** Learn visual design principles and how to create interactive prototypes.

**Topics:**

- Typography, color theory, and spacing in UI design.
- Creating interactive prototypes using Figma or Adobe XD.
- UI Design consistency and design systems.

**Resources:**

- YouTube: "The Basics of Visual Design" by CareerFoundry
  - Course: "Introduction to Prototyping" on Udemy
  - Tool: Figma or Adobe XD
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## **Week 5: Usability Testing and Feedback**

**Goal:** Learn the importance of usability testing and gathering feedback.

**Topics:**

- Conducting usability tests with real users.
- Analyzing feedback and improving your designs.
- Iterating on designs based on user feedback.

**Resources:**

- YouTube: "How to Conduct Usability Testing" by NNGroup
  - Tool: Maze or UserTesting for remote usability tests
  - Article: "Improving Usability" on Nielsen Norman Group
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## **Week 6: Portfolio Building & Final Project**

**Goal: Build a portfolio with a final UI/UX project that showcases your skills.**

**Topics:**

- **Selecting projects for your portfolio.**
- **Presenting your design process clearly.**
- **Tools for portfolio creation: Behance, Adobe Portfolio, or personal websites.**
- **Final project: Design a user-friendly app or website prototype.**

**Resources:**

- **YouTube: "How to Build a UX Portfolio" by AJ&Smart**
- **Platform: Behance or Adobe Portfolio**