PROJECT REPORT

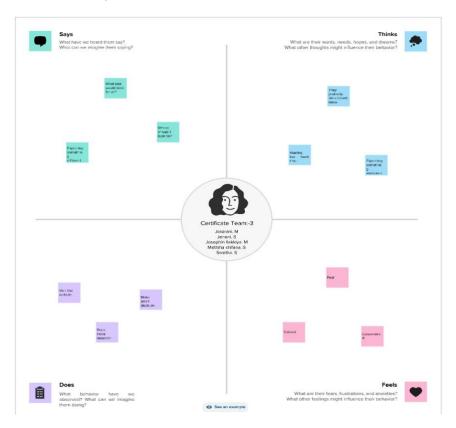
1. INTRODUCTION:

The plan of action direct to magnify the alternate and entrepreneurship skills of students through various enterprise practical based learning.

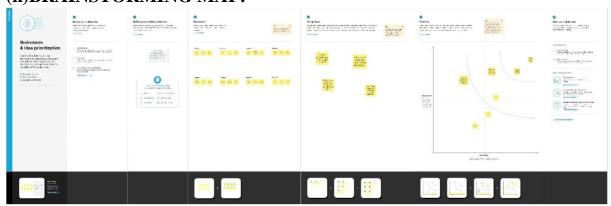
PURPOSE:

It is advantageous us to create professional designing basics, graphics quickly and easily. It assist me to explore and experiment design tools.

2.(i) EMPATHY MAP:



(ii)BRAINSTORMING MAP:



3.RESULT:



4.ADVANTAGES:

Affordable method to encourage the brand.

Leaves a enduring professional impression.

DISADVANTAGES:

Design limitations.

Ensure a good design adaptation in devices.

5.APPLICATION:

It furnish variety of templates and elements. Templates can be altered to be more custom, offers a professional look.

6. FUTURE SCOPE:

It makes a person pro in future graphic designing field. It's a vast area where anyone use their knowledge and skill to showcase their talent in unique way.

7.CONCLUSION:

Canva has thousands of applications. I learnt about different elements work together to create eye catching designs. It automatically saves the application. It makes designing beautiful creative assets easy for everyone.