# **Daily Report – Graphic Design**

# **General Report Info**

Field	Description		
Date	July 24, 2025		
Internship Track	Graphic Design		
Team Leads	Hamza Sajjad		
Day	Day 4		

# **Daily Summary (Team-Wise)**

Category	Remarks
Overall Attendance	8 out of 8 interns joined today's session
Response &	Interns were highly responsive and engaged while working on product
Activeness	packaging variations

# **Updated Common Questions Asked**

- How to effectively use gradient maps to improve packaging color tones?
- What's the difference between clipping masks and layer masks in mockups?
- How to create dynamic lighting using blend-if and layer styles?
- How to export packaging mockups for both print and digital formats with consistency?

#### **Issue Resolution**

Interns faced challenges related to precision masking and realistic lighting effects on glossy surfaces. These issues were resolved through:

- Step-by-step guide on using blend modes with adjustment layers
- Hands-on session explaining gradient map usage
- Brush refinement techniques for edge highlights
- Real-time demo on setting up mockup lighting using multiple light layers

### **General Observations**

Interns showed excellent coordination and were eager to explore various texturing and lighting methods. Many took the initiative to experiment with different layer effects and smart filters to enhance realism.

# **Suggested Improvements**

Interns should:

- Improve precision in masking and selections
- Leverage smart filters for flexible adjustments
- Learn export presets for faster file preparation
- Practice keyboard shortcuts for efficient layer management

# **Individual Intern Tracking**

No	Name	Present	Submitted Task	LinkedIn Log	Queries Asked	Notes
1	Atzaz	✓	<b>√</b>	✓	Asked how to apply multiple adjustment layers without flattening	Practiced organizing adjustments using groups
2	Tooba	<b>√</b>	✓	✓	Asked about using blend-if for glow effects	Created mockups using multiple layer styles
3	Maheera	<b>√</b>	<b>√</b>	<b>√</b>	Inquired about subtle texture overlays	Used noise and grain for realism
1/1	Umme Habiba	<b>√</b>	✓	<b>√</b>	Asked how to streamline mockup export settings	Practiced using "Quick Export" with custom presets
5	Mazhar Saleem	<b>√</b>	<b>√</b>	<b>√</b>	Asked about preserving colors across devices	Learned about color profiles and sRGB export
6	Maaz Khan	<b>√</b>	✓	<b>√</b>	Asked how to set up lighting layers for metallic packaging	Practiced gradient overlays for reflection effects
7	Mahnoor	<b>√</b>	✓	<b>√</b>	Asked about using brush settings for highlight details	Experimented with scatter and flow options
8	M Hassan	<b>√</b>	✓	<b>√</b>	Inquired about using clipping masks with textures	Practiced texture alignment using clipping and transform

#### **Notes**

# Today's key discussion points:

- Best practices for working with layer styles and smart filters
- Creating soft highlights using brush settings
- Using color profiles when preparing files for digital and print
- Exporting mockups using custom presets to maintain quality