# **Daily Report - Graphic Design**

## **General Report Info**

| Field            | Description    |  |
|------------------|----------------|--|
| Date             | July 14, 2025  |  |
| Internship Track | Graphic Design |  |
| Team Leads       | Hamza Sajjad   |  |
| Day              | Day 1          |  |

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

| Category              | Remarks   |
|-----------------------|---|
| Overall<br>Attendance | 8 out of 8 interns joined today's session   |
| _                     | Interns were engaged and interactive during the session, particularly while working on digital illustration techniques. |

## **Common Questions Asked**

- How to create depth using gradient maps in illustrations?
- What techniques improve brush control for detailed artwork?
- How to manage complex shapes using vector masks?
- How to use clipping masks for adding texture overlays efficiently?

#### **Issue Resolution**

Interns encountered challenges regarding layer hierarchy confusion and improper shading techniques. These were addressed through:

- Live demonstration on organizing layers systematically.
- Quick tutorial on applying inner and outer glow effects.
- Guidance on controlling brush opacity for smoother gradients.
- Explanation of vector masks for precise shape management.

#### **General Observations**

Interns demonstrated good creativity, with several exploring custom brushes and gradient overlays. They collaborated effectively while working on shared illustration boards and adopted non-destructive editing techniques.

### **Suggested Improvements**

- Improve consistency in brush stroke thickness for clean illustrations.
- Master gradient mapping for dynamic lighting effects.
- Focus on structured layer grouping for better project management.
- Explore blend-if options for advanced texture blending.

## **Individual Intern Tracking**

| No | Name             | Present  | Submitted<br>Task | LinkedIn<br>Log | Queries Asked                            | Notes   |
|----|------------------|----------|-------------------|-----------------|--|---|
| 1  | Atzaz            | <b>√</b> | <b>√</b>          | <b>√</b>        | _  | Practiced adding depth using shadows.               |
| 2  | Tooba            | <b>√</b> | ✓                 | ✓               | Asked about refining                     | Created smoother outlines using pressure settings.  |
| 3  | Maheera          | <b>√</b> | ✓                 | ✓               | Needed help with                         | Managed complex shapes using vector paths.          |
| 4  | Umme<br>Habiba   | <b>√</b> | <b>√</b>          | <b>√</b>        |  | Used clipping masks for adding textures.            |
| 5  | Mazhar<br>Saleem | <b>√</b> | <b>√</b>          | <b>√</b>        | Wanted to enhance shadows realistically. | Practiced using multiple layer styles.              |
| 6  | Maaz<br>Khan     | <b>√</b> | <b>√</b>          | <b>√</b>        |  | Learned to adjust blend modes and opacity.          |
| 7  | Mahnoor          | <b>√</b> | ✓                 | ✓               | natterns efficiently                     | Applied pattern overlays for backgrounds.           |
| 8  | M Hassan         | <b>√</b> | ✓                 | ✓               | exporting without                        | Used appropriate export settings for web and print. |

### Notes

Questions from today's session included:

- How to blend textures naturally without harsh edges?
- Techniques for dynamic lighting in digital illustrations.
- Managing color harmonies using adjustment layers.
- Efficient organization of complex layered files.