

# PROJECT REPORT

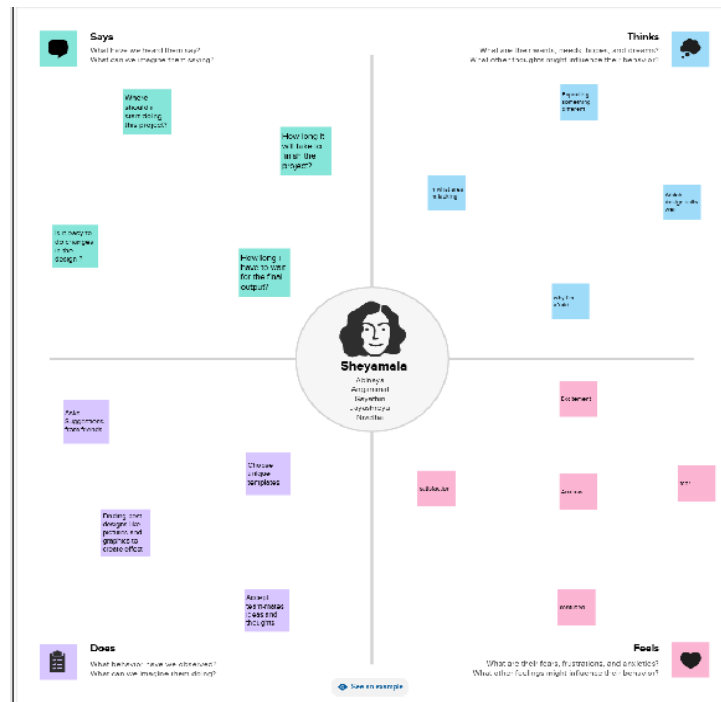
## 1. INTRODUCTION:

The Nanmuthalvan Program aims to develop student's innovation. It amplifies entrepreneurship skills through various projects and practice-based learning.

## PURPOSE:

It is helpful us to create a basic designing with the help of several apps and software. It helps us to produce professional graphic designing basics. We learn quickly and easily. It helps us to improve our deigning skill with the help of apps and software.

## 2. (i) EMPATHY MAP:



## (ii) BRAINSTROMING



### 3. RESULT:



## SHEYAMALA. P

*Student*

#### PROFILE

English Literature student.  
I consider myself a responsible and orderly person.  
I am looking forward to my first work experience.

#### CONTACT ME

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#### EDUCATION

MADURAI KAMARAJAR UNIVERSITY  
*Literature career, in progress.*

NOBLE COLLEGE OF ARTS AND SCIENCE FOR WOMEN  
2020- 2024

#### LANGUAGE

Native Telugu  
Advanced English .

#### COMPUTER SKILLS

Text processor.  
Spreadsheet.  
Slide presentation.

#### SKILL

Tailoring  
Dancing  
Singing  
Art

### 4. ADVANTAGES:

- Know the digital graphics designings.
- Enhance our creativity level.

### DISADVANTAGE:

- Limitations of Templates.
- Some tools did not able to use.

### 5. APPLICATION:

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

## **6. FUTURE SCOPE :**

It makes a person unique in the field of graphic designing. It enriches their innovative talent and exhibit their skill in the form of designing unique designs.

## **7.CONCLUSION:**

Canva has thousands and more templates . I learnt about different elements work together to create eye catching designs.