■ Graphic Design Fundamentals (Using Photoshop)

1. Introduction to Graphic Design

- Graphic Design is the art of creating visual content to communicate messages.
- Combines typography, imagery, color, and layout.
- Photoshop is one of the most widely used tools for graphic design.

2. Photoshop Workspace Basics

- Menu Bar: Contains all commands (File, Edit, Image, Layer, etc.).
- Toolbar: Tools for selection, painting, drawing, and editing.
- Options Bar: Settings for the currently selected tool.
- Panels: Layers, Color, Properties, etc.

3. Key Tools in Photoshop

- Move Tool (V): Move elements on the canvas.
- Marquee & Lasso Tools (M/L): Make selections.
- Brush Tool (B): Paint on the canvas.
- Eraser Tool (E): Remove parts of the design.
- Type Tool (T): Add and edit text.
- Gradient Tool (G): Create color transitions.

4. Layers & Masks

- Layers: Stack elements to work non-destructively.
- Layer Masks: Hide/reveal parts of a layer without deleting.
- Adjustment Layers: Apply effects like brightness, contrast, hue/saturation.

5. Basic Photoshop Workflow

1. Create a new document (File > New) with proper resolution.
2. Import images or graphics.
3. Organize with layers and groups.
4. Apply adjustments (Image > Adjustments).
5. Add text and effects.
6. Save in PSD for editing, export in PNG/JPEG for sharing.

6. Design Principles

- Contrast: Make elements stand out.
- Alignment: Keep elements visually connected.
- Repetition: Create consistency.
- Proximity: Group related items together.
- Balance: Symmetrical/asymmetrical placement.

7. Exporting for Web & Print

- Web: Use RGB color mode, export as PNG or JPEG.
- Print: Use CMYK color mode, save as PDF or TIFF.