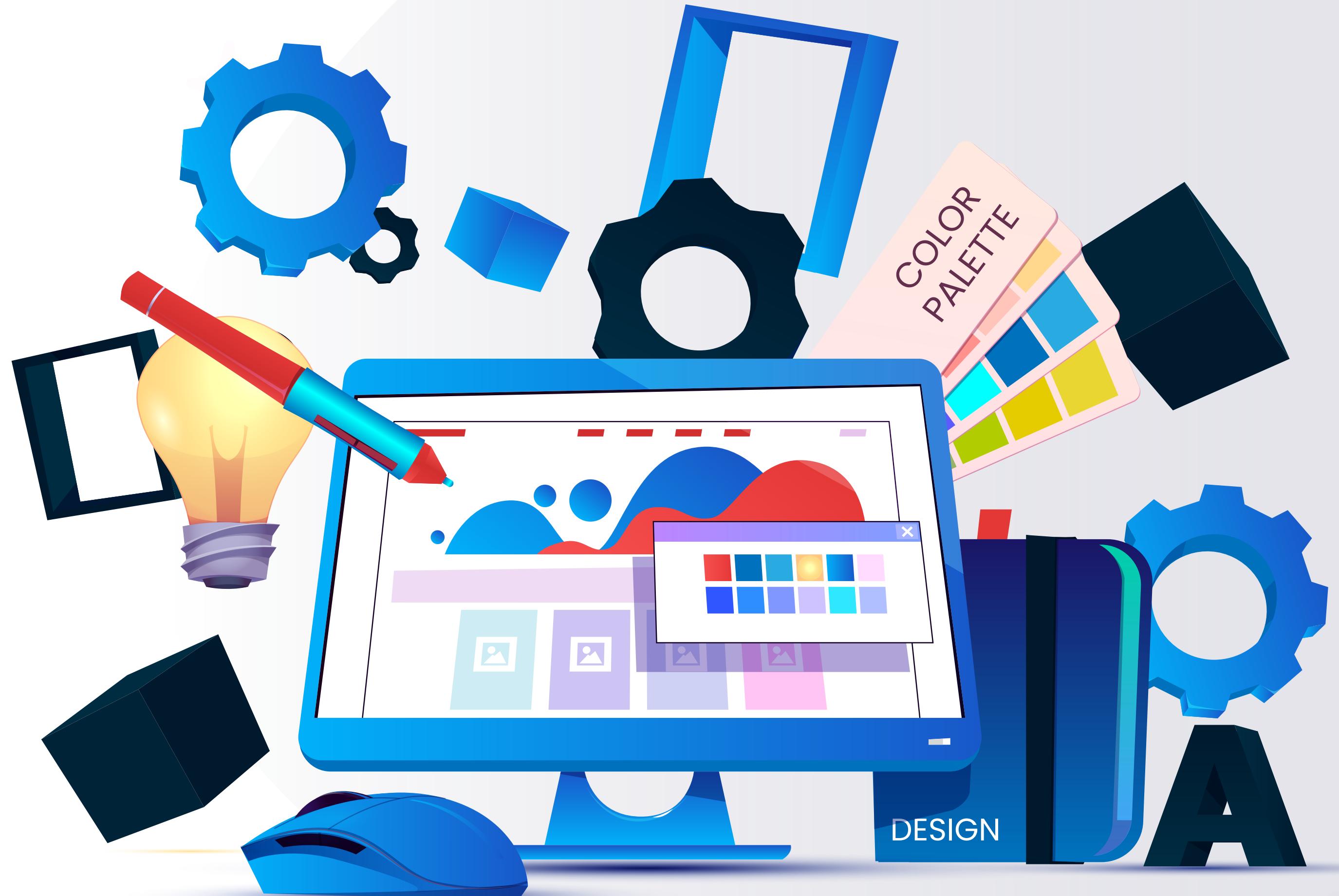


Pro

Graphic Design

MASTER PROGRAM

60 DAYS



OUR ALUMNI WORK AT



WHO WE ARE?

The Starting Point to a Successful Career

We help undergrad and post grad students struggling to get industrial experience with our Training + Internship programs which help them to become corporate-ready individuals and possess the skillset to take on any challenges without any self-doubt.

TAKE THE RIGHT TURN, WITH US.



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WHAT MAKES US UNIQUE!



Live Mentorship



Regular Evaluation



Multiple Domains



Placement Assistance



Challenge Based Training



GRAPHIC DESIGNING
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MASTER PROGRAM CURRICULUM

43 SESSIONS

Session 1

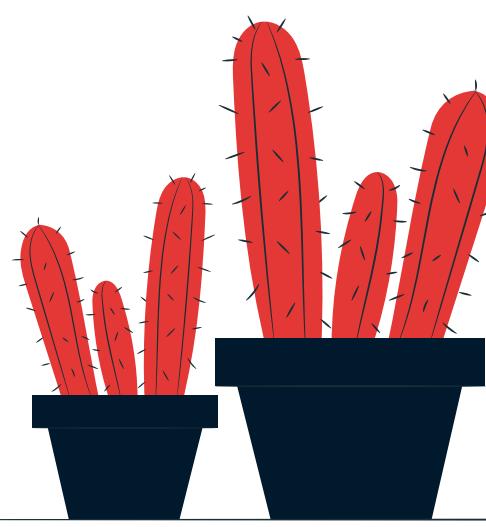
Fundamental of Graphic Designing

Session 2

Introduction to Typography

Session 3

Adobe Photoshop - Very Basics



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Session 4

Introduction to Image Making

Session 5

Photoshop Intermediate Tools

Session 6

Photoshop Editing And Manipulation

Session 7

Photoshop Project - Youtube Thumbnail

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Session 8

Photoshop Project - Book Cover Design

Session 9

Adobe Illustrator Introduction and Basic Tools

Session 10

Vector Space Badge Project

Session 11

Logo Design And Branding Project



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Session 12

Adobe Illustrator – Creating Vector Art, Blend , Transform

Session 13

Adobe InDesign

Session 14

Create A Cookbook

Session 15

Adobe InDesign Building Template

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Session 16

New Design And Trends

Session 17

Adobe Illustrator Project - Event Flyer Project

Session 18

Project And Evaluation

Session 19

Introduction-Sketching, Inspiration, User Flows



Session 20

Visual Design- Design Theory And Accessibility

Session 21

Design Exploration- Application Design + Design System

Session 22

Explore and Iterate- Wireframes, Prototyping, And Feedback

Session 23

Design System, And project

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Session 24

Project And Evaluation

Session 25

Introduction to UI/UX
Good/Bad UX
Notion & Figma Setup

Session 26

Design Thinking
Team Design Sprint
Reading: Empathy Field Guide (Book)

Session 27

User Research
How to identify stakeholders
Defining Stakeholders
Figma Basics



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Session 28

How to identify user needs
User Research
Reading: Interaction Design (Book)

Session 29

User Journeys
Mapping the user journey
User Journey Maps + HMW
Figma Grayscale

Session 30

Finding solutions & constraint cards
Sketch + Revise
Reading: Don't Make Me Think (Book)

Session 31

Grayscales & User Testing
UX Principles
Blocking Grayscales + User Flow
Figma Prototype



Session 32

Understanding user testing
Grayscales + Usability Testing
Reading: Design of Everyday Things (Book)

Session 33

UI Principles
I Principles
UI Analysis
Figma UI Part 1

Session 34

Color and Font
UI Design in 3 Sprints
Reading: Refactoring UI (Book)

Session 35

UI/UX Introduction
Non-Traditional UI
Find UI in other Technologies
Figma UI Part 2

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Session 36

- UI Special Topics
- Create UI for other Technologies
- Reading: Creating UI Design (Book)

Session 37

- Topics in UI
- UI Components
- Style Guide Analysis
- Figma Advanced

Session 38

- Responsive Design
- Style Guide for Responsive UI
- Reading: Visual Display of Information (Book)

Session 39

- Web Prototyping
- Interaction Design
- HTML
- CSS

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Session 40

Web Prototyping & Interaction Design
Bootstrap
GitHub

Session 41

Web Prototyping & Interaction Design
JavaScript
JQuery

Projects

One Project In Class Conceptually
One Mini Project
One Capstone Project

Support

Tricks & Tips To Clear Interview Questions
Most Preferred Questions
Resume Preparation & Cover



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