Graphic Design

Digital Lync

Graphic Design

Graphic designers combine art and technology to communicate ideas through images and the layout of websites and printed pages. They may use a variety of design elements to achieve artistic or decorative effects. They develop overall layout and production design for various applications such as advertisements, brochures, magazines and corporate reports.

DURATION: 40+ HOURS

WHAT YOU NEED TO KNOW

- Passion for Design

- Creative Thinking

Why Graphic Design

Graphic design, also known as communication design, is an art and practice of planning and projecting ideas and experiences with visual and textual content. The form it takes can be physical or virtual and can include images, words or graphics. It can also be for any purpose, whether commercial, educational, cultural, or political.

CAREER OPPORTUNITIES

Graphic Designer
Art Director
Layout Artist
Creative director
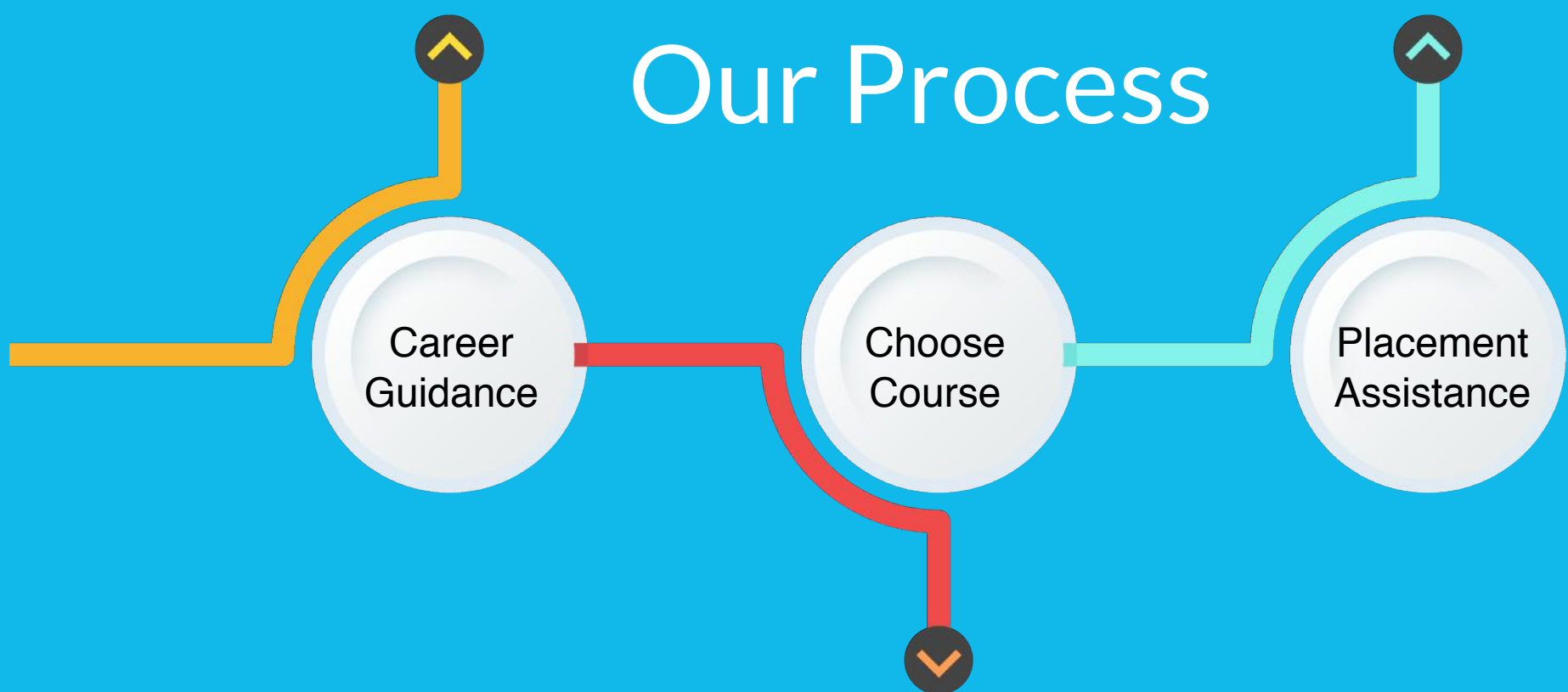
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Welcome To

Digital Lync

Digital Lync empowers technology seekers by providing world class infrastructure, best quality project based technology education, Research and Development of great products and supports enthusiastic new entrepreneurs.

Expert counsellor advises to match your skills with trending technologies in the industry.

We are a link to your awesome future! We recognize, enhance and present your skills to the coolest companies.

Our Process

Career Guidance

Choose Course

Placement Assistance

You pick and we guide. We mentor you all along and help you throughout your learning process.

www.digital-lync.com

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Graphic Design

Curriculum

PHOTOSHOP SYLLABUS

MODULE 1 :
NAVIGATING PHOTOSHOP CC

- Workspace, Tools and Panels
- Opening an existing document in Mini Bridge
- Discovering the Tools panel
- Accessing tools and their options
- Using panels, customizing your panels
- Hidden tools
- Navigating the image area using the Zoom features
- Maximising productivity with screen modes

MODULE 3 :
MAKING SELECTIVE CHANGES IN PHOTOSHOP CC

- The importance of a good selection
- Using the Marquee tools Changing a selection into a layer
- Working with the Magic Wand tool
- The Lasso tool
- Adding to and subtracting from selections
- Adding to and deleting from the selection
- Saving a selection
- Feathering a selection
- Using the Quick Selection tool
- Making difficult selections with the Refine Edge feature
- Using Quick Mask Copying and pasting a selection
- Using the Pen tool for selections
- Converting a path to a selection

MODULE 4 :
PAINTING AND RETOUCHING TOOLS

- Setting up your colour settings
- Color primer Understanding color gamut
- The RGB colour model
- The CMYK colour model
- Editing colour settings
- Selecting colours
- Starting to paint
- Using the Colour panel
- Using the Brush tool
- Changing opacity

- Using the Brush Presets
- Using the Airbrush feature
- Applying color to an image
- Changing blending modes
- The Eyedropper tool
- Retouching images
- Using the Clone Stamp tool
- Repairing fold lines
- The History panel
- The Spot Healing Brush
- The Healing Brush
- Using the Patch tool
- Using the Clone Source panel
- Cloning from another source

MODULE 5 :
COLOR

- Color Correcting an Image
- Choosing your color settings
- Working in RGB Reading a histogram
- Making the Curve adjustment
- Defining the highlight and shadow
- Locating the White and Black Point
- Inputting the white and black point values
- Adjusting the midtones
- Setting the neutral Sharpening your image
- Taking care of red eye

MODULE 6 :
USING CONTENT-AWARE TOOLS IN PHOTOSHOP

- Adding image area Viewing the on-screen ruler
- Converting the Background into a layer
- Scaling the background
- Content-Aware Fill
- Content-Aware Move
- Content–Aware retouching

MODULE 7 :
CUSTOMIZING NUKE WITH GIZMOS

- About Safety Areas
- Building the Gizmo's Tree
- Creating User Knobs
- Scripting with a Little TCL
- Testing the Gizmo's Tree
- Wrapping in Groups
- Manipulating the Nuke Script in a Text Editor
- Viewer Input Process

MODULE 8 :
PHOTOSHOP LAYERS

- Discovering layers
- Selecting layers
- Moving layers Changing the visibility of a layer
- Using masks in a layer
- Preserve transparency
- Creating a composition
- Moving images in from other documents

ILLUSTURATOR SYLLABUS

- Creating a layer mask
- Editing the layer mask
- Cloning layers
- Aligning and distributing layers
- Applying filters to layers
- Creating a type layer
- Applying a layer style
- Creating a clipping mask
- Filtering your layers

MODULE 1 :
USING THE WORKSPACE

- Exploring the interface
- Choosing a workspace
- Opening a file Using artboards
- Changing your view Zooming and scrolling
- Using tools and panels
- Exploring the Control panel
- Working with panels and the dock

MODULE 2 :
LEARNING ESSENTIAL SKILLS

- Using the shape tools
- Repositioning and resizing shapes
- The Transform panel
- Constraining a shape
- Entering exact dimensions
- Selecting artwork
- Using the shape and transform tools
- Introducing layers
- Cutting and pasting objects
- Repeating transformations

MODULE 3 :
ADDING COLOR

- Exploring the Appearance panel
- Changing colors
- Adding effects
- Using Live Paint
- Adding a symbol
- Saving swatches
- Selecting the same color
- Creating a color group
- Using the Color panel
- Adding Pantone colors

MODULE 4 :
USING THE DRAWING TOOLS

- Understanding the Pen tool
- Straight, curved and hinged lines
- Tracing images
- Creating a tracing template
- Working with Image Trace Using the Line, Pencil and Eraser tools
- Editing existing paths
- Adding and removing points
- Cutting and joining paths
- The Shape Builder

MODULE 5 :
ADDITIONAL COLOR OPTIONS

- Adding tonal values with gradients
- Customizing an existing gradient
- Saving a gradient
- Using the Gradient panel
- Updating a gradient Creating a pattern

- Applying a pattern
- Editing a pattern
- Locating existing patterns
- Using the Color Guide

MODULE 6 :
ADDING AND FORMATTING TEXT

- Formatting text Paragraph formatting
- Using paragraph and character styles
- Editing styles
- Putting text on a path
- Warping text
- Putting text in a shape
- Creating outlines
- Checking spelling
- Using Find and Replace

MODULE 7 :
USING LAYERS

- Getting to know the Layers panel
- Using layers to organize an illustration
- Selecting using the Layers panel
- Creating new layers
- Showing and hiding layers
- Locking and unlocking layers
- Rearranging layers
- Moving items between layers
- Remembering layers when pasting
- Creating a template layer

INDESIGN SYLLABUS

MODULE 1 :
ESSENTIAL SKILLS

- The InDesign workspace
- The document window Using guides
- Viewing modes
- Saving your workspace
- Working with the Control panel
- Navigating through a document

MODULE 2 :
MASTER PAGES

- Planning your document
- Creating a custom-sized document
- Formatting master pages
- Using text variables
- Adding layout pages
- Placing formatted text
- Adding images & text to master pages

MODULE 3 :
TEXT AND TYPE

- Creating a text frame
- Changing character attributes
- Changing paragraph attributes
- Finding and changing text
- Checking and correcting spelling
- Using the Glyphs panel
- Creating Glyph sets
- Flowing text and threading text between frames

MODULE 4 :
STYLES

- Defining and applying paragraph styles
- Defining and applying character styles
- Updating and loading styles from another document
- Organizing styles into groups
- Creating and applying object styles

MODULE 5 :
GRAPHICS

- How InDesign handles graphics
- Locating missing images
- The Links panel and Link badge
- Creating a graphic frame
- Adding graphics
- Repositioning graphics
- Fitting graphics to frames
- Placing multiple graphics
- Wrapping text around graphics
- Importing layered Photoshop files

MODULE 6 :
TABLES

- Creating a table
- Copying and pasting table content
- Adding text to tables
- Converting tables and text
- Importing a table
- Editing table options
- Using cells
- Merging cells
- Defining columns and rows
- Using graphics in cells

03

Graphi Design

Project:

CORPORATE BOOKLET:

Creating Corporate booklet based on the content provided . Using Photoshop to resize and modify images that are required . Creating vector graphics for the booklet in illustrator if needed. Designing the layout of booklet using indesign and making it print ready .

Trending

Technologies

Python
Devops
AWS
Azure (Cloud Computing)
Data Sciences
Deep Learning
Artificial Intelligence
Data Analysis
BigData
FullStack
Digital Marketing
Mobile Development
Blockchain
Visual Design
Game Development
IOT
Cyber Security

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Why
Digital Lync

The Best Trainers
Our developers are our trainers! our trainers spend half of their time on products at our innovation center.

Online Classes
Our online experience is as good as in - class experience. Our programs offer end to end personal interaction with students.

We are Committed
We consider your success to be ours. Your achivement is our commitment. We teach until you learn.

Really Affordable
We believe in a collaborative, cool and learn friendly environment. Our promise, is to provide all this for no additional charge.

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