

The background of the entire page is a high-action shot of the Hulk from the Marvel Cinematic Universe. He is shown from the waist up, roaring with his mouth wide open, holding a large, dark mallet in his right hand. The mallet's head is engulfed in bright orange and yellow flames. The Hulk's green skin is highly detailed, showing his muscular physique. The background behind him is dark and smoky, suggesting a battle scene.

# UI/UX Design



**Digital Lync**

EDUCATION - INNOVATION - INCUBATION

# UI/UX Design

User interface/User experience design or User interface engineering is the design of user interfaces for machines and software, such as computers, home appliances, mobile devices, and other electronic devices, with the focus on maximizing usability and the user's experience. The goal of user interface design is to make the user's interaction as simple and efficient as possible, in terms of accomplishing user goals (user-centered design).

**DURATION: 35+ HOURS**

## WHAT YOU NEED TO KNOW

- Passion for Design
- Creative Thinking

## Why UI/UX Design

In today's fast-paced society, the most successful websites/applications are those that respond quickly and efficiently. Design and software is now heavily based around user experience because it has become all about the consumer. Often times, users search the web in essence of knowing generally what they want to find. Even if they are simply browsing, it is up to you and your UI/UX Designers to navigate them through your site in the most efficient way possible so they can get the product or service they need.

## CAREER

### OPPORTUNITIES

UI Designer  
Ux Designer  
Interaction Designer  
Information Architect  
Product Designer





# 01

# Welcome To

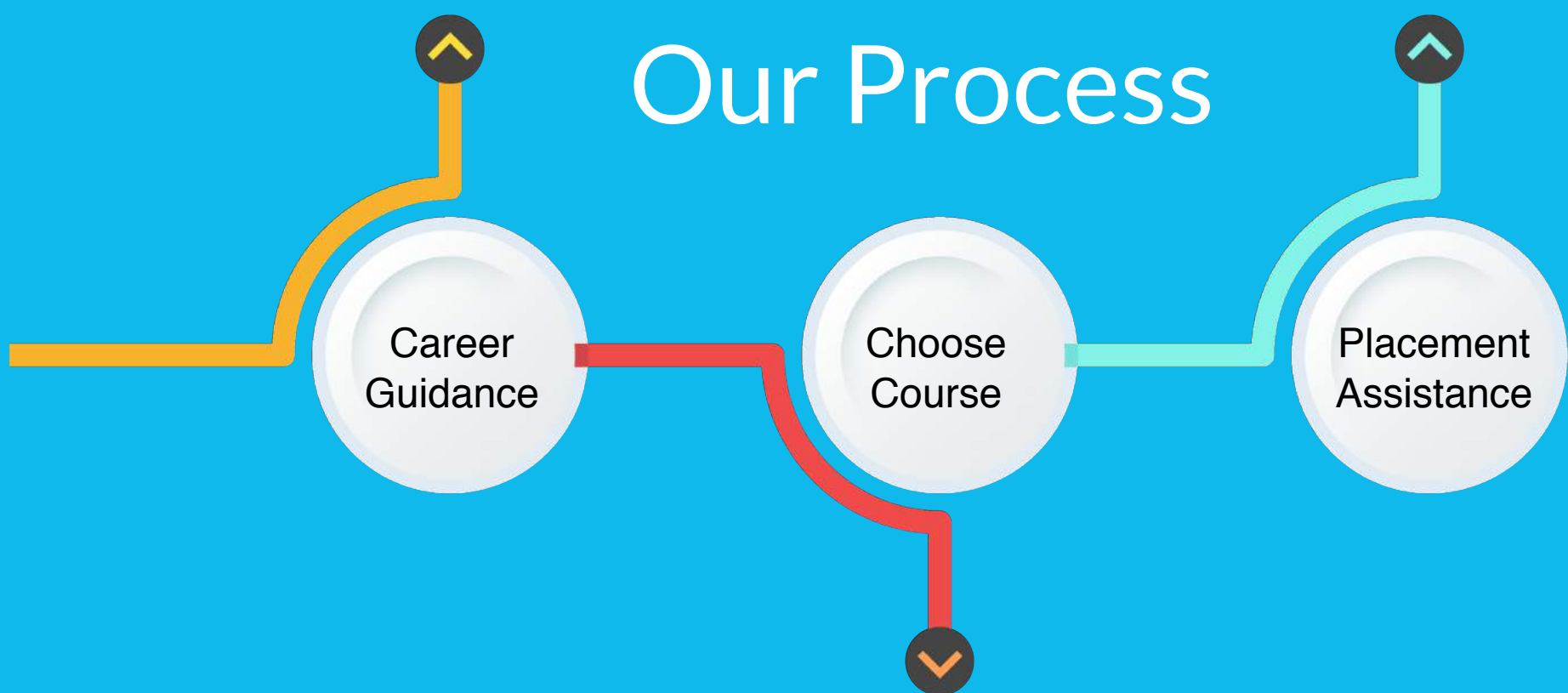
# Digital Lync

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



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

[www.digital-lync.com](http://www.digital-lync.com)

# UI/UX 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 2 : 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 Refine Edge feature
- Using Quick Mask Copying and pasting a selection
- Using the Pen tool for selections
- Converting a path to a selection

#### MODULE 3 : 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 4 : 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 5 : 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 : 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

# SKETCH SYLLABUS

## MODULE 1: INTRODUCTION

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

## MODULE 2: LAYERS

- Getting to know the Layers panel
- Selecting using the Layers panel
- Creating new layers
- Showing and hiding layers
- Locking and unlocking layers
- Rearranging layers
- Moving items between layers
- Working with Resizing and fixed width and height

## MODULE 3: SHAPES

- Working with the Line, Pencil, Arrow tools
- Editing existing paths
- Adding and removing points
- Cutting and joining paths
- Working with Flatten, Scissors, Rotate Copies tools
- Working with Pathfinding tools
- Working with Corner Radius

## MODULE 4: TEXT

- Changing character attributes
- Changing paragraph attributes
- Finding and changing text
- Converting to outlines

## MODULE 5: STYLING

- Adding fill and Borders to layer
- Blending options
- Adding Shadows and Inner Shadows
- Blur effects

## MODULE 6: IMAGES

- Adding Images
- Using images in fill
- Image Selection
- Using Masks

## MODULE 7: SYMBOLS

- Creating Symbols
- Editing symbols Content
- Working with in-depth Symbols

## MODULE 8: WORKFLOW

- Using Grid, Ruler and Layout Tools
- Making object Grid
- Using Round to Pixel tool
- Using scale, rotate copies tools
- Using sketch Mirror and cloud options

## MODULE 9 : MENU

- Exploring Arrange, Text menu
- Exploring Layers menu
- Exploring Edit and insert menu

## MODULE 10 : WORKING WITH UI

- Principles of user interface
- Exploring Android and iOS presets
- Mobile and Web UI

## MODULE 11 : EXPORTING

- Exporting assets
- Customizing sizes and formats of export assets
- Slicing of assets
- Exploring presets of assets
- Exporting Artboards

# ADOBE XD SYLLABUS

## MODULE 1 : CREATING NEW FILES & DESIGNING ON A GRID

- Using the included UI Kits
- Creating a new file
- Setting up artboards
- Importing text
- Creating colored backgrounds for text

## MODULE 2 : ADJUSTING THE LAYOUT FOR TABLETS & MOBILE PHONES

- Designing with Bootstrap's grid
- Adapting the design for tablets
- Adapting the design for mobile phones

## MODULE 3 : IMPORTING & CROPPING PHOTOS

- Importing photos
- Image fills
- Image masking
- Rounding corners

## MODULE 4 : IMPORTING VECTOR GRAPHICS, FILLS, SHADOWS, & MORE

- Importing & modifying vector graphics
- Aligning & distributing layers
- Layer opacity vs. fill opacity
- Reusing colors (color swatches)
- Adding a drop shadow

## MODULE 5 : REPEAT GRIDS

- Creating a Repeat Grid
- Customizing the content
- Adjusting the design



## MODULE 6 : SYMBOLS(REUSABLE ELEMENTS)

- Creating & editing symbols
- Detaching from a symbol
- Symbols versus Repeat Grids
- Editing symbols Content
- Working with in-depth Symbols

## MODULE 7 : TURNING A DESIGN INTO A CLICKABLE PROTOTYPE

- Linking between artboards
- Previewing the prototype
- Making a recording of a prototype
- Background blur

## MODULE 8 : EXPORTING

- Assets for Web: SVG & PNG
- Individual assets
- Artboards





# 03

# UI/UX Design

## Project:

### DESIGNING AN APP PROTOTYPE

Understand the target audience and designing interactive prototypes, but to make them we first need user experience maps. They help us build a strong foundation to scope out the app's functionality, consider its main features and understand the relationships between component to create an engaging user experience. Once you have the fundamentals down , start to build Structures, connect screens, animations, responsive buttons .Using mind maps, market research, use cases, mood boards, and cultural trends, we explore what motivates your users. You can even play dress-up with your wireframes, adding the elements and finishing touches that reinforce your brand and resonates with your users.



# 04

## Why

# Digital Lync









# Trending Technologies

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

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