

Advanced Certificate in Web Designing

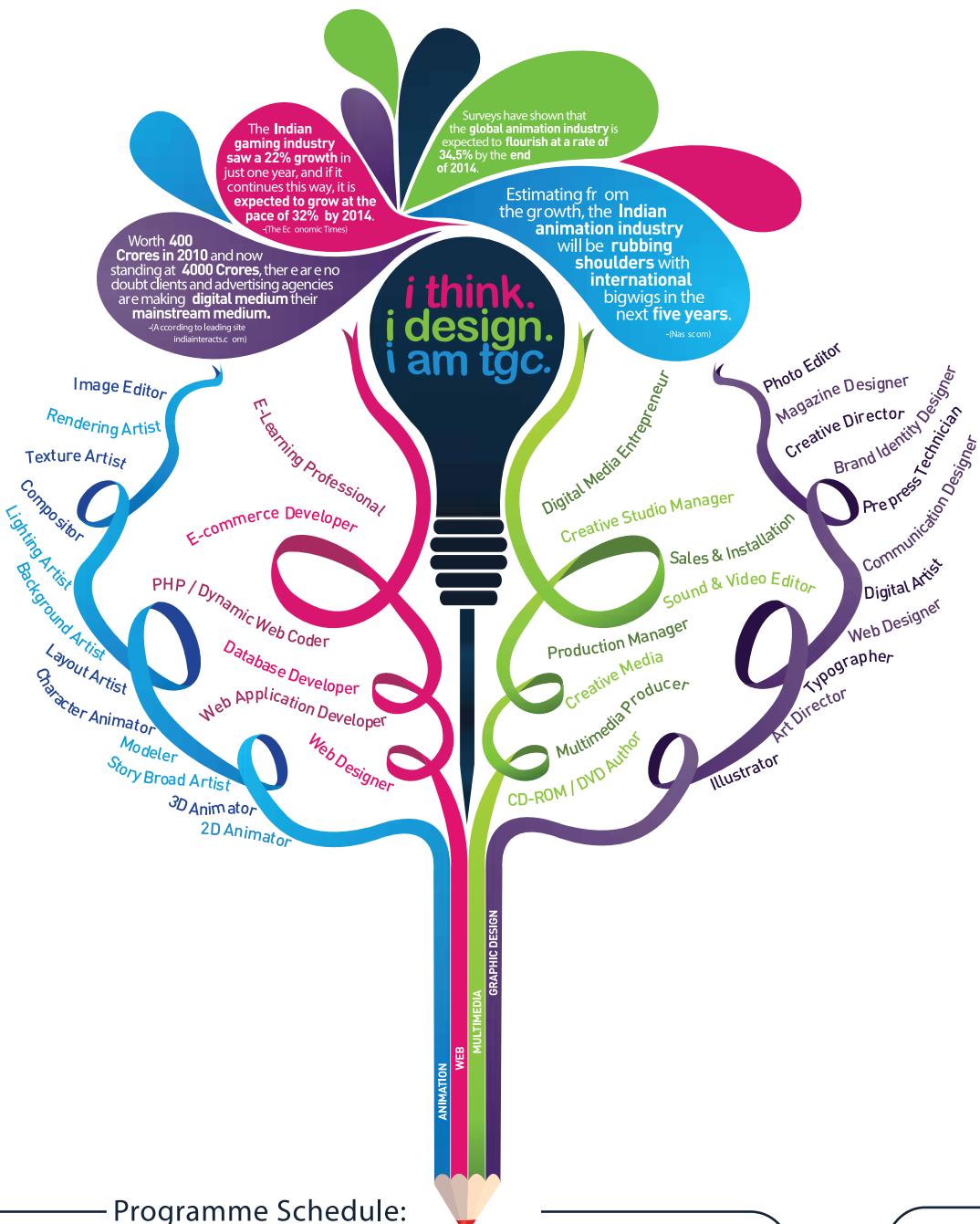


Total Graphics Classes (TGC)

is a sincere attempt on part of a few committed professionals in the field of Animation & Digital Art Media. It is our endeavor to turn out self-driven, top class professionals in this field who derive utmost satisfaction from challenges at work and deadlines. This industry focus sets us apart from others in this field and if, we may say so, is also one of our competitive advantages.

TGC, an ISO 9001:2008 company, incorporated as digital design institute since 2000. For the last 16 years we have produced more than 12,000 hardcore skilled designers most of them are working with some of the most renowned animation studios, multimedia houses, e-learning companies, national dailies, & web design firms etc.

At TGC, we innovate design study by giving an apt environment i.e. full of daily regular sessions, project works, assignments, environmental study, group discussions, celebrating design events, contest and excursion trips. Unified method of teaching also include, updating students through various workshops, symposiums & design shows.



ARE YOU READY? BECAUSE WE ARE!

Programme Schedule:

Normal Track

Course Duration: 6 months

Schedule: 2 Hours/ 5 Days a week

Fast Track

Course Duration: 3 months

Schedule: 4 Hours/6 days a week

Objective of The Training

Web User Interface (UI) design

Core Web Design and designing responsive websites

Web Design Project + Internet marketing (Overview)

Web Domain and Hosting maintenance

WEB DESIGN

Program Outline

Program is divided into 2 modules along with Portfolio Making

CODE	SUBJECT
Module1.	Illustrations & Web Imaging
Module2.	Core Web Design & Connectivity
Module D	Project
Module E	Practical

Web Design

Web Design is probably one of the fastest changing phase of IT world today, Career in Web design is rightest choice for any web design enthusiast as it offers challenges at work, taking stride with ever changing technology and immense scope of growth that comes along.



Module1. Illustrations & Web Imaging

Planning a website using a structured document

Site Navigation Types,Creating web illustrations like buttons, banners & Bars,Typography for Web, Scribbling the layout, Creating web templates

Slicing the templates,Recognizing Good design vs. Bad Design, Optimizing graphics and images for faster downloads

Module2. Core Web Design and Connectivity

HTML/DHTML & HTML Editor tools, Advanced Style Sheets (CSS) techniques, Creating DIV based tableless websites, Web 2.0 & 3.0 standards, Forms and validations, Java Script,Testing and Maintaining a website, FTP controls.

SOFTWARE COVERED

Adobe Photoshop cc

Adobe Illustrator cc

HTML4/ HTML5

CSS2/CSS3

Adobe Dreamweaver cc

Javascript

JQuery and JSON

Bootstrap

FTP applications

Angular



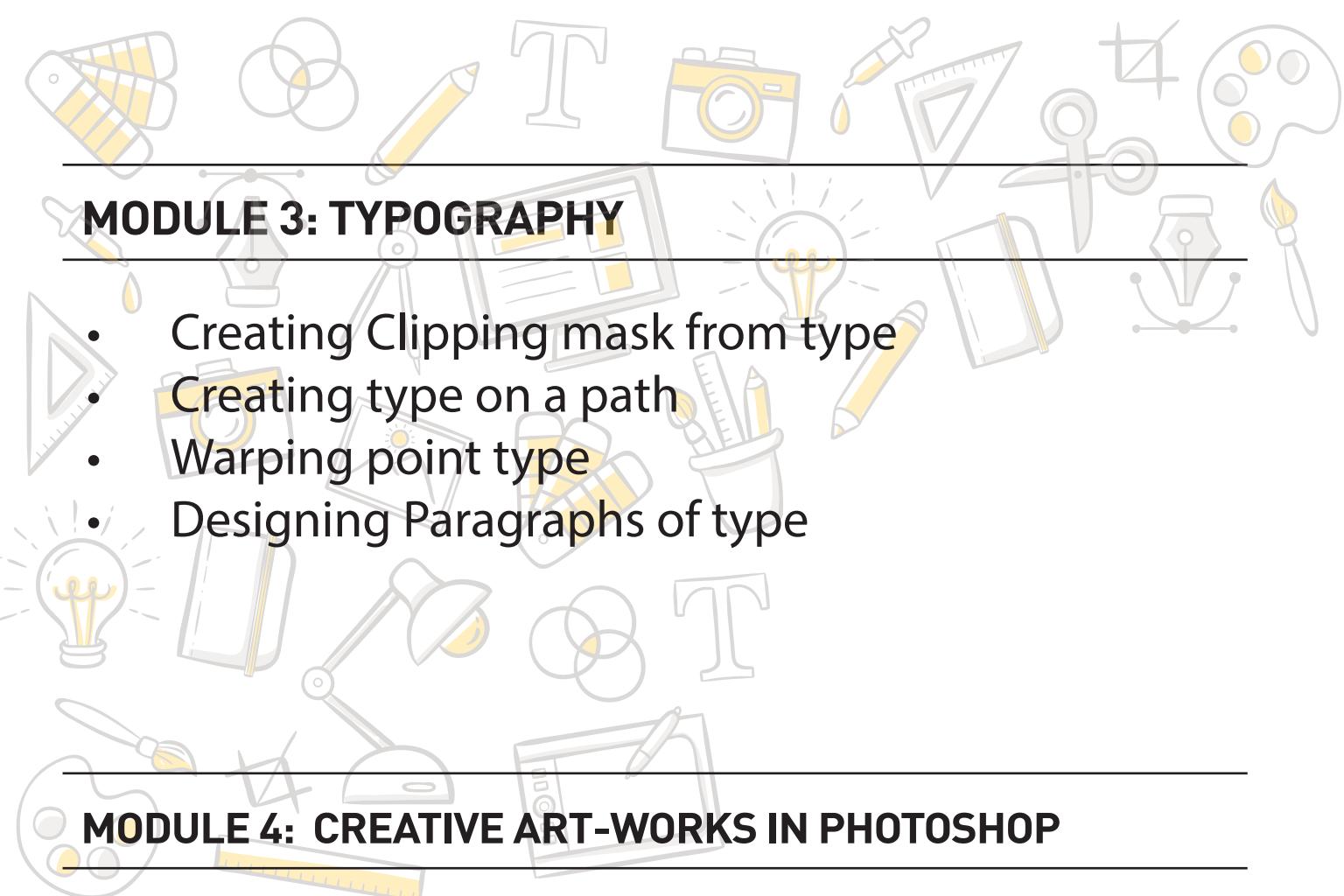
Adobe Photoshop cc

MODULE 1: INTRO. TO ADOBE PHOTOSHOP INTERFACE

- Use of Photoshop tools
 - Panels and workspace
 - Layers- Layer styles, Layer effects & Adjustment layers
 - Selections- Quick selections & Selection Manipulation
 - Masks
 - Channels
 - Window Options
-

MODULE 2: BASIC PHOTO CORRECTIONS & MANIPULATIONS

- Resolutions and Image Size
- Retouching Photos
- Camera Raw
- Image distortion
- Image color Correction
- Depth of Field



MODULE 3: TYPOGRAPHY

- Creating Clipping mask from type
 - Creating type on a path
 - Warping point type
 - Designing Paragraphs of type
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MODULE 4: CREATIVE ART-WORKS IN PHOTOSHOP

- Bitmap and Vector Images
- The use of Pen tool
- The use of Path with artwork
- Working with custom shapes and smart objects

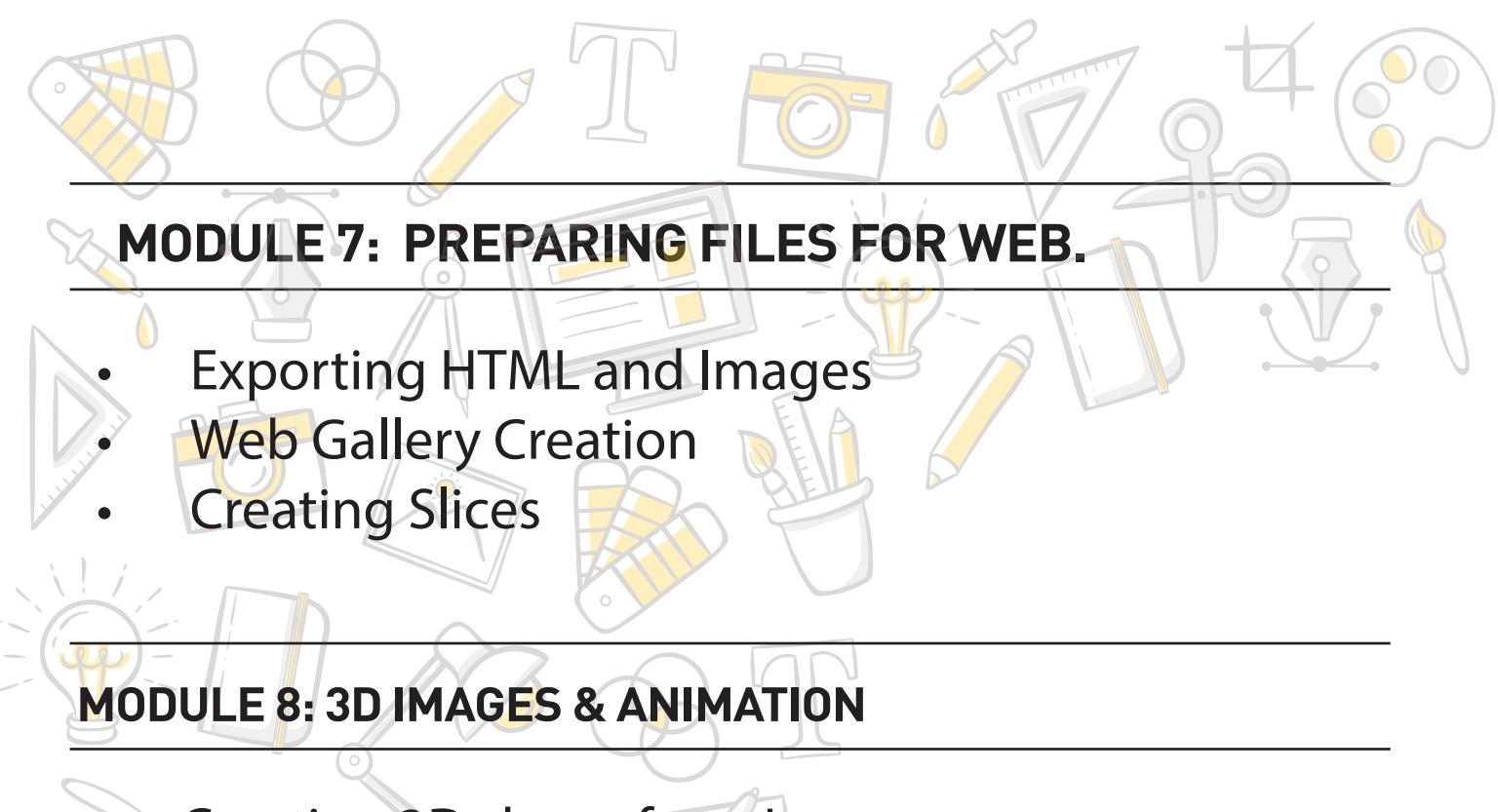


MODULE 5: DIGITAL PAINTING

- The use of Mixer Brush
 - Brush settings
 - Use of Custom Brush Preset
 - Mixing Colors with Photographs
-

MODULE 6: MATTE PAINTING AND COMPOSITING

- Montage of Images
- Applying Filters and Smart Filters
- Use of Color Schemes
- Use of Drop Shadows and Border



MODULE 7: PREPARING FILES FOR WEB.

- Exporting HTML and Images
 - Web Gallery Creation
 - Creating Slices
-

MODULE 8: 3D IMAGES & ANIMATION

- Creating 3D shape from Layers
 - 3D Object Manipulation
 - Merging 3D Layers
 - Positioning of 3D layers in a Scene
 - Lighting a 3D scene
 - Rendering a 3D scene
 - Creating effects
 - Adding transitions
 - Animating text with keyframes
-

MODULE 9: COLOR MANAGEMENT, FILE FORMATS & WORKFLOW

- Color Management
- Gamut colors
- CMYK EPS Files

ASSIGNMENT LIST

Logos & identity design

Text Photoshop Collage

Product Design

Magazine cover page

Matte painting & Digital painting

Surreal Portrait

Summer Photo Manipulation

Book Cover

Color Correction

Poster

Web Template design UI & mock-ups

Album Cover

CD Covers

Announcements

Fun Typographic Posters

Social Media Cover

Broadcast BG

GIF Animations and Memes



Adobe Illustrator

MODULE 1: GETTING TO KNOW THE WORK AREA

- Use the Welcome Screen.
- Open an Adobe Illustrator file.
- Select tools in the Tools panel.
- Use viewing options to enlarge and reduce the document window.
- Work with panels, including the Control panel.

MODULE 2: DRAWING WITH THE PEN TOOL

- Draw straight lines.
- Use Template layers.
- End path segments and split lines.
- Draw curved lines.
- Select and adjust curve segments.

MODULE 3: CREATING SHAPES

- Create basic shapes.
 - Move, scale, and rotate objects using a variety of methods.
 - Draw with the Pencil tool.
 - Work with Smart Guides.
 - Position objects precisely.
 - Work with line segments.
 - Use Live Trace
-

MODULE 4: SELECTING AND ALIGNING

- Differentiate between the various selection tools.
- Group and ungroup items.
- Clone items with the Selection tool.
- Lock and hide items for organizational purposes.
- Save selections for future use.
- Use tools and commands to align basic shapes to each other

MODULE 5: TRANSFORMING OBJECTS

- Select individual objects, objects in a group, & parts of an object.
 - Move, scale, and rotate objects using a variety of methods.
 - Reflect, shear, and distort objects.
 - Apply a distortion filter.
 - Position objects precisely.
 - Repeat transformations quickly and easily.
-

MODULE 6: COLOR AND PAINTING

- Paint with, create, and edit colors using the Control panel and shortcuts.
- Name and save colors, create color groups & build a color palette.
- Use the Color Guide panel and Live Color features.
- Copy paint and appearance attributes from one object to another.
- Paint with gradients, patterns, and brushes.
- Use the Live Paint features.
- Save your file as a PDF.

MODULE 7: WORKING WITH BRUSHES

- Use the four brush types: Art, Calligraphic, Pattern, and Scatter.
 - Change the brush color and adjust brush settings.
 - Create new brushes from Illustrator artwork.
 - Brushes to paths created with drawing tools.
 - Use the Scribble Effect for artwork and text.
-

MODULE 8: PERSPECTIVE DESIGN

- Type of perspective
 - Changing type of perspective
 - Adjust the perspective of an object
-

MODULE 9: WORKING WITH TYPE

- Import text.
- Create columns of type.
- Change text attributes.
- Use and Save Styles.
- Sample type.
- Wrap type around a graphic.
- Reshape text with a warp.
- Create text on paths and shapes.
- Create type outlines.

MODULE 10: WORKING WITH SYMBOLS

- Apply symbol instances.
 - Create a symbol.
 - Use the symbolism tools.
 - Modify and redefine a symbol.
 - Store and retrieve artwork in the Symbols panel.
-

MODULE 11: WORKING WITH LAYERS

- Work with the Layers panel.
 - Create, rearrange, & lock, nested layers & groups.
 - Move objects between layers.
 - Paste layers of objects from one file to another.
 - Merge layers into a single layer.
 - Apply a drop shadow to a layer.
 - Make a layer clipping mask.
 - Apply an appearance attribute to objects & layers.
-

MODULE 12: BLENDING SHAPES AND COLORS

- Create and save gradients.
- Add colors to a gradient.
- Adjust the direction of a gradient blend.
- Create smooth-color blends between objects.
- Blend the shapes of objects in intermediate steps.
- Modify a blend, its path, shape and color.

MODULE 13: APPLYING EFFECTS

- Understand the differences between Filters & Effects.
 - Use Warp Effects to create a banner logotype.
 - Use Pathfinder and Distort and Transform Effects.
 - Use Photoshop Effects to add texture to objects.
 - Create 3D objects from 2D artwork.
 - Map artwork to the faces of the 3D objects.
-

MODULE 14: APPEARANCE ATTRIBUTES & GRAPHIC STYLES

- Create an appearance attribute- fills, strokes, effects, transparency, blending modes
- Reorder appearance attributes and apply them to layers.
- Copy and remove appearance attributes.
- Save an appearance as a Graphic Style.
- Apply a Graphic Style to a layer.
- Select appropriate resolution settings for printing or exporting files with transparency.

ASSIGNMENT LIST

Object Drawing (Emoji- icons)

Illustration

Logos and identity design

POP material

Infographics

Interactive Print Design

Gift Certificate

Stationary

Typography Design

Brand Identity

Minimal Banner

Minimal web / Mobile UX

Perspective Design

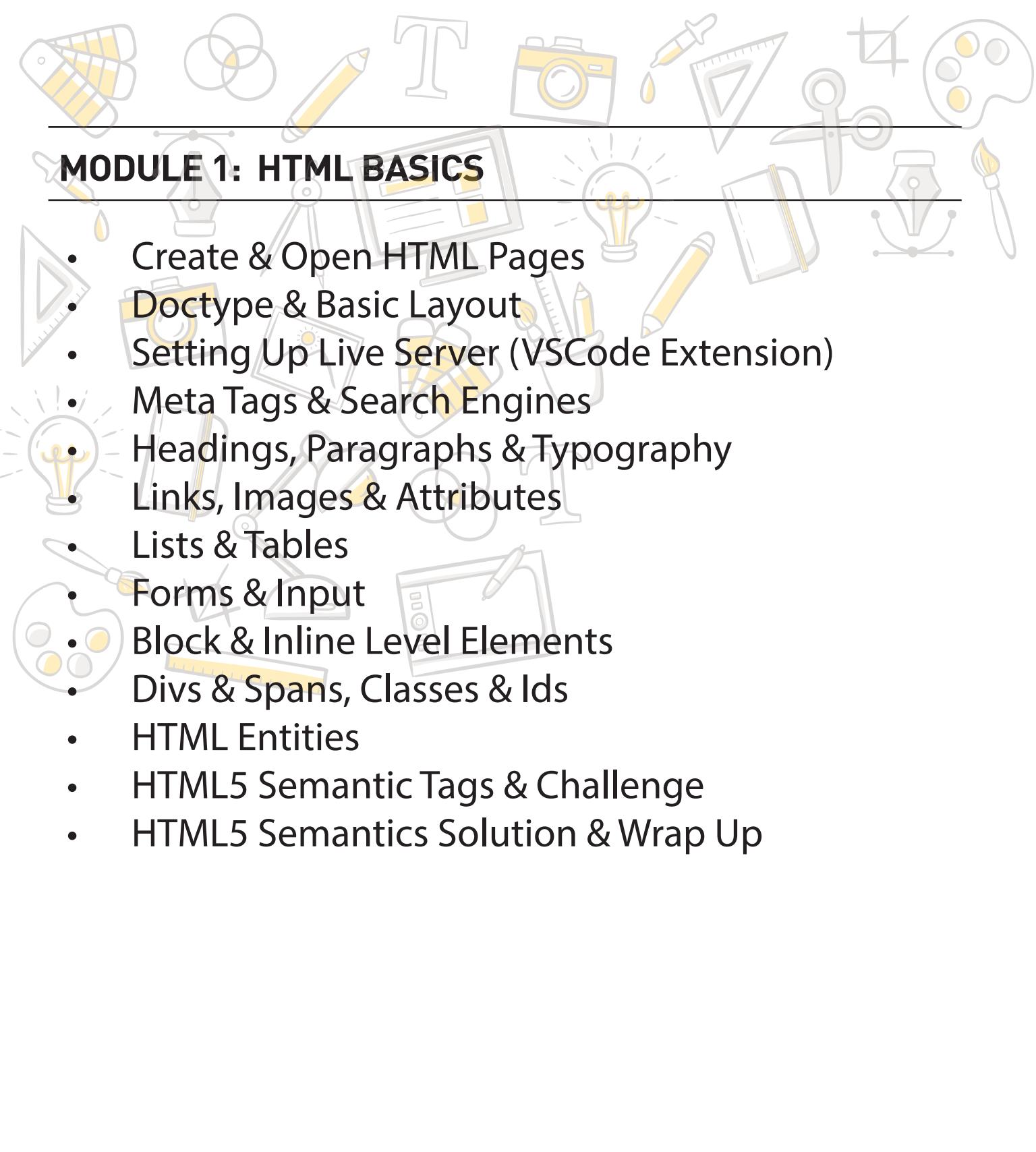
School prospectus cover page

Book Cover

Typography Dengo

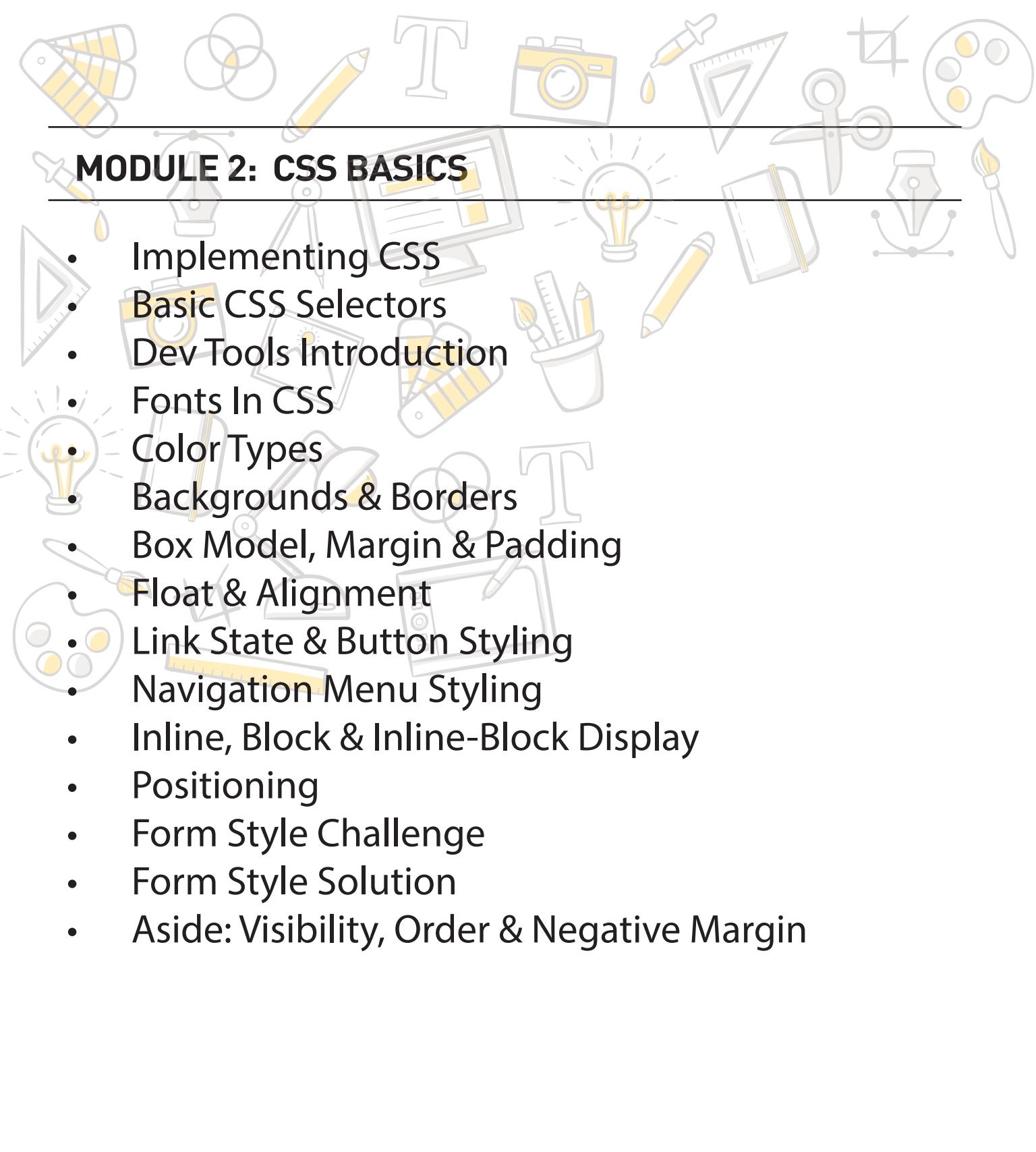


HTML4 / HTML 5



MODULE 1: HTML BASICS

- Create & Open HTML Pages
- Doctype & Basic Layout
- Setting Up Live Server (VSCode Extension)
- Meta Tags & Search Engines
- Headings, Paragraphs & Typography
- Links, Images & Attributes
- Lists & Tables
- Forms & Input
- Block & Inline Level Elements
- Divs & Spans, Classes & Ids
- HTML Entities
- HTML5 Semantic Tags & Challenge
- HTML5 Semantics Solution & Wrap Up



MODULE 2: CSS BASICS

- Implementing CSS
- Basic CSS Selectors
- Dev Tools Introduction
- Fonts In CSS
- Color Types
- Backgrounds & Borders
- Box Model, Margin & Padding
- Float & Alignment
- Link State & Button Styling
- Navigation Menu Styling
- Inline, Block & Inline-Block Display
- Positioning
- Form Style Challenge
- Form Style Solution
- Aside: Visibility, Order & Negative Margin

MODULE 3: RESPONSIVE LAYOUT

- What Is Responsive Design?
 - Getting Started With Media Queries
 - Em & Rem Units
 - Vh & Vw Units
 - Making The Hotel Website Fully Responsive
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MODULE 4: FLEXBOX

- What Is Flexbox?
- Flexbox Basics
- Flex Properties
- Flex Alignment & Justify

MODULE 5: EDGELEDGER WEBSITE

- Header HTML & Navbar Styles
 - Hero Section & Overlay
 - Icons & Solutions Sections
 - Cases & Blog Sections
 - Finishing The Homepage
 - Responsive Media Queries
 - Inner Pages
 - Navbar & Lightbox Effects
 - Extra - Adding a Favicon
-

MODULE 6: WEBSITE DEPLOYMENT – SHARED HOST

- Types Of Web Hosting
- Shared Hosting Setup
- Hosting Company Links
- Setting Up Email
- Upload Your Site via FTP

MODULE 7: MORE CSS CONCEPTS – (ADVANCED SELECTORS, ANIMATION & MORE)

- Targeted Selectors
- nth-child Pseudo Selectors
- before & after Pseudo Selectors
- Box Shadows
- Text Shadows
- CSS Variables (Custom Properties)
- Keyframe Animation 1
- Keyframe Animation 2
- CSS Transitions
- Transform Property

MODULE 8: MORE CSS CONCEPTS – ADVANCED SELECTORS, ANIMATION & MORE

- Presentation Website [1] - Intro & HTML
- Presentation Website [2] - Page CSS
- Presentation Website [3] - Text Animation
- Hamburger Menu Overlay [1] - HTML & Base CSS
- Hamburger Menu Overlay [2] - Creating The Hamburger
- Hamburger Menu Overlay [3] - Animating The Hamburger Lines
- Hamburger Menu Overlay [4] - Menu Overlay
- Knowledge Timeline [1] - HTML & Base CSS
- Knowledge Timeline [2] - Boxes & Arrows
- Knowledge Timeline [3] - Responsive Media Queries
- Knowledge Timeline [4] - Scroll In Animation
- Quick Dropdown Menu Project

MODULE 9: CSS GRID

- What Is CSS Grid?
- Grid Basics & Columns
- Grid Rows
- Spanning Columns & Rows
- Auto-Fit & Minmax
- Grid Template Areas
- Media Queries & The Grid

ADOBE DREAMWEAVER

MODULE 1: GETTING TO KNOW THE WORK AREA

- Introduction
 - Viewing The Dreamweaver Window
 - Creating A Web Site
 - Creating A Web Document
 - Setting Properties & Tracing Images
 - Viewing Web Pages & Browser Lab
 - Saving Web Pages
-

MODULE 2: WORKING WITH TEXT

- Introduction
- Defining The Test Site
- Adding Text To A Page
- Using Paste Special
- Text Selection Techniques
- Character And Paragraph Styles Defined
- Applying Paragraph And Character Styles
- Ordered Unordered & Definition Lists
- Finding & Replacing Text

MODULE 3: Working With Images

- Introduction
 - Images In Dreamweaver
 - Setting Up The Work Site
 - Adding Images To A New Web Page
 - Optimizing Images Within Dreamweaver
 - Using External Editors
 - Creating A Rollover
 - Controlling Images With The Properties Panel
 - Opening PSD Images Directly In Dreamweaver
-

MODULE 4: Creating Links

- Creating A Link With A Graphic
- Generating An Image Map
- Creating An Email Link
- Linking Web Sites
- Linking Within A Single Web Document

MODULE 5: Working With Cascading Style Sheet

- Cascading Style Sheets Overview
 - Setting Up The Site
 - Redefining HTML Tags
 - Exploring CSS Categories
 - Creating Customized Rules
 - Modifying CSS Styles
 - Creating A Compound Style
 - The CSS Styles Panel
-

MODULE 6: Working with External Cascading Style Sheets

- Understanding External Style Sheets
- Setting Up The Site
- Creating An External Style Sheet
- Modifying An External Style Sheet
- Attaching & Removing External Style Sheets
- Performing Global Changes
- Adding External Style Sheets To A New Page
- Putting The Cascade Into CSS

MODULE 7: Page Layout with Css

- Working With Div Statements
 - Setting Up The Site
 - Experimenting With Div Statements
 - Creating A Web Page With Divs
 - Centering A Page In The Browser
 - Working With Backgrounds & Controlling Pages
 - Controlling Navigation With CSS
 - Working With Text And Images
-

MODULE 8: Working with Frames

- Understanding Frames
- Setting Up The Site
- Creating A Frameset
- Creating Navigation With Javascript
- Linking Frames To The Navigation
- Creating A Scroll With A Frame & A Div
- Working With The Noframe Option
- Controlling Frames Within The Frameset

MODULE 9: Dreamweaver and Html

- A Look At HTML
 - Setting Up The Site
 - Working In Code View
 - Using The Quick Tag Editor
 - The Tag Inspector Panel
 - Working With The Code Navigator
-

MODULE 10: Working with Forms

- Forms & Fields 101
- Setting Up The Site
- Creating A Form
- Adding & Formatting Text Fields
- Working With Menus & Lists
- Adding A Text Area
- Using Radio Buttons And Checkmarks
- Accessing Files With The File Field Option
- Adding A Submit Button
- Organizing Form Data For The Viewer
- Tying It All Together

MODULE 11: Working With Dreamweaver

- Setting Up The Site
 - Adding Behaviors To An Image
 - Using The Fade And Grow - Shrink Behaviors
 - Swapping Images With Behaviors
 - Creating A Unique Rollover
 - Generating Rollover Buttons
 - Making A Double-Duty Rollover
 - Displaying Information With Show Hide
-

MODULE 12: Working with Multimedia

- Setting Up The Site
- Creating A Favicon
- Inserting A Flash Document
- Working With Flash Properties
- Working With FLV Files
- Using Movie Files

MODULE 13: Moving your site to the Server

- Setting Up The FTP
 - Working With The Assets Panel
 - Using Design Notes
 - Using The Cloak Command
-

MODULE 14: Working with Snippets and Libraries

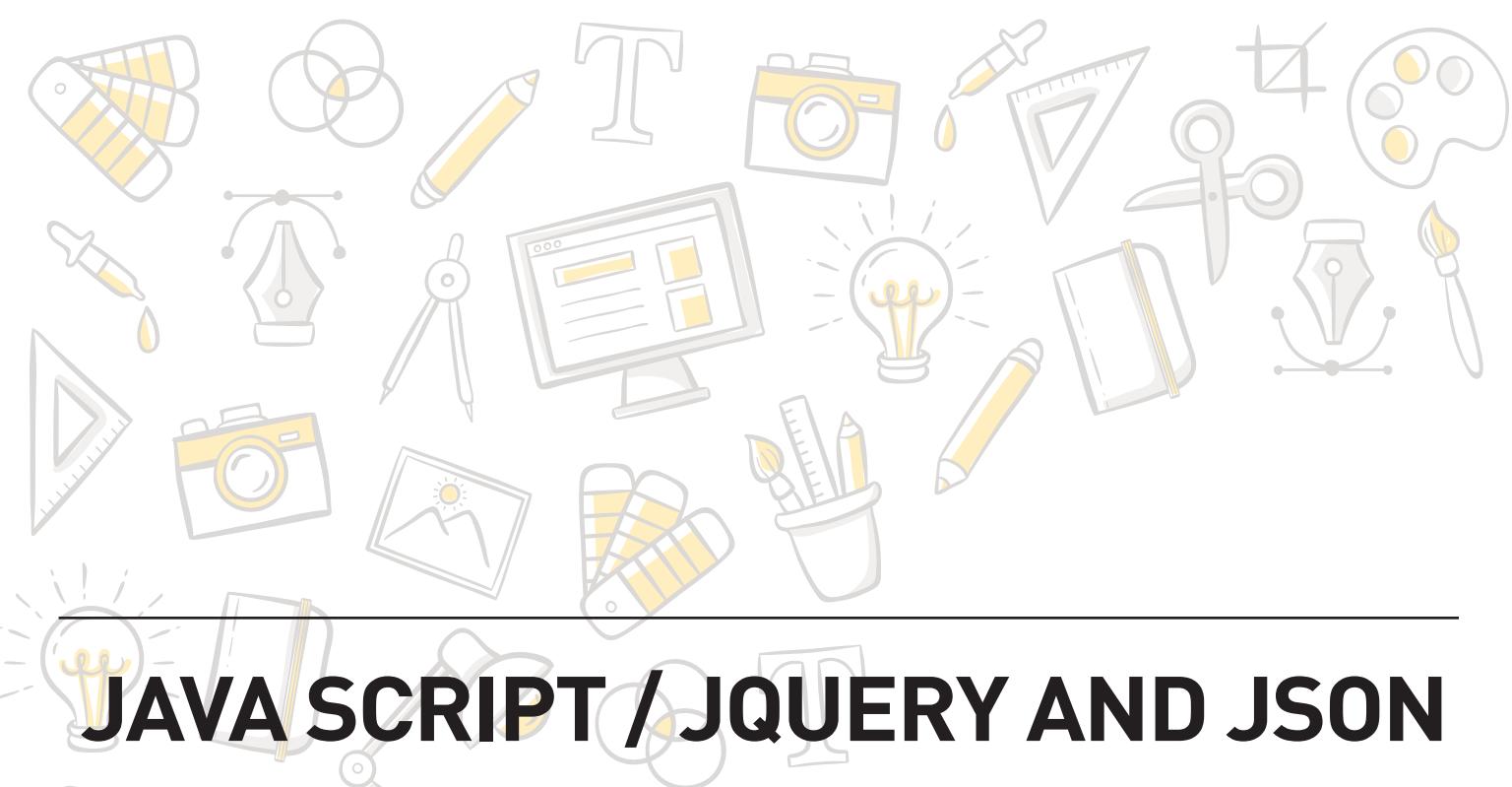
- Setting Up The Site
- Creating A Snippet
- Applying A Snippet
- Editing A Snippet
- Creating A Library Item
- Editing A Library Item
- Detaching And Recreating Library Items

MODULE 15: Working with Snippets and Libraries

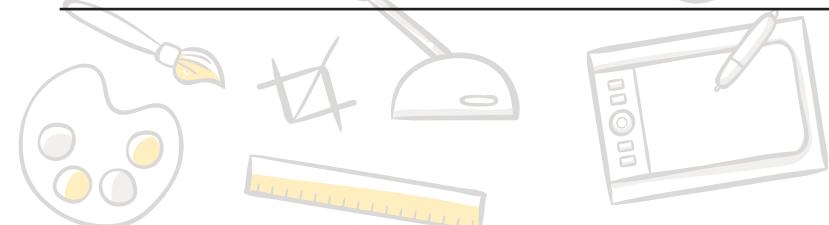
- Setting Up The Site
- Creating A Template Page
- Generating Editable Regions
- Removing Editable Regions
- Generating A Page From A Template
- Editing A Template
- Templates And The Assets Panel

ASSIGNMENT LIST





JAVA SCRIPT / JQUERY AND JSON



Module 1: Fundamental of JavaScript

- Introduction
- DOM
- DOM Events
- Data Types & variables
- var, Let and const
- Operators
- Decision Making (if, if-else, Multiple if, Nested if)
- Function
- Loop
- Hoisting
- Arrays
- String
- Error debugging
- Internal Vs External
- Break and continue

Module 2: jQuery

- Introduction to jQuery
 - Selectors
 - Effects
 - Callbacks
 - Window and document Object
 - Inner html
 - Attributes
 - Changing CSS
-

Module 3: Object Oriented JavaScript

- Introduction to Class
- What is Object
- Prototype
- __proto__
- Object Cloning
- this

Module 4: AJAX

- What is AJAX
 - Architecture of AJAX
 - XMLHttpRequest Object
 - AJAX request and response
 - Implement AJAX using JQuery or native Java Script
-

Module 5: Chart Library

- What is JSON
- JSON vs XML
- Introduction to JQX
- Create a bar chart
- Create a Pie Chart
- Create a line Chart

Module 6: Architecture of Java Script

- ECMAScript
 - Closure
 - Event Loop
 - Synchronous Vs asynchronous
 - Design Patterns
-

Module 7: Es6 & Advance Concept

- Arrow Function
- Default Parameter
- De-structuring in ES6
- Classes in ES6
- Promises
- NPM

BOOTSTRAP

Module 1: Bootstrap Basics

- Bootstrap Grid System
 - Fixed Layout vs. Fluid Layout
 - Bootstrap Code Lookup
 - Tables in Bootstrap
 - Forms in Bootstrap
 - Bootstrap Buttons
 - Image Handling in Bootstrap
-

Module 2: Advanced Bootstrap

- Navbars using Bootstrap
- Labels and badges
- Input Sizing in Bootstrap
- Bootstrap Helper Class
- Breadcrumbs using Bootstrap
- Creating a Jumbotron
- Pagination in Bootstrap
- Progress bars using Bootstrap

Module 3: Bootstrap Plugins

- Alerts Plugin in Bootstrap
- Dropdown Plugin in Bootstrap
- Tooltips Plugin in Bootstrap
- Tabs Plugin in Bootstrap
- Popovers Plugin in Bootstrap
- Modals Plugin in Bootstrap
- Collapse Plugin in Bootstrap
- ScrollSpy Plugin in Bootstrap
- Carousel Plugin in Bootstrap
- Affix Plugin in Bootstrap

ASSIGNMENT LIST



ANGULAR

Module 1: Introduction

- What is SPA?
- Why Node along with Angular?
- Single Page Apps vs Conventional Web Applications
- Anatomy of Angular 2/4/5 Application
- Angular JS Environment Set-up
- NodeJS Setup
- IDE set-up (VS-Code)
- Angular-CLI Introduction & Set-up
- Bootstrap intro & set-up
- The architecture of Angular JS
- Structure of Angular Js Application

Module 2: Type-Script

- Brief Intro to TypeScript
- Why Use TypeScript
- Getting Setup in VS-Code
- Data Types in Type Scripts
- Function, Fat Arrow Functions
- var, Let, const
- Debugging
- TypeScript Decision Making and Loops Maps
- TypeScript Class, Interface, Objects, Namespace & Modules
- TypeScript Generics

Module 3: Introduction to Component

- What is component?
- Creating Component class
- Metadata with Decorator
- Importing Modules
- Creating App Component
- Angular Bootstrapping process
- Single Page Application Intro

Module 4: Template, Interpolation and Directives

- Introduction
- Building a Template
- In-lined And External Templates
- Building a Component
- Using Component as a Directive
- Binding with Interpolation
- Styling Template
- Creating and Displaying Data for Component
- Directives (Built-in i.e *ngIf, *ngFor etc. and Custom) – Create and use Custom directive.

Module 5: Binding and Pipes

- Types of Angular Binding (One-Way, Two-Way, Event Binding etc. etc.)
 - Event Handling
 - Transforming Data Using Built-in Pipes
 - Creating Custom Pipes
-

Module 6: More on Component (Best practices)

- Strong Typing & Interfaces
- Encapsulating Styles
- Life-cycle hooks of component
- Relative Path and Module Id – Code
- Debugging Techniques
- Building Nested Components
- what is Nested Components
- Communication among the Nested Components
- @Input, @Output
- Passing Data to a Component
- Passing Data from a Component

Module 7: Services and Dependency Injection

- Angular Service Introduction
 - Building a Service
 - Dependency Injection in Angular
 - Injecting a service
 - Displaying data from Service
-

Module 8: Consuming server side (JSON) data Using HTTP

- Client-Server Architecture Discussion
- Retrieving Data using HTTP
- Get Data from another domain
- Observable & RxJS (Reactive Extension Concept)
- Promise vs Observable
- Exception Handling

Module 9: Navigation and Routing Basics

- Routing Concepts
 - Routing Configuration
 - Routes to Acting Tying
 - Passing Parameters to Route
-

Module 10: Navigation Routing Advance Techniques

- Routes Protection & its Requirement in Web App
 - Types of Guards
 - Building Guard
 - Registering a Guard
 - Implementing Guard in Parametric Routes
-

Module 11: Forms

- Controls
- Control groups
- Template driven Forms
- Reactive Forms

ASSIGNMENT LIST

