RED & WHITE® GROUP OF INSTITUTE
One Step In Changing Education Chain...

FACULTY NAME		
STARTING DATE	D D - M M - Y Y	GRID
ENDING DATE	D D - M M - Y Y	B. TIME H H : M M

STUDENT NAME | | | **GOOGLE CLASSROOM CODE** | |

PHOTOSHOP (WEB)

TOTAL DAYS: _____ /90

LEC.	TOPICS	DATE	P/A	DAY	FEEDBACK	STU. SIGN	FACULTY SIGN
1	**INTRODUCTION OF PHOTOSHOP** -CREATING NEW PAGE & UNDERSTAND NEW DOC. WINDOW **FREE TRANSFORM** -SCALE, COPY, ROTATE **EX**. GAME LAYOUT -DRAGE AND DROP, TAKE CARE ABOUT OBJECT SIZING, MAKE PROPER SCREEN FROM GIVEN EXAMPLE			2	A B C D		
2	**FREE TRANSFORM** -ALL FUNCTION -OPTIONS OF COPY & MULTI SELECTION **EX**. BOX, ROOM, BOOK, BUNDLE, ETC... -GET THE KNOWLEDGE OF DIFFERENT TYPES OF PERSPECTIVE VIEWS, MAKE THE IMAGE SUITABLE BY TRANSFORMING TO SET ANY ANGLE			1	A B C D		
3	**SHAPE TOOL** -REC., ELLIPSE, ROUNDED REC. **TEXT TOOL & ALIGN** -OPTION, CHARACTER & PARAGRAPH **EX.** BUSINESS CARD, MARKETING POST -TAKE CARE ABOUT FONT-FAMILY, SIZE & COLOR, ALIGN			1	A B C D		
4	**SHAPE TOOL** -LINE, CUSTON SHAPE, POLYGON -ALIGN & DISTRIBUTE, GROUP LAYERS, CLIPING MASK			1	A B C D		
PR. 1	**BASIC APPLICATION LAYOUT WITH PROTOTYPE SKETCH** - TAKE CARE OF WIREFRAME, COLOR COMBINATION, SIZING LIKE FONTS, ICON, IMAGES ETC.				___ /10		
5	**UNDERSTANDING OF WEB LAYOUT** -BASIC INTRODUCTION OF GRID & SECTIONS			1	A B C D		
PR. 2	**BASIC WEB LAYOUT** -TAKE CARE OFWIREFRAME, COLOR COMBINATION, SIZING LIKE FONTS, ICON, IMAGES ETC.,				___ /10		
6	**PEN TOOL** (SHAPE)* -DRAWING STREIGHT LINES & CURVES **PATH SELECTION | DIRECT SELECTION TOOL** **EX**. CARTOON USING STREIGHT LINE			1	A B C D		
7	**PEN TOOL** (ALL FUNCTION) -DEFINE CUSTOM SHAPE (EDIT MENU)			1	A B C D		
PR. 3	CARTOON USING CURVE LINE*			2	___ /10		
8	**SHAPE*** SUBSTRACT, INTERSECT, UNION, EXCLUDE EX. CREATING ICONS AND SHAPES			1	A B C D		
9	**SELECTION TOOL** -REC. & ELLIPTICAL MARQUEE TOOL -LASSO, POLIGOANL LASS, MAGNATIC LASSO TOOL -QUICK SELECTION & MAGIC WAND TOOL -COLOR RANGE (SELECT MENU) -FEATHER SELECTION & MODE MATCH EX. BANNER AND POSTER MAKING -BASIC IMAGE MODIFICATION AND COMBIMATION			1	A B C D		
10	**SELECTION USING PEN TOOL** (PATH) -CREAT NEW LAYER, ADD COLOR IN LAYER & SELECTED AREA **CROP, PERSPACTIVE CROP** **SELECT MENU** EX. CREATE A SCENE USING BUILDING, CAR, and ROAD ETC...			1	A B C D		

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

11	**BRUSH TOOL, PENCILE TOOL** **GRADIENT TOOL, PAINT BUCKET TOOL** -LAYER MARKING			1	A B C D		
12	**TYPES OF LOGO** -RESEARCH & DOWNLOAD 5 LOGOS FOR EACH TYPES			1	A B C D		
13	**TOOLS TECHNIQUES FOR LOGO DESIGN*** -TEXT TO CONVER TO SHAPE -THRESHOLD AND CLIPPING MASK -SMART OBJECT			1	A B C D		
PR. 4	**START DESIGNING LOGO** -MAKE 2 LOGOS FOR EACH TYPES, SKECH FIRST THEN DESIGN IN PS, AND TAKE CARE ABOUT COLOR COMBINATION, SHAPE ACCURACY, FONT-FAMILY, SIZING & ALIGN			5	___ /10		
14	**MARKET SURVEY (PPT)** -AFTER UNDERSTANDING PPT, VISIT TO INDUSTRY			1	A B C D		
PR. 5	DESIGN LOGOS FOR INDUSTRIES YOU VISITED 1) 2) - MAKE 2 LOGOS FOR BOTH INDUSTRIES ACCORDING TO EXACT NEED & REQUIREMENT OF CLIENT, SKECH FIRST THEN DESIGN IN PS, TAKE CARE ABOUT COLOR COMBINATION, SHAPE ACCURACY, FONT-FAMILY, SIZING & ALIGN			2	___ /10		
	Viva and Test 1				___ / 50		
15	**MOBILE APPLICATION DESIGN** -LAYER STYLE, SLICE TOOL -FUNDAMENTALS OF APPLICATION -WHAT IS APPLICATION, WHY APPLICATION NEEDED, SIZING OF APPLICATION LIKE ICON, BENNER & UI SCREEN			1	A B C D		
16	**PRACTICE ON AVAILABLE APPLICATION DESIGN** -HOW TO BUILD AN APPLICATION USING ALL THE ABOVE TOOLS WE LEARNED BEFORE.				A B C D		
16 (A)	**DIFFERENCE BETWEEN UI/UX (PPT)** -THINGS TO TAKE CARE FOR UI -THINGS TO TAKE CARE FOR UX				A B C D		
16 (B)	**COLOR THEORY (PPT)** **TYPES OF MOBILE UI SCREENS**			5	A B C D		
PR. 6	-ICON, BANNER & 5 SCREEN SHOTS, TAKE 5 SCREENS SHOT OF ANY APPLICATION & DESIGN IT EXACTLY SAME IN PS, AND TAKE CARE OF COLOR COMBINATION, SIZING LIKE FONTS, ICON, IMAGES ETC.,				___ /10		
19	**HOW TO DESIGN UI? (DESIGN FLOW PPT) *** **HOW TO CREATE PROTOTYPE?** EX. COLLECT DATA FOR GIVEN THEME & DRAW PROTOTYPE SKETCHES.			2	A B C D		
20	**CONVERT PROTOTYPE TO PSD**				A B C D		
PR. 7	DESIGN APPLICATION FROM PROTOTYPE SKETCHES			4	___ /10		
21	**MARKET SURVEY (WITH DESIGN FLOW PPT)**			1	A B C D		
PR. 8	MAKE AN APPLICATION FROM THE DATA OF MARKET SURVEY			5	___ /10		

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

22	**VIDEO ANIMATION** EX. CREATE A VIDEO			1	A B C D		
23	**LAYER MENU** -QUICK EXPORT AS, NEW FILL LAYAER, LAYAER MASK, VECTOR MASK, RASTERIZE, COMBINE SHAPE, LINK MERGE LAYER & ETC. **EDIT MENU** -PAST SPECIAL, CHECK SPELLING, FILL, STROKE & ETC.			1	A B C D		
24	**FILTER MENU** -CONVERT TO SMART FILTERS, FILTER GALLERY, CAMERA ROW FILTER, LIQUIFY & ETC. **VIEW MENU** -ZOOM, FIT ON SCREEN, SCREEN MODE, EXTRAS, SHOW, RULERS, SNAP, GUIDES, CANVAS, SLICES & ETC.			1	A B C D		
	Viva and Test 2				___ / 50		
25	**BOOTSTRAP GRID SYSTEM** **WHAT IS RESPONSIVE WEBSITE?** EX. CREATING GRID & COLUMN WIREFRAME			1	A B C D		
26	**HOW TO INSPECT WEBSITE USING INSPECT ELEMENT IN BROWSER?** -HOW TO MAKE PSD FROM LIVE WEBSITE?			1	A B C D		
PR. 9	-MAKE PSD FROM LIVE WEBSITE			5	___ /10		
27	**HOW TO CUSTOMIZE THEME?**			2	A B C D		
PR. 10	-DESIGN CUSTOMIZED THEME USING 3 DIFFERENT THEMES BASED ON SAME INDUSTRY			5	___ /10		
28	**HOW TO DESIGN WEBSITE USING GIVEN DEFINATION?** **(USE OF DESIGN FLOW FOR WEBSITE DESIGN)**			1	A B C D		
PR.	DESIGN WEB LAYOUT USING DESIGN FLO9W			5	___ /10		
29	**CREATING A RESUME**			1	A B C D		
	Viva and Test 3				___ / 50		
PR. 11	**MAKE AN APPLICATION AND WEB SITE FORM GIVEN DEFINATION** 1)			12	___ /10		
PR. 12	**MAKE AN APPLICATION AND WEB SITE FORM GIVEN DEFINATION** 2)			12	___ /10		

NOTE: -

- FEEDBACK WILL BE GIVEN BY STUDENTS.
- MARKS OUT OF 10 WILL BE GIVEN BY TUTOR.

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

FACULTY NAME																	
STARTING DATE	D	D	-	M	M	-	Y	Y	**GRID**								
ENDING DATE	D	D	-	M	M	-	Y	Y	**B. TIME**	H	H	:	M	M			

| STUDENT NAME | | | | | | | | | | | | | | GOOGLE CLASSROOM CODE | | | |

ILLUSTRATOR(WEB)

TOTAL DAYS: _____/19

LEC.	TOPIC	DATE	P/A	DAY	FEEDBACK		STU. SIGN	FACULTY SIGN
1	HISTORY OF THE ILLUSTRATOR (RASTER & VECTOR CONCEPT) PAGES SIZING FUNCTION SHAPE TOOL LINE TOOL FREE TRANSFORM TOOL EYEDROPPER TOOL			1	A / C	B / D		
2	SELECTION TOOL BRUSH TOOL (BRUSH LIBRARY), SWATCH LIBRARY MAGIC-WIND TOOL LASSO TOOL			1	A / C	B / D		
3	TEXT TOOL TYPE MENU EX. TYPOGRAPHY			1	A / C	B / D		
PR. 1	TYPOGRAPHY			1				
4	PATH FINDER PEN TOOL GRADIENT TOOL			1	A / C	B / D		
PR. 2	EX. CARTOON DESIGN							
6	SHAPER TOOL ROTATE TOOL SCALE TOOL WIDTH TOOL ERASER TOOL			1	A / C	B / D		
7	PERSPECTIVE TOOL EX. PERSPECTIVE BUILDING DESIGN			1	A / C	B / D		
PR. 3	CREATE CITY (USING PERSPECTIVE GRID)							
8	SHAPE-BILDER TOOL EX. LOGO DESIGN			1	A / C	B / D		
PR. 4	5 LOGO DESIGN (USING SHAPE-BUILDER TOOL)							
9	MESH TOOL BLEND TOOL			1	A / C	B / D		
PR. 5	CREATE CARTOON USING BLEND TOOL							
10	SYMBOL TOOLS SLICE TOOL			1	A / C	B / D		
11	ISOMETRIC GRID			1	A / C	B / D		

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

PR. 6	CREATE ISOMETRIC DESIGN (LOGO, BANNER)								
12	EFFECT MENU (3D EFFECT)			1	A	B		
					C	D		
13	EFFECT MENU (ILLUSTRATOR EFEECT)			1	A	B		
					C	D		
14	SELECT MENU OBJECT MENU			1	A	B		
					C	D		
15	WINDOW MENU			1	A	B		
					C	D		
16	CREATE VISITING CARD, BROCHURE, STATIONERY PRODUCTS DESIGN			3	A	B		
					C	D		
PR. 7	5 PROJECT (STATIONARY PRODUCT, BROCHURE, VISITING CARD)							

NOTE: -

- FEEDBACK WILL BE GIVEN BY STUDENTS
- MARKS OUT OF 10 WILL BE GIVEN BY TUTOR

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

FACULTY NAME																
STARTING DATE		D	D	-	M	M	-	Y	Y	GRID						
ENDING DATE		D	D	-	M	M	-	Y	Y	B. TIME		H	H	:	M	M

| STUDENT NAME | | | | | | | | | | | | GOOGLE CLASSROOM CODE | | | | |

PERSONALITY DEVELOPMENT

TOTAL DAYS: _____ /24

LEC.	TOPIC	DATE	P/A	DAY	FEEDBACK		STU. SIGN	FACULTY SIGN
1	**Personality Development** INTRODUCTION OF PD, Formation of Personality			1	A / C	B / D		
2	**Importance of Personality Development** What different media says about PD and benefits in job, business, personal life			1	A / C	B / D		
3	**Communication Skills** Basic Communication Principle, Types of Communication, importance of Communication, Barrier of Communication.			2	A / C	B / D		
4	**Law of Gratitude** How gratitude makes our life beautiful. Gratitude for life, business and job.			1	A / C	B / D		
5	**Motivation** Why Motivation, types of Motivation, Introduction about self-motivation			1	A / C	B / D		
6	**Time Management** Basic principle of time management, utilization of time management, time management Matrix			1	A / C	B / D		
7	**Attitude** What is Attitude? Why Attitude matters? Types of Attitude. Introduction about Iceberg.			1	A / C	B / D		
8	**Art of Public Speaking** 4 importance factor about public speaking, Debate, Discussion, Extempore, Seminar			2	A / C	B / D		
9	**Job Search** Current Scenario of Job, Job Saturation, Market Competition, Where to find job, how to find job			1	A / C	B / D		
10	**Resume Writing** Difference between CV and Resume, Importance Of Resume, Key Points of Resume, How to Write Resume, Do's And Don'ts in Resume			1	A / C	B / D		
11	**Interview Skills** What is Interview, Three types of Preparation, handling questions, remembering points during interview, after interview			2	A / C	B / D		
12	**Self Confidence** Law Confidence, Over Confidence, Self Confidence			1	A / C	B / D		
13	**Goal Setting** What is Goal? Why goal is Important? Types of Goal. How to achieve goal.			1	A / C	B / D		
14	**Leadership Skills** What is Leadership? Difference between leadership and Management. Qualities of good leader.			1	A / C	B / D		

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)   NOTE: - FEEDBACK WILL BE GIVEN BY STUDENTS, MARKS OUT OF 10 WILL BE GIVEN BY TUTOR

15	**Presentation Skills** What is Presentation? How to prepare effective Presentation**?** Benefit of presentation.			1	___ /10		
16	**Body language** Impact of Massage, What Is Body Language? Introduction about Gesture and Posture. Why to learn body language?			2	A B C D		
17	**Concept of Business Success** Current Scenario of Market, Benefits of Business, important factor for Business			1	A B C D		
18	**Money Management** Role of Money in Our life. How to manage money? Investment of Money for self-Development.			1	A B C D		
19	**NLP** Importance of Affirmation, Use of Subconscious Mind			1	A B C D		
20	**Comfort zone and daily habits** Habits of Successful Person, breaking of Comfort Zone, some Powerful Habits.			1	A B C D		

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)   NOTE: - FEEDBACK WILL BE GIVEN BY STUDENTS, MARKS OUT OF 10 WILL BE GIVEN BY TUTOR

FACULTY NAME														
STARTING DATE	D	D	-	M	M	-	Y	Y	GRID					
ENDING DATE	D	D	-	M	M	-	Y	Y	B. TIME	H	H	:	M	M

STUDENT NAME											GOOGLE CLASSROOM CODE				

WEB DRAWING **TOTAL DAYS: ____ /15**

LEC.	TOPIC	DATE	P/A	DAY	FEEDBACK		STU. SIGN	FACULTY SIGN
1	**BASIC INTRO & SHAPE** -Line, Ellipses Min. 40 & Max. 50			1	A B	C D		
2	**SHAPE SHADING** -BOX SHADING, ELLIPSE SHADING, TRIANGLE SHADING **EX**. 3 EXAMPLE			1	A B	C D		
3	**PRESPECTIVE VIEW** -1 POINT, 2 POINT, 3 POINT PRESPECTIVE **EX.** CREATE 3 BUILDINGS			2	A B	C D		
4	**ICON DRAWING** - USING FLATICON **EX.** APPLICATION ALL ICON			1	A B	C D		
5	**LOGO PROTOTYPE** -7 TYPES OF LOGO DRAWING **EX.** ABSTRACKMARK LOGO, MASCOT LOGO, COMBINATION MARK, EMBLEM LOGO, LETTERMARK, PICTORIAL MARK, WORDMARK (5 – 5 EXAMPLE)			2	A B	C D		
6	**GOLDEN RATIO** -USING ALTOGETHER **EX**. TWITTER, APPLE, PEPSI & 2 ANY LOGO CREATE			2	A B	C D		
7	**APPLICATION WIREFRAME** - ALL ICON DRAWING - SIZE: WIDTH – 9 CM HIGHT – 20 CM **EX**. CREATE 10 UI PAGE CREATE			2	A B	C D		
8	**Web Layout Wireframe** - LIVE PROJECT - 2 - COSTUM PROJECT – 2 - SIZE: WIDTH – 11 CM HIGHT – 6.5 CM			4	A B	C D		

NOTE: -

- FEEDBACK WILL BE GIVEN BY STUDENTS
- MARKS OUT OF 10 WILL BE GIVEN BY TUTOR

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

RED & WHITE
One Step In Changing Education Chain...
GROUP OF INSTITUTE ®

FACULTY NAME																		
STARTING DATE	D	D	-	M	M	-	Y	Y	**GRID**									
ENDING DATE	D	D	-	M	M	-	Y	Y	**B. TIME**	H	H	:	M	M				

STUDENT NAME													GOOGLE CLASSROOM CODE				

XD (MASTER IN WEB)   TOTAL DAYS: ____ /14

LEC.	TOPIC	DATE	P/A	DAY	FEEDBACK		STU. SIGN	FACULTY SIGN
1	**INTRODUCTION OF XD** -INTRO OF UI/UX, CREATING NEW ARTBOARD, INTRO. TO NEW ARTBOARD WINDOW, INTRO OF XD INTERFACE **SELECT, RECTENGLE, ELLIPSE, LINE, POLYGON & TEXT TOOL** -COLOR (FILL, BORDER) & OPACITY EX. PRACTICE ON AVAILABLE APPLICATION			1	A	B C D		
2	**PEN TOOL, ARTBOARD TOOL, ZOOM TOOL** **APPERIENCE OPTIONS** -STROCK POSITION, CAP TYPE, JOIN TYPE, SHADOW, BACKGROUND BLUR. -ALIGH & DISTRIBUTE -PATH FINDER (SUBSTRACT, INTERSACT, INCLUDE, EXCLUDE) EX. CREATING ICONS AND SYMBOLS			1	A B C D		
3	**CLIPPING MASK, REPEAT GRID, SCROLLING OPTION** **WORKING WITH ASSETS AND LAYERS, GROUPING AND UNGROUPING** **CREATING CLOUD ACCOUNT & INTRODUCTION OF PROTOTYPE PRVIEW**			1	A B C D		
PR. 1	BUILD AN APPLICATION UI ON GIVEN DEFINATION USING DESIGN FLOW.			5	___ /10		
4	**USING ADOBE XD UI KITS & PLUGINS** **SHARING YOUR ADOBE XD DESIGNS** **VIEWING DESIGN ON MOBILE**			1	A B C D		
PR. 2	DESIGN APPLICATION UI FOR GIVEN DEFINATION			5	___ /10		

NOTE: -

- FEEDBACK WILL BE GIVEN BY STUDENTS
- MARKS OUT OF 10 WILL BE GIVEN BY TUTOR

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)