

## Days 1-15: Easy Tasks (Practical Foundation)

### Adobe Illustrator

#### 1. Day 1: Design a Basic Logo

- Task: Create a logo for a fictional coffee shop, using basic geometric shapes and simple typography. Experiment with colors and make sure the design is versatile (suitable for multiple sizes).
- Focus: Simplicity, vector design, and typography.

#### 2. Day 2: Create a Set of Vector Icons

- Task: Design a set of 4-5 icons for a website (e.g., home, about, contact, services).
- Focus: Consistency, simple shapes, and line thickness.

#### 3. Day 3: Redesign a Simple App Icon

- Task: Choose a popular app (e.g., Instagram, WhatsApp) and redesign its icon in a flat, minimal style.
- Focus: Icon design, scalability, and simplicity.

#### 4. Day 4: Create a Social Media Post Template

- Task: Design a social media post template (Instagram or Facebook) for a sale or event with placeholder text and a product image.
- Focus: Layout, typography, and brand consistency.

#### 5. Day 5: Vector Illustration

- Task: Create a simple vector illustration of an animal or character, focusing on smooth lines and flat colors.
- Focus: Illustration techniques, smooth curves, and layers.

#### 6. Day 6-7: Design an Infographic

- Task: Design an infographic that visualizes data (e.g., a bar chart or pie chart with simple icons and text).
- Focus: Data visualization, composition, and clarity.

#### 7. Day 8-9: Create a Product Packaging Mockup

- Task: Design the packaging for a fictional product (e.g., coffee bag, soap box). Use the logo you created earlier and focus on colors and typography.
- Focus: Mockup creation, packaging design, and brand consistency.

#### 8. Day 10: Create a Vector Pattern

- Task: Design a seamless vector pattern (e.g., geometric, floral, or abstract) that could be used as a background for a website or print material.
- Focus: Pattern creation and repetition.

#### 9. Day 11-12: Design a Business Card

- Task: Create a business card for a fictional client with your logo and contact details.
- Focus: Typography, layout, and information hierarchy.

#### 10. Day 13-14: Recreate a Logo

- Task: Choose a well-known brand logo and recreate it in Illustrator, paying attention to proportions, colors, and alignment.
- Focus: Precision, alignment, and design analysis.

#### 11. Day 15: Create a Flyer

- Task: Design a promotional flyer for an event (e.g., a concert or sale), using your logo and vector illustrations.
- Focus: Layout design, typography, and call-to-action elements.

## Photoshop

### 1. Day 1: Edit a Portrait

- Task: Edit a portrait photo by adjusting brightness, contrast, sharpness, and removing blemishes using the Healing Brush and Clone Stamp.
- Focus: Basic photo editing, skin retouching, and color correction.

### 2. Day 2: Photo Manipulation

- Task: Combine two images into a photo manipulation. Place a person in a different background and blend the edges seamlessly.
- Focus: Masking, blending, and lighting.

### 3. Day 3: Design a Header Image

- Task: Create a website header image using a stock image with overlay text and call-to-action buttons.
- Focus: Composition, typography, and hierarchy.

### 4. Day 4: Social Media Post Design

- Task: Design a simple social media post with product images, text, and a call-to-action.
- Focus: Typography, composition, and visual hierarchy.

### 5. Day 5: Design a Promotional Banner

- Task: Create a banner for a website or social media with an offer (e.g., “50% off” sale).
- Focus: Call-to-action, typography, and balance.

### 6. Day 6: Remove Background

- Task: Select a subject and remove the background using the Quick Selection Tool or Pen Tool. Replace it with a simple color or gradient.
- Focus: Masking, background removal, and compositing.

### 7. Day 7-8: Create an Album Cover

- Task: Design a digital album cover for a fictional artist, including image manipulation, typography, and effects.
- Focus: Photo editing, text effects, and creative design.

### 8. Day 9-10: Text-Based Design

- Task: Design a typographic piece with a quote or phrase, adding effects like shadows, gradients, and textures.
- Focus: Typography, design principles, and Photoshop text effects.

### 9. Day 11-12: Design a Website Hero Section

- Task: Create a hero section for a fictional website, including an image, headline, and call-to-action button.
- Focus: Composition, user interface design, and typography.

### 10. Day 13: Design an App Interface Screenshot

- Task: Design a profile page or settings screen for a mobile app using Photoshop.
- Focus: UI design, layouts, and components.

### 11. Day 14-15: Complex Image Composite

- Task: Create a surreal scene by combining multiple images and blending them together with adjustment layers and masking.
- Focus: Advanced photo manipulation, lighting, and composition.

## **Figma**

- Day 1: Create a Basic Wireframe for a Landing Page**
  - Task: Design a wireframe for a simple landing page (hero section, benefits, CTA).
  - Focus: Structure, layout, and UX flow.
- Day 2: Design a Button Component**
  - Task: Create a reusable button component in Figma, with different states (default, hover, active).
  - Focus: Component creation, prototyping, and consistency.
- Day 3: Design a Simple Dashboard UI**
  - Task: Create a dashboard for an analytics app with graphs and data tables.
  - Focus: Layout, charts, and UI elements.
- Day 4: Create a Navigation Menu**
  - Task: Design a top bar and sidebar navigation for a website or app, with hover and active states.
  - Focus: Interaction design, navigation patterns, and responsiveness.
- Day 5: Design a Login/Sign-Up Form**
  - Task: Design a login page with email/password fields, a submit button, and error states.
  - Focus: Form design, validation, and user flows.
- Day 6: Create an Interactive Prototype**
  - Task: Create a multi-screen interactive prototype of a small app (e.g., onboarding or home screen).
  - Focus: Prototyping, interactions, and transitions.
- Day 7: Design a Mobile App Screen**
  - Task: Create a profile screen for a mobile app with profile picture, bio, and action buttons.
  - Focus: Mobile UI design, components, and layouts.
- Day 8: Design Icons for a UI Project**
  - Task: Create a set of 5 icons (e.g., search, notification, user, settings) for an app interface.
  - Focus: Iconography, consistency, and clarity.
- Day 9-10: Create a Modal Dialog Box**
  - Task: Design a modal dialog for a website (e.g., form submission or alert box).
  - Focus: Modal design, UX patterns, and user interactions.
- Day 11: Redesign a Website Homepage**
  - Task: Redesign a simple website homepage with a modern, clean layout, keeping user experience in mind.
  - Focus: Layout, hierarchy, and color theory.
- Day 12-13: Create a Mobile App Prototype**
  - Task: Design a multi-screen app prototype (e.g., e-commerce or task management app).

- Focus: Mobile UI design, transitions, and usability.
  - 12. **Day 14-15: Organize a Design System**
    - Task: Create a basic design system for a fictional project, including typography, buttons, form elements, and color palette.
    - Focus: Design systems, consistency, and reusability.
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## **Days 16-30: Medium-Level Tasks (Skill Application in Real Projects)**

### **Adobe Illustrator**

1. **Day 16-17: Design a Detailed Brand Style Guide**
  - Task: Create a comprehensive brand style guide, including logo usage, typography, color palette, and imagery style.
  - Focus: Branding, consistency, and documentation.
2. **Day 18-19: Create Vector Illustrations for a Web Project**
  - Task: Design detailed vector illustrations for a website (e.g., homepage banners or blog illustrations).
  - Focus: Visual storytelling, detail, and scalability.
3. **Day 20-21: Work on an App Icon Set**
  - Task: Create a set of 5 app icons for different functions within the same app, maintaining consistency in style and design.
  - Focus: Icon design, consistency, and usability.
4. **Day 22-23: Design a Brochure**
  - Task: Design a 3-fold brochure for a fictional service or product, utilizing creative typography and imagery.
  - Focus: Layout, typography, and print design.
5. **Day 24-25: Design a Product Mockup in Illustrator**
  - Task: Create a product mockup (e.g., coffee cup or box) with a logo design and realistic textures.
  - Focus: Mockup design, shading, and realism.
6. **Day 26-27: Create a Landing Page UI in Illustrator**
  - Task: Design a clean, modern landing page UI using Illustrator with attention to typography and layout.
  - Focus: UI design, color contrast, and readability.
7. **Day 28-30: Create an Illustrated Poster**
  - Task: Design a poster for an event or promotion, using both typography and illustrations.
  - Focus: Typography, hierarchy, and visual flow.

### **Photoshop**

1. **Day 16-17: Design a Detailed Web Header**
  - Task: Design a header for a complex website with dynamic content (e.g., carousel, CTA buttons, and navigation).

- Focus: Layout, visual hierarchy, and interaction.
- 2. **Day 18-19: Create a Photo Collage**
  - Task: Combine multiple images into a cohesive collage with blending, shadows, and masking techniques.
  - Focus: Composition, layering, and creativity.
- 3. **Day 20-21: Design a Website Section with Textures**
  - Task: Create a website section (e.g., about or services) using textures, custom typography, and high-quality images.
  - Focus: Visual impact, texture usage, and style.
- 4. **Day 22-23: Work on a Product Photo Shoot and Mockups**
  - Task: Use Photoshop to mock up a product image (e.g., t-shirt design, mug).
  - Focus: Product mockup techniques, lighting, and shadows.
- 5. **Day 24-25: Design a Mobile App User Interface**
  - Task: Design a user interface for a mobile app, focusing on clear navigation and intuitive layouts.
  - Focus: UI design, usability, and mobile-first approach.
- 6. **Day 26-27: Design an Interactive Website Mockup**
  - Task: Create an interactive mockup of a website, complete with hover states and clickable elements.
  - Focus: Web design, interactions, and usability testing.
- 7. **Day 28-30: Create a Multi-Page Website Layout**
  - Task: Design a website layout with multiple pages (e.g., homepage, about page, contact page).
  - Focus: Consistency, hierarchy, and overall user experience.

## **Figma**

1. **Day 16-17: Create a Responsive Web Layout**
  - Task: Design a responsive website layout that adapts to desktop, tablet, and mobile screens.
  - Focus: Responsiveness, breakpoints, and fluid design.
2. **Day 18-19: Design a Complete User Flow**
  - Task: Create a user flow diagram for a task (e.g., signing up for a service or completing a purchase).
  - Focus: User journey, clarity, and information architecture.
3. **Day 20-21: Create a Mobile App User Interface**
  - Task: Design the UI for a mobile app, including onboarding screens, home screens, and settings.
  - Focus: Mobile UI, transitions, and usability.
4. **Day 22-23: Design a Custom Dashboard**
  - Task: Create a dashboard UI with charts, tables, and interactive elements.
  - Focus: Data visualization, UI components, and layouts.
5. **Day 24-25: Design a Complex Interaction**
  - Task: Create a complex interactive prototype that includes transitions, animations, and interactive components.
  - Focus: Prototyping, interaction design, and testing.

**6. Day 26-27: Work on a UI Kit**

- Task: Build a simple UI kit that includes buttons, input fields, icons, and typography for a project.
- Focus: Consistency, components, and system design.

**7. Day 28-30: Redesign a Popular App**

- Task: Choose a popular app and redesign its interface based on current trends and user experience best practices.
- Focus: UI design, user feedback, and usability improvements.

## **Adobe Illustrator**

**1. Day 31-32: Redesign a Website Homepage**

- Task: Redesign the homepage of a well-known website (e.g., Apple, Airbnb) with a focus on improving layout, typography, and overall design.
- Focus: Website design, visual hierarchy, user flow, and branding.
- Goal: Deliver a high-fidelity homepage design with clear attention to detail.

**2. Day 33-34: Create an App Icon Pack**

- Task: Design a complete icon pack for a fictional mobile app, including essential icons like home, search, settings, and notifications.
- Focus: Consistency in size, style, and color; vector icon design.
- Goal: Deliver a set of 10-15 icons that are suitable for a mobile app UI.

**3. Day 35-36: Design a Complete UI Kit**

- Task: Create a fully functional UI kit for a website or app, including buttons, inputs, typography, and forms.
- Focus: Design systems, usability, and consistency.
- Goal: Provide a set of components that can be reused across multiple projects.

**4. Day 37-38: Create an Illustrated Explainer Graphic**

- Task: Design an illustrated explainer graphic for a concept (e.g., how an app works, a product feature) using a combination of vector illustrations and typography.
- Focus: Storytelling through design, smooth illustrations, and engaging visuals.
- Goal: Create an explainer graphic that is easy to understand and visually appealing.

**5. Day 39-40: Redesign a Digital Advertisement Banner**

- Task: Redesign a digital advertisement banner (e.g., for a sale or event) focusing on typography, hierarchy, and visual appeal.
- Focus: Call-to-action elements, balance, and the use of brand colors.
- Goal: Create a banner design that stands out and drives conversions.

**6. Day 41-42: Create a Web Dashboard Design**

- Task: Design a complex web dashboard for an analytics or project management tool, focusing on data visualization.
- Focus: Information architecture, charts, graphs, and usability.
- Goal: Create a high-fidelity dashboard with clear data representation.

**7. Day 43-44: Work on a Brochure Design for Print**

- Task: Design a multi-page brochure for a brand or event, using illustrations, images, and typography.

- Focus: Print design principles, layout, and information hierarchy.
  - Goal: Produce a well-organized, engaging, and informative brochure.
8. **Day 45: Design a Full Mobile App Screen**
- Task: Design a full mobile app screen, focusing on a specific app feature (e.g., profile page, settings page, or a checkout flow).
  - Focus: Mobile UI principles, clarity, and user experience.
  - Goal: Create a detailed mobile app UI design ready for interaction.
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## Photoshop

1. **Day 31-32: Design a Product Landing Page**
  - Task: Design a product landing page that includes sections like features, pricing, and testimonials, with high-quality images and CTA buttons.
  - Focus: Layout, conversion-focused design, and responsive design principles.
  - Goal: Produce a landing page design that can be used to showcase a product or service.
2. **Day 33-34: Create a Cinematic Poster**
  - Task: Design a cinematic-style poster for a fictional movie or event, with dramatic lighting, blending techniques, and typography.
  - Focus: Composition, photo manipulation, and visual storytelling.
  - Goal: Design a visually compelling and polished poster.
3. **Day 35-36: Design an eCommerce Product Page**
  - Task: Design a product page for an eCommerce website, including a product image, price, description, and CTA buttons.
  - Focus: UI design, visual appeal, and user interaction.
  - Goal: Create a clean and user-friendly product page that enhances the shopping experience.
4. **Day 37-38: Create a Mobile App UI Screen**
  - Task: Design a user interface for a mobile app (e.g., an onboarding screen or product detail screen).
  - Focus: Mobile-first design, usability, and accessibility.
  - Goal: Design an intuitive, modern, and aesthetically pleasing mobile UI screen.
5. **Day 39-40: Design a Business Website Homepage**
  - Task: Design the homepage of a business website with sections like company overview, services, portfolio, and testimonials.
  - Focus: Branding, layout, and content presentation.
  - Goal: Create a homepage design that communicates the business value effectively.
6. **Day 41-42: Product Packaging Design**
  - Task: Create a product packaging design for a fictional product (e.g., a skincare or food product), focusing on branding and functionality.
  - Focus: Packaging design, color theory, and typography.
  - Goal: Design packaging that is both functional and visually appealing.
7. **Day 43-44: Design a Banner or Advertisement**

- Task: Design a web banner or social media advertisement for a campaign or event with clear CTA and visual hierarchy.
  - Focus: Branding, typography, and CTA design.
  - Goal: Create an engaging advertisement that attracts attention and drives action.
8. **Day 45: Design an Interactive Prototype**
- Task: Create a fully interactive prototype in Photoshop with animated transitions (mocking up a website or app).
  - Focus: Animation, interactivity, and user experience.
  - Goal: Design a fully interactive prototype ready for user testing.

## **Figma**

1. **Day 31-32: Create a High-Fidelity Mobile App Prototype**
  - Task: Design a full mobile app prototype in Figma (e.g., a fitness or eCommerce app), focusing on navigation, UI elements, and interactivity.
  - Focus: User flow, UI design, and prototyping.
  - Goal: Create a functional prototype that demonstrates mobile app navigation.
2. **Day 33-34: Design a Complex Dashboard Interface**
  - Task: Design a detailed dashboard for an admin or user-facing application with charts, graphs, and interactive elements.
  - Focus: Data visualization, layout, and usability.
  - Goal: Create a sophisticated, easy-to-navigate dashboard.
3. **Day 35-36: Build a Design System**
  - Task: Develop a comprehensive design system in Figma, including reusable components like buttons, text styles, and form elements.
  - Focus: Design systems, consistency, and modular design.
  - Goal: Create a reusable design system to speed up future design projects.
4. **Day 37-38: Design a Marketing Website**
  - Task: Design a marketing website with sections like services, about, testimonials, and a call to action.
  - Focus: Web design principles, CTA placement, and layout.
  - Goal: Design a visually appealing, conversion-optimized website.
5. **Day 39-40: Redesign a Popular App**
  - Task: Choose a popular app (e.g., Spotify, Instagram) and redesign its interface with a modern, minimal approach.
  - Focus: UI design, trends, and usability.
  - Goal: Create a modernized, user-friendly redesign for a popular app.
6. **Day 41-42: Interactive User Flow Design**
  - Task: Create a complex interactive user flow with multiple steps (e.g., signup process, checkout process) with linked screens.
  - Focus: User flow, interaction design, and usability.
  - Goal: Build a functional prototype with smooth transitions and interactions.
7. **Day 43-44: Create a Website Wireframe**
  - Task: Design a wireframe for a responsive website with multiple screen sizes (desktop, tablet, mobile).
  - Focus: UX, wireframing, and layout.



- Goal: Create an efficient, organized wireframe for a responsive website.
  - 8. **Day 45: Design a Full Web App UI**
    - Task: Design the UI for a full web app, from the homepage to multiple inner pages (e.g., profile page, settings).
    - Focus: Consistent UI design, user experience, and interactivity.
    - Goal: Deliver a complete web app UI design with interactive elements.
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## **Days 46-60: Mastery & Portfolio Projects (Real-World Application)**

These final 15 days will be dedicated to real-world projects, user testing, and refining your design portfolio.

1. **Day 46-48: Build a Portfolio Website**
  - Task: Create a personal portfolio website where you can showcase your projects. Include sections for about, projects, and contact.
  - Focus: Web design, user experience, and portfolio development.
  - Goal: Complete and deploy a professional portfolio website.
2. **Day 49-51: Conduct User Testing for Your Designs**
  - Task: Select one of your designs (website or mobile app) and conduct user testing with real users. Analyze the feedback and refine the design.
  - Focus: User testing, iterative design, and feedback incorporation.
  - Goal: Improve your design based on real user insights.
3. **Day 52-54: Create a UI/UX Case Study**
  - Task: Select one of your projects and write a detailed case study explaining the design process, challenges faced, and the solutions you provided.
  - Focus: Case study writing, communication, and storytelling.
  - Goal: Publish a well-documented case study on your portfolio or design platform (e.g., Behance).
4. **Day 55-58: Design a Complete Mobile App and Website**
  - Task: Design a full-fledged mobile app and website for a fictional company or product. Include detailed screens, navigation, and user interactions.
  - Focus: Full-cycle design, prototyping, and interaction.
  - Goal: Deliver a polished, portfolio-ready mobile app and website.
5. **Day 59-60: Final Portfolio Review and Refinement**
  - Task: Review and refine all your designs in your portfolio. Make sure all projects are high-quality, well-documented, and demonstrate your skills clearly.
  - Focus: Portfolio refinement, consistency, and presentation.
  - Goal: Ensure your portfolio is ready to be shared with potential employers or clients.