

PROJECT REPORT

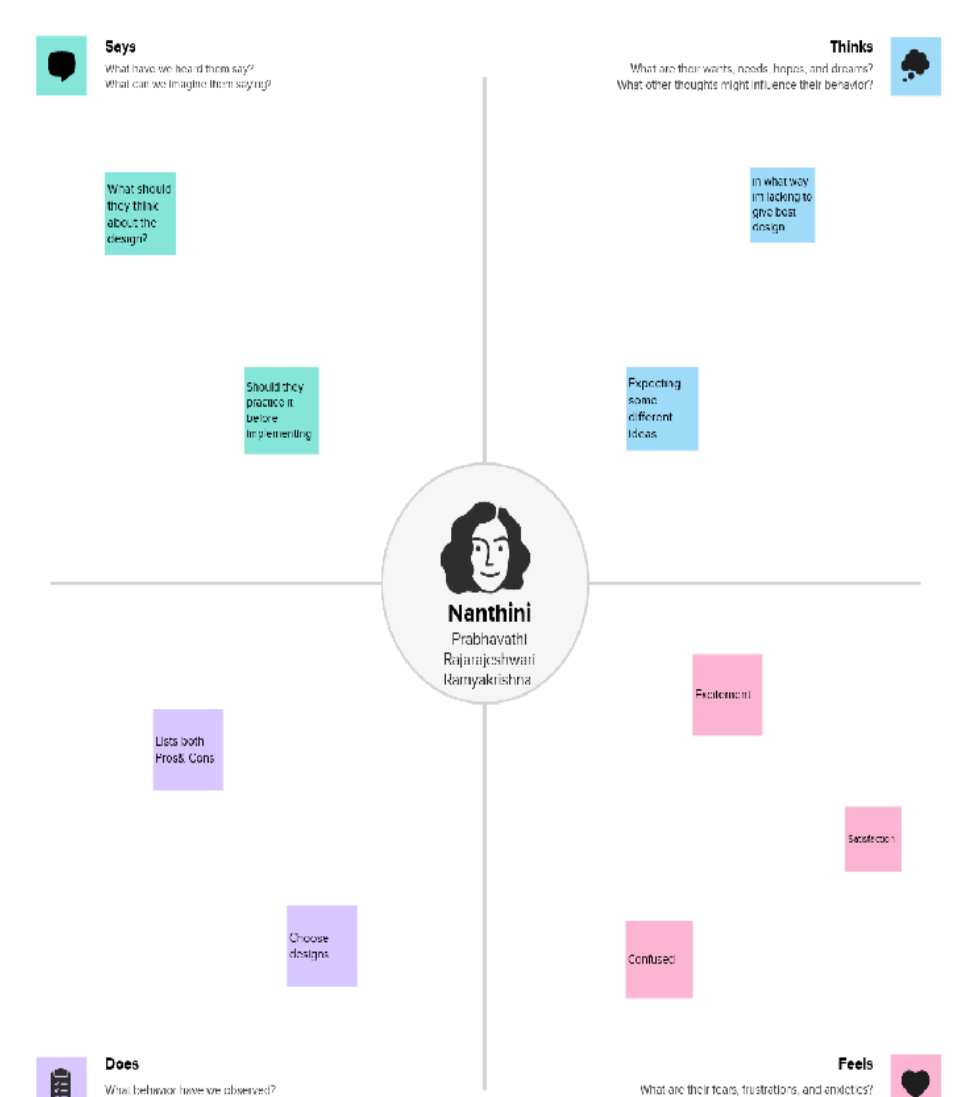
1. INTRODUCTION:

The Nanmuthalvan Program aims to develop student's innovation. It amplifies entrepreneurship skills through various projects and practice-based learning.

PURPOSE:

It is helpful us to create a basic designing with the help of several apps and software. It helps us to produce professional graphic designing basics. We learn quickly and easily. It helps us to improve our deigning skill with the help of apps and software.

2. (i) EMPATHY MAP:



(ii) BRAINSTROMING



3. RESULT:



4. ADVANTAGES:

- Know the digital graphics designings.
- Enhance our ceativity level.

DISADVANTAGE:

- Limitations of Templates.
- Some tools did not able to use.

5. APPLICATION:

It provides variety of Templates and elements. Templates can be altered to be more custom, offers a professional look.

6. CONCLUSION:

Canva has thousands and more templates . I learnt about different elements work together to creat eye catching desings.