

Computer Graphics Training Programme

DAY 1- RUDIMENTARY CLASS – 4HRS

- What is Graphic design?
- Elements & Principles of Design
- The role of sketching in the design process
- Practical Session: Drawing and Setting up an artwork (1 hour)
- Understanding Layout / Pictorial composition
- Typography
- Visual communication
- Problem solving measures

DAY 2- USING CORELDRAW TO DESIGN– 4HRS

- Fast facts
- CorlDraw Basics
- The workspace (Actual versus Virtual tools)
- Drawing Basics (Working with shapes-trimming, welding, etc)
- Practical Session: Drawing (2 hours 30 mins)

DAY 3- USING CORELDRAW TO DESIGN– 4HRS

- Practical Session: Drawing (30 mins)
- Working with Text (Paragraph text versus artistic text)
- Adding colour
- Working with picture(s)
- Practical Session: Designing a business card (2 hours 30 mins)

DAY 4- USING CORELDRAW TO DESIGN– 4HRS

- Practical Session: Drawing (30 mins)
- Saving your work (Different File formats)
- Special effects: (Extursion, Drop shadow, Transparency, Text wrap)
- Practical Session: Designing a flyer (2 hours 30 mins)
- Software limitations discussed

DAY 5- USING PHGOTOSHOP TO DESIGN– 4HRS

- Practical Session: Drawing (30 mins)
- Fast facts
- Photoshop Basics (Staying organised: Typical Adobe Experience)
- The workspace (Actual versus Virtual tools) /Setting up preferences
- Understanding pixels
- Practical Session: What photoshop can do (Working with layers, text, pictures)

DAY 6- USING PHGOTOSHOP TO DESIGN– 4HRS

- Practical Session: Drawing (30 mins)
- Practical Session: Picture cropping (2 hours 30mins)
- Saving your work (Different File formats)
- Drawing in Photoshop (1 hour)
- Using more than one software to carry out a design

DAY 7- USING PHGOTOSHOP TO DESIGN– 4HRS

- Practical Session: Drawing (30 mins)
- Practical Session: Preparing pictures for use (cropping, post production effects, etc)
- Image optimization and colour management
- Practical Session: Designing a pixel-perfect web banner / Saving for web (1 hour)
- Using the various Photoshop filters
- Painting in Photoshop
- Practical Session: Designing a flyer (2 hours)

DAY 8- MOTION GRAPHICS (GIF ANIMATION)– 4HRS

- Practical Session: Drawing (30 mins)
- Studying GIF samples
- Understanding persistence of vision and how the human eye sees animations
- Emphasis on Storyboarding
- Practical Session: Simple GIF

DAY 8- WORKSHOP– 4HRS

- Practical Session: Drawing (30 mins)
- Brief talk on interpreting briefs
- Creative Workshop (3 hours)