

Graphic Design

1. Basic of Graphic Design

- Graphic Design Software's
- Theory of Design
- Color and Material
- How to draw and sketch
- History of graphic Design
- Career as Graphic Designer

2. Graphic Design Content

Photoshop

- Graphics basics
- Introduction to color
- Photoshop environment
- Photoshop image and color basics
- Photoshop tools
- Transform
- Photoshop layers
- Photoshop channels
- All about action
- Restoration of photo
- Photo enhancement and correction
- Text editing in Photoshop
- Photoshop special effect and filters
- Adobe image ready
- Photoshop for building web-interface

Corel-Draw

- Basic of Corel-Draw
- Drawing
- Text
- Image
- Page Layout

Flash

- Introduction
- The Interface

- Drawing and Color
- Animation Basics
- Frame-by-Frame Animation
- Shape Tweening
- Libraries, Symbols, and Instances
- Motion Tweening
- Masking
- Type
- Bitmaps
- Buttons
- Movie Clips
- Action Scripting Basics
- Sound
- Publishing
- Integration
- Templates

Illustrator

- Overview of illustration basics
- Tools
- Transforming Objects
- Layers, Color, Type & Appearance
- Blends, Meshes, Masks & Libraries
- Illustrator & The Web
- InDesign
- Work Area
- Documents
- Frames
- Importing and editing text
- Typography
- Working with color
- Importing and linking graphics
- Tables
- Vector graphics
- Transparency

Graphic Design

3. Advance Concept

- How to make Portfolio
- Animation
- Online Banner Designing

4. Project

- Project Document
- Project Design
- Technical Document
- Functional Document
- Development Phases
- Testing
- Implementation
- Maintenance

5. Certification

- Applying for certification
- Preparation for certification
- Certificate guidance

6. Aptitude Test Preparation

- Abstract reasoning
- Verbal reasoning test
- Numerical Reasoning Test
- Spatial reasoning
- Mechanical reasoning

7. C.V. and Interview

- CV preparation
- Mock Interviews

8. Live Scenario