

## DISCIPLINE SPECIFIC ELECTIVE COURSE – DSE 4A Graphic Design

Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course (if any)
		Lecture	Tutorial	Practical/ Practice		
Graphic Design	4	3	0	1	Class XII Pass	NA

### Learning Objectives

The objective of this course is to learn to create a combination of shapes and forms, words and images, in order to reproduce them in some flat medium (two dimensional - paper, cardboard, cloth, plastic, video, computer, or projection screen, on poster, billboard, or other signage) or in a three-dimensional form (fabricated or manufactured) in order to convey information to a targeted audience.

### Learning Outcomes

On successful completion of the course, students will be able to:

1. Corel draw is a graphic design software coral draw enables users to create professional Illustrations for newsletters, brochures logos and web graphics.
2. Provides training about illustration program that can be used for print, multimedia, and online graphics. Whether you plan to design or illustrate multimedia artwork illustrator offers all the tools needed to produce professional and quality results for even a beginner.
3. Important tool for graphic artists, print designers, visual communicators, and other regular peoples.

### SYLLABUS OF DSE-4B

#### Unit 1: Introduction (6 Hours)

Introduction of Raster and vector Software' show they used in different scenario of digital platform. Introduction of software's and user interface.

## **Unit 2: Photoshop (9 Hours)**

Making sketches in Photoshop, customize the workspace, create projects, Basic tools settings and brush options, Color theory and light painting, Selection tools and cropping images, Image manipulation process pipeline. Raster vs. Vector.

## **Unit 3: Layer (15 Hours)**

Introduction of layer, Use the Layers Panel, Layer Dexterity, Fast Alignments Layer Types Explained, Manipulate Layers in Photoshop, Use Blending Modes, Find out how art boards can help you, Creating and resizing art boards, Introduction Photoshop vs. Illustrator, Tools explained and making digital paintings.

## **Unit 4: Image effects (9 Hours)**

Color correction images, Image Manipulation, Digital painting concepts, Matte painting process, Different Ways to Paint, Background and Final Effects.

## **Unit 5: 3D tool (6 Hours)**

Make 3D text & 3D logos, Adding lights & casting shadows using Photoshop 3D, How make a reusable mock-up in Photoshop using smart objects, How to make a simple UI app web design mock-up using Photoshop.

## **Essential Readings:**

1. Nobuhiko Mukai, Computer Graphics, InTech, 2012.
2. Robert Bridson, Fluid Simulation for Computer Graphics, 2nd edition, A K Peters/CRC Press, 2015.
3. Max Wainewright, Design, Animate, and Create with Computer Graphics, Qeb Pub; Illustrated edition, 2017.

## **Practical Component:**

1. Create a digital sketch using Photoshop. Include at least three different brush options and demonstrate the use of layers to organize your artwork.
2. Apply color theory principles to create a digital artwork emphasizing light painting techniques.
3. Use selection tools in Photoshop to isolate and crop an image. Provide a before-and-after comparison, highlighting the effectiveness of your cropping technique.
4. Manipulate layers in Photoshop to create a composite image. Use at least three different blending modes to achieve distinct effects.
5. Create a digital painting using advanced layer techniques. Demonstrate the use of layer opacity and blending modes to enhance depth and texture in your artwork.

6. Correct the colors of a provided photograph using adjustment layers in Photoshop.
7. Combine digital painting techniques with photo manipulation to create a matte painting. Include at least two different painting styles.
8. Design a 3D text or logo using Photoshop's 3D tools. Experiment with different lighting and shadow effects to enhance the visual impact of your design.
9. Create a simple UI app web design mock-up using Photoshop. Use smart objects to mock-up reusable elements such as buttons and icons.