



Graphic Designing

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❖ **Course Description:**

Great graphic design summarizes the ideas in a way that's pleasing to the eye. Persons may not be willing to read a document that is trying to convince them to purchase your product, but they will be willing to have a look at an image that serves the same purpose. Graphics designing plays a significant role in the decision-making process. You can design different messages and information for your customers using different colours, canvas, and pictures. These messages and data are shown in both print and electronic media.

A business today requires digital footprints to compete. As someone with an edge in graphics designing, it will become your strength and your demand will only increase over time. Opus Solution presents an opportunity to anyone who is fed up of the current recruitment process. It is a chance for them to start fresh and continue on a festive note because the institute sets them for life.

❖ **Modes of Trainings Available:**

- Online Training
- Class Room Training
- Regular Classes Available
- Weekend Classes Available

Course Outline

Why Graphics Designing Course???

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Opus Solution Pvt LTD

Email: info@opussolution.net

Website: opussolution.net | +92306 155526

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Graphic Designing Course Contents

Graphics Designing curriculum follows the Corel and Adobe standards and is designed to meet the requirements of print and electronic media users as well as professionals. Training covers the following graphic designing tools:

CorelDraw

1) Introduction

- a. Workspace Tour
- b. Shortcuts

2) Various File Formats

- a. Eps , jpg, jpeg, Png
- b. File formats for web (RGB - Red, Green Blue)
- c. File formats for printing (CMYK - Cyan, Magenta, Yellow, Black)

3) Tools

- a. Corel Draw learning tools
- b. Interactive blend tools
- c. Interactive contour tool
- d. Interactive distortion tool
- e. Interactive drop shadow tool

4) Drawing Shapes

- a. CorelDraw shapes
- b. Custom shapes
- c. Interactive fill tool
- d. Complex star tool
- e. Graph paper tool
- f. Interactive transparency tool

5) Shaping objects

- a. Interactive extrude tool
- b. Interactive envelope tool
- c. Guidelines details
- d. Guidelines



6) Outlines

- a. Colour overlay
- b. Fill colour
- c. Fountain fill
- d. Corel fill types

7) Arrangements

- a. Angle & edge pad - Fountain fill
- b. Duplicate
- c. Select within group
- d. Import
- e. Draft Combine
- f. Group
- g. Combine & group
- h. Oder / Forward / Black one

8) Objects Combining Methods

- a. Shaping basics
- b. Weld
- c. Weld to
- d. Weld to - target, source object
- e. Simplify
- f. Trim
- g. Front minus back
- h. Intersect
- i. Back minus front

9) Text

- a. Corel text fill
- b. Fit text to path basic
- c. Fit text to path intermediate
- d. Fit text to path advanced
- e. Removing text path basic
- f. Removing text path intermediate
- g. Blend rotation
- h. Add respective basic
- i. Add respective shape
- j. Blend different shapes
- k. Colour blending
- l. Blend steps
- m. Using power clips



10) Artistic effects

- a. Sunset
- b. Chess board
- c. Explode
- d. Making precious stones
- e. Making rings
- f. Extrude project
- g. Pendant
- h. Simple web buttons
- i. Page curl

Adobe Photoshop

1) Workspaces

- a. Getting started
- b. Starting to work in Adobe Photoshop
- c. Using the tools
- d. Sampling a color
- e. Working with tools and tool properties
- f. More about panels and panel locations

2) Working with Selections

- a. About selecting and selection tools
- b. Using the Quick Selection tool
- c. Moving a selected area
- d. Manipulating selections
- e. Using the Magic Wand tool
- f. Selecting with the lasso tools
- g. Rotating a selection
- h. Selecting with the Magnetic Lasso tool
- i. Selecting from a center point
- j. Resizing and copying a selection
- k. Cropping an image

3) Layer Basics

- a. About layers
- b. Getting started
- c. Using the Layers panel
- d. Rearranging layers



- e. Applying a gradient to a layer
- f. Applying a layer style
- g. Adding an adjustment layer
- h. Updating layer effects
- i. Adding a border
- j. Flattening and saving files
- k. Alpha Channel
- l. Masks and Channels
- m. Working with masks and channels
- n. Getting started
- o. Using Select and Mask
- p. Creating a quick mask
- q. Manipulating an image with Puppet Warp
- r. Using an alpha channel to create a shadow

4) Basic Photo Corrections

- a. Strategy for retouching
- b. Resolution and image size
- c. Opening a file with Adobe Bridge
- d. Straightening and cropping the image in Photoshop
- e. Adjusting the color and tone
- f. Using the Spot Healing Brush tool
- g. Applying a content-aware patch
- h. Repairing areas with the Clone Stamp tool
- i. Sharpening the image

5) 2D like 3D

- a. 2D to 3D shapes concept
- b. 3D Dimensions
- c. 3D shapes
- d. 3D texts
- e. 3D Mesh

6) Blending options

- a. Bevel & Emboss
- b. Colour Overlay
- c. Gradients
- d. Shades
- e. Strokes



7) Filters

- a. Smart Objects
- b. Blur
- c. Disort
- d. Noise
- e. Clouds
- f. Lens flare
- g. Lighting
- h. Vanishing point
- i. Stylize

8) Typographic Design

- a. About type
- b. Getting started
- c. Creating a clipping mask from type
- d. Creating type on a path
- e. Warping point type
- f. Designing paragraphs of type
- g. Adding a rounded rectangle
- h. Adding vertical text

Adobe Illustrator

1) Customizing the Workspace & Tour

- a. Using workspaces
- b. Using multiple Artboards
- c. Creating Web graphics

2) Painting tools

- a. Creating and using brushes
- b. Creating and using patterns
- c. Transparency and blending modes
- d. Working with Images
- e. Using Image Trace
- f. Perspective drawing

3) Type styles & effects

- a. Creating type on a path
- b. Scaling and rotating type
- c. Working with fonts
- d. Working with effects and fonts
- e. Exploring Stylize fonts



4) Artwork

- a. Preparing artwork for printing
- b. Printing transparent artwork
- c. Overprinting, trapping, and presets
- d. Topic D: Creating and using meshes

5) Transforming Objects

- a. Positions (x,y,w,h)
- b. Rotations

6) Alignments

- a. Align Objects
- b. Align to selection
- c. Align to artboard
- d. Align to key object
- e. Distribute objects
- f. Distribute Spacing

7) Pathfinder

- a. Shapes modes
- b. Unite
- c. Minus front
- d. Minus back
- e. Intersect
- f. Exclude
- g. Divide
- h. Trim
- i. Merge
- j. Outline

8) 3D

- a. Bevel & extrude
- b. Fewer options
- c. 3D Rotations
- d. Surface objects
- e. Lighting
- f. Shading
- g. Map

9) Revolve

- a. Angle
- b. Cap
- c. Offset



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- d. From
- 10) Surface Shading**
 - a. Wireframe
 - b. Diffuse