

Certificate in Graphic Design Course Curriculum

WEEK	DAY	MODULE	OBJECTIVES	TOPICS	HOURS
Week 1	Day 1	1. Introduction to Illustrator	Understanding the Basics of Illustrator software.	1. Introduction to Illustrartor	0.5
		2. Interface Introduction	Navigate Illustrator and where to find all the tools and features you'll need	1. Learning how to create new document for work-space. 2. Measurement, Orientation layout 3. Artboard 4. Bleed size 5. Introduction to Panel and Workspace of Adobe illustrator.	0.5
		3. Artboards and Layers	Understanding the Basics of Artboard and Layers	1. Creating Artboard 2. Using Multiple Artboard 3. Adding and subtrating Artboard 4. Creating Layers 5. Moving your Layers, Locking your Layers, Merging Layers, Deleting Layers	1
		4. Vectors Basics/ Selection/ Direct Slection Tool	Understanding the concept of this tools	1. Creating a Vector shapes 2. iffereces between selection tool and direct selection tools 3. Magic wand tool 4. Grouping object and Aligning Object	1

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Week 1	Day 2	5. Basic Shapes and Transforming Object	Getting to know how to transform and create basic shapes	<ol style="list-style-type: none"> 1. Basic Shape Tools 2. Stroke and Fill 3. Line segments 4. Joining paths 5. Modifying basic shapes and also Scaling objects 6. Reflecting objects 7. Distorting objects 8. Shearing objects 9. Making multiple transformations. 	2
	Day 2	6. Type Tool	Working with Type Tool	<ol style="list-style-type: none"> 1. Importing text files 2. Using columns 3. Threading Text 4. Character Panel 5. Character Styles 6. Paragraph Panel 7. Type on a path 8. Outlining type 9. Area type 10. Touch type. 	1
Week 2	DAY 3	7. Shaper Tool and Smooth Tool, etc.	Working with Basic tools like sharper tools, smooth tools, pencil tool, Join tool etc...	<ol style="list-style-type: none"> 1. Creating shape with sharper tools, working with all other tools and component. 	1
Week 2	DAY 3	8. Scale Tool, Shear Tool	Working with this tools to enhance and speeding up your design project.	<ol style="list-style-type: none"> 1. Scale tool and Shear tool 	1

WEEK	DAY	MODULE	OBJECTIVES	TOPICS	HOURS
Week 2	DAY 3	9. Rotate and Reflect Tools	Understanding the basic of this tools in making creative designs and patterns for project	1. Using this tools to make awarsome design and patterns	1
Week 2	Day 4	10. Shape Builder Tool	Working with this tools to enhance and speeding up your design project	1. Shape Modes vs Shape builder	2
Week 2	Day 4	11. Parthfinder	Working with this tools to enhance and speeding up your design project with effect of merging, subtracting and combining sharps	1. Pathfinders with effect of: a. Unite b. Minus front Intersect Exclude c. d. e. Divide f. Trim g. Merge h. Crop i. Outline j. Minus Back	1
Week 3	Day 5	12. Gradients	Understanding the concept of Gradients for designs for your project	1. Linear vs. Radial Gradients • Using the Gradient Panel • Changing colors of gradient • Changing direction of gradient • Transparency and gradients • Gradient Tool • Blending objects • Specified Steps vs. Smooth Color • Modifying blends	1
Week 3	Day 5	13. Eye-Dropper Tools	Introduction to eye-dropper tool	1. Using Eye-dropper tool for color testing in our project	1

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Week 3	Day 5	14. Blends Tool	Understanding the concept of Blending tool for designs for your project	1. Making two or more color blends	1
Week 4	DAY 6	15. Pen Tool	Introduction to Pen Tool for design process	1. Creating straight lines 2. Creating curved paths 3. Curves and corner anchor points 4. Selecting and manipulating curves 5. Pencil tool 6. Changing pencil tool options 7. Smooth tool 8. Curvature tools 9. anchor Point 10. Adding and deleting Anchor point 11. Curve point.	3
	DAY 7	16. Creating Designs	Create drawings, business cards, brochures, or anything you want using Adobe Illustrator	1. Creating: Complimentary Cards • Companies Logos • Flyer • Posters etc.	3
				END OF COURSE EXAMS	
				TOTAL	21