

Graphic & Experience Design

Duration 6 Month



Course Overview

In this Graphic Visual, User Experience and Interface design course, you will learn the complete digital concepts used for corporate design in this we start with Photoshop and Illustrator for a digital design where you can create a corporate design like Logo, Boucher, Flyers, stationery also you will learn the image editing process like color correction. Your next module will be User Experience design in this you will learn UX Research and design process like creating a flow, wireframe, interactions for mobile app and website also you will learn the user research and ideation, next you will learn the user interface design guideline and design language then learn about fonts, color scheme, icons and more about User Interface this is he exclusive course designed for the 100% job oriented with portfolio with the 6 month program you will a expert in Visual Design making for Mobile App and Website.



“We Design the Designer”

Modules -1

Adobe Illustrator Course Syllabus

SI.No	Session	Modules	Day	Hrs(min)
1	Fundamentals	<ul style="list-style-type: none">• Introduction to Vector Editing• Illustrator Workspace• Creating Custom Documents	Day 1	60 min
2		<ul style="list-style-type: none">• Artboard Editing• Margin And Bleed	Day 2	60 min
3	Working With Object	<ul style="list-style-type: none">• Working With Geometrical Shapes	Day 3	60 min
4		<ul style="list-style-type: none">• Custom Shape Editing• Fill And Stroke Colors	Day 4	60 min
5	Drawing	<ul style="list-style-type: none">• Working With Drawing Tools	Day 5	90 min
6		<ul style="list-style-type: none">• Creative Decor Tools• Shape Editing Tools	Day 6	60 min

SI.No	Session	Modules	Day	Hrs(min)
7	Object Editing	<ul style="list-style-type: none"> Object Management And Editing Object Alignment & Grouping 	Day 7	60 min
8		<ul style="list-style-type: none"> Advance Transformation 	Day 8	90 min
9	Object Editing	<ul style="list-style-type: none"> Pathfinder & Shape Builder 	Day 9	90 min
10	Colors	<ul style="list-style-type: none"> Working With Colors Creating Custom Gradient 	Day 10	60 min
11		<ul style="list-style-type: none"> Mesh Color Panton And Swatches Color Schemes 	Day 11	60 min
12	Vector Tracing	<ul style="list-style-type: none"> Vector Retracing Coloring Techniques 	Day 12	90 min
13	Sketch Tracing	<ul style="list-style-type: none"> Sketch to Vector Art 	Day 13	90 min
14	Pattern	<ul style="list-style-type: none"> Create Pattern From Sketch 	Day 14	60 min

SI.No	Session	Modules	Day	Hrs(min)
15	Typography	<ul style="list-style-type: none"> Working With Typography Character And Paragraph 	Day 15	90 min
16		<ul style="list-style-type: none"> Types Styles & Effects Select Fonts For Design 	Day 16	60 min
17	Effects	<ul style="list-style-type: none"> Effects And Adjustments Working With Appearance 	Day 17	90 min
18	Export	<ul style="list-style-type: none"> Exporting Files 	Day 18	60 min

Modules - 1

Adobe Photoshop Course Syllabus

Sl.No	Session	Modules	Day	Hrs(min)
1	Basic Fundamentals	<ul style="list-style-type: none">• Introduction to Image Editing• Photoshop Workspace• Creating Custom Documents• Artboard Editing	Day 1	60 Hrs
		<ul style="list-style-type: none">• Crop Image• Image Resolution• Canvas Size• Transform Control	Day 2	60 Hrs
2	Basic selection	<ul style="list-style-type: none">• Geometrical Selection• Free form Selection• Color based selection	Day 3	60 Hrs
		<ul style="list-style-type: none">• Edge based selection• Mask And Channel Selection• Working With Selection Menu	Day 4	60 Hrs
3	Advance Selection	<ul style="list-style-type: none">• Pentool Selection• Layer Management	Day 5	90 Hrs

SI.No	Session	Modules	Day	Hrs(min)
4	Brush	<ul style="list-style-type: none"> • Working With Paint Brush • Brush Preset And Property • Painting Tools 	Day 6	60 Hrs
5	Masking	<ul style="list-style-type: none"> • Working With Layer Mask • Working With Vector Mask • Working With Clipping Mask • Selection With Mask 	Day 7	90 Hrs
6	Color/Lighting	<ul style="list-style-type: none"> • Basic Color Correction • Basic Light Adjustement • Adjustment Layers Advantages 	Day 8	90 Hrs
7	Retouch	<ul style="list-style-type: none"> • Understanding Retouching • Retouching Tools • Landscape Retouch 	Day 9	90 Hrs
8	Retouch	<ul style="list-style-type: none"> • Product Retouch • Working With Liquify 	Day 10	60 Hrs
9	Color Correction	<ul style="list-style-type: none"> • Advance Color Correction • Lightroom (Or) Camera Raw 	Day 11	60 Hrs

SI.No	Session	Modules	Day	Hrs(min)
12	Retouch	<ul style="list-style-type: none"> • Beauty Retouch • Select Hair and Retouch 	Day 12	60 Hrs
		<ul style="list-style-type: none"> • Hair Masking 	Day 13	60 Hrs
13	Restoration	<ul style="list-style-type: none"> • Working With Restoration • Best Tool For Restoration 	Day 14	90 hrs
14	Typography	<ul style="list-style-type: none"> • Working With Typography • Character And Paragraph • Types Styles & Effects 	Day 15	90 hrs
15	Shapes	<ul style="list-style-type: none"> • Working With Shapes • Advance Shape Editing • Creating Abstracts And Layouts 	Day 16	60 Hrs
16	Effects	<ul style="list-style-type: none"> • Working With Effects & Filters 	Day 17	90 hrs
17	Export	<ul style="list-style-type: none"> • Creating Gif Animation • Exporting Files • Mockups • Plugins 	Day 18	60 hrs

Modules - 2

UX Design Course Syllabus

Sl.No.	CHAPTER TITLE	MODULES	DAY	Hrs (min)
1	Introduction to UX Design & UCD Design Process	1.1 Introduction & History of UX Design	Day 1	90 min
		1.2 UX Project Management		
		1.3 What is UCD	Day 2	90 min
		1.4 Design Thinking Process		
		1.5 5 Why method		
2	Research Process	2.1 Product Research	Day 3	90 min
		2.2 Competitor Research		
		Project Work	Day 4	
3	Interview, Survey Process & Persona	3.1 User Research & Interviews	Day 5	90 min
		3.2 Online Survey Process		
		3.3 User Persona		
		Project Work	Day 6, 7 & 8	
4	Ideation Process	4.1 Empathy Mapping	Day 9	90 min
		4.2 Affinity Mapping		
		Project Work	Day 10 & 11	
5	Flow & Connectivity	5.1 Information Architecture	Day 12	90 min
		5.2 User Flow		
		5.3 Digital Flow Design		
		5.4 Flow testing		
		Project Work	Day 13, 14 & 15	

SI.No.	CHAPTER TITLE	MODULES	DAY	Hrs (min)
6	Low Fidelity Wireframe	6.1 Introduction to Wireframe	Day 16	90 min
		6.2 Digital Version Wireframe		
		6.3 Basic Flow Testing		
		Project Work	Day 17, 18, 19 & 20	
7	Wireframe Testing & Prototype	7.1 Creating Wireflow	Day 21	90 min
		7.2 User Testing		
		7.3 Interactive Prototype		
		Project Work	Day 22 & 23	
8	Research & Project Documentation	8.1 UX Research Documents	Day 24	90min
		8.2 Final Project Documentation		
		Project Work	Day 25	

Modules - 3

UI Design Course Syllabus

Sl.No.	CHAPTER TITLE	MODULES	DAY	Hrs (min)
1	UX to UI Design, Components & Design Principle	1.1 UX to UI Design	Day 26	90 min
		1.2 Importance of UI Design		
		1.3 Understanding low fidelity		
		1.4 Components & UI Guidelines		
		1.5 Principle of Design		
2	Designing Tools	2.1 Design with Adobe XD	Day 27	90 min
		2.2 Design with Figma	Day 28	90 min
3	Assets, Color & Typography for Designing	3.1 Color Schemes & Font Selection	Day 29	90 min
		3.2 Working & Selecting on Assets		
4	UI Screen design & Prototyping	4.1 Creating UI Design	Day 30	90 min
		4.2 Intractive Prototype		
		Project Work	Day 31, 32, 33, 34, 35, 36 & 37	
5	Website UI & Dashboard Design	5.1 Website UI Design	Day 38	90 min
		5.2 Dashboard Overview Design		

SI.No.	CHAPTER TITLE	MODULES	DAY	Hrs (min)
6	Mockups & Assets Export	6.1 Mobile & Website Mockup	Day 39	90 min
		6.2 Assets Exporting for Developer		
		Project Work	Day 40	
7	Portfolio & Resume	7.1 Portfolio assistance / Behance	Day 41	90 min
		7.2 Designer Resume assistance		
		Project Work	Day 42, 43, 44 & 45	

Softwares

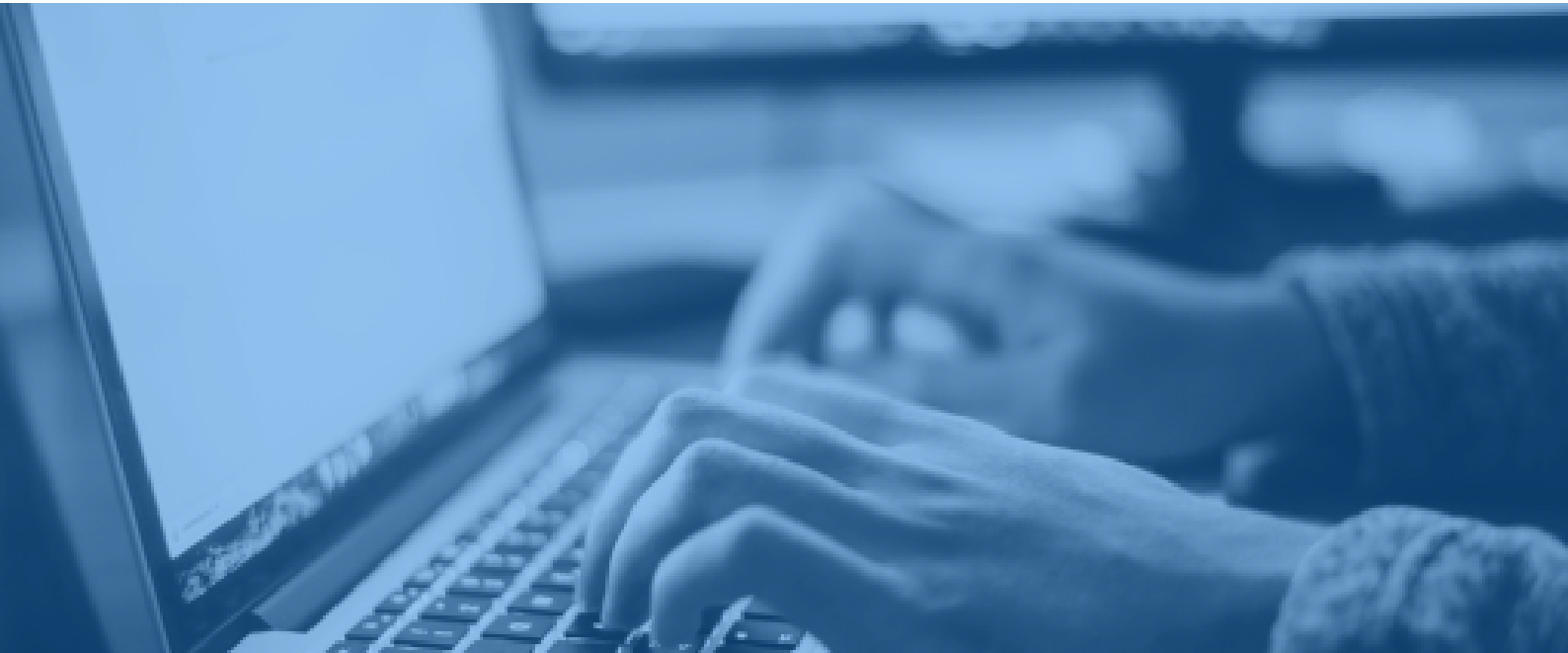


Graphic and Experience Design

Duration - 6 Month

Classes - Offline

Course Fees - Rs.55,000/-





“We Design the Designer”



For any inquiries call

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