



# AI INTEGRATED GRAPH G



From the basics to advanced techniques, our detailed syllabus ensures you learn, apply, and grow with every module.

## **DESIGN FUNDAMENTALS & SOFTWARE INTRODUCTION**

- Design principles and elements (balance, contrast, rhythm, etc.)
- Color theory, psychology, and systems (incl. Al color palette generation)
- · Typography fundamentals and applications
- Introduction to the Adobe Creative Suite ecosystem
- Basic workspace navigation across multiple applications
- Concept ideation techniques (using AI tools)
- Project: Brand mood board with typography and color exploration

# ADOBE PHOTOSHOP FOUNDATIONS

- Interface and workspace customization
- Selection techniques and layer management (incl. Al-powered selection tools)
- · Digital image editing fundamentals
- Non-destructive editing workflows (incl. intro to Adobe Generative Fill/Expand)
- Smart Objects and Smart Filters
- Working with adjustment layers and masks
- · Project: Product photography editing for e-commerce

## **ADVANCED PHOTOSHOP TECHNIQUES**

- · Frequency separation and advanced portrait retouching
- Advanced masking and compositing techniques
- · Color matching, light matching, shadow matching, perspective matching
- · Complex selections and refining
- Photo manipulation and creative effects (incl. advanced Adobe Generative Fill/ Expand, Neural Filters, Adobe Firefly web UI)
- · Color grading and color harmony application
- · Creating seamless patterns and textures
- Al upscaling & noise reduction tools (e.g., Topaz Gigapixel, alternative Al upscalers)
- · Automation with actions and batch processing
- · Integration with other Adobe applications
- · Ethical considerations of AI retouching
- Project: Conceptual composite advertising campaign

# **VECTOR GRAPHICS WITH ILLUSTRATOR**

- · Vector vs. raster graphics
- · Pen tool mastery and shape creation
- · Working with typography in Illustrator
- · Creating icons and illustrations
- Generating vector patterns (incl. AI-assisted tools)
- Raster-to-vector conversion techniques (incl. Al tools & cleanup)
- · Preparing graphics for multiple platforms
- Project: Icon set design for an application

# **CORELDRAW ESSENTIALS**

- · CorelDRAW interface and workspace overview
- · Working with vector shapes and artistic media
- · Layering, effects, and print setup
- · Practical use in poster & print design
- · Project: Event poster design using CorelDRAW

## **BRAND IDENTITY DESIGN**

- Brand strategy and positioning fundamentals
- Logo design process (concept to execution, incl. critique of AI logo generators)
- · Brand style guides and visual language
- · Designing for brand consistency
- · Application of brand elements across touchpoints
- Design systems and component libraries
- Brand voice and copywriting assistance (incl. AI tools)
- · Client presentation techniques and feedback implementation
- · Discussing AI, originality, and copyright in branding
- · Project: Complete brand identity system for a startup

## **MID-COURSE PORTFOLIO REVIEW**

- · Portfolio organization and presentation
- · Peer review sessions
- Instructor feedback on completed projects
- Identifying areas for improvement
- · Setting goals for second half of course

# **PAGE LAYOUT WITH INDESIGN**

- Document setup and master pages
- Typography and text frames
- Working with styles (paragraph, character, object)
- · Creating and managing grids
- Importing and managing content (incl. Al for summarization/placeholder text)
- Creating interactive PDFs
- · Working with long documents
- · Table creation and formatting
- Data merge for variable content
- · Overview of emerging AI layout assistance tools
- Project: Magazine cover and feature spread design + Multi-page catalog

## **PRINT DESIGN & PRODUCTION**

- · Print terminology and specifications
- Paper types and printing methods
- Preparing files for print (bleeds, crop marks)
- · Packaging files for production
- · Color management for consistent output
- · Sustainability in print design
- SmartAlbums for professional album design
- · Project: Print collateral package

# UI/UX DESIGN FUNDAMENTALS

- UI/UX principles and best practices
- User research and personas (incl. Al assistance for draft persona generation)
- · Wireframing basics
- · Understanding user flows
- · Prototyping techniques
- · Responsive design principles
- Accessibility considerations in design (incl. overview of AI accessibility checkers)
- · User testing basics
- · Project: Interactive mobile app prototype

# FIGMA FOR UI DESIGN

- · Figma interface, tools, and collaboration features
- · Creating wireframes, user flows, and prototypes
- Auto-layouts, constraints, and responsive design
- · Working with components and design systems
- · Generating UI variations
- · Exploring AI features within Figma
- · Exporting assets and handoff to developers
- · Collaborative design workflows
- · Project: Website design using Figma

## **SOCIAL MEDIA & DIGITAL MARKETING DESIGN**

- Platform-specific design requirements (Instagram, Facebook, LinkedIn, TikTok)
- · Creating cohesive social media campaigns
- Content ideation and planning (incl. Al for ideas, captions, visual concepts, trend analysis)
- Story and Reels design for Instagram/Facebook
- Social media content calendars and planning
- · Animation basics for social posts
- · Project: Social media campaign with multiple platform deliverables

# **EMERGING TECHNOLOGIES & AI IN DESIGN (EXPANDED)**

- Al Image Generation: Adobe Firefly, Stable Diffusion (Fooocus), Midjourney, DALL-E 3.
- Prompt Engineering: Negative prompts, weights, styles, tuning.
- Al for Text & Concepts: ChatGPT, Gemini, local LLMs for ideation & copy.
- · Al Workflow Integration
- Al & Ethics: Copyright, deepfakes, bias, responsible use.
- Design Trends 2025+
- Next-Gen Tools & Platforms
- · Cross-Software Workflow Hacks

## **PORTFOLIO & PROFESSIONAL DEVELOPMENT**

- · Portfolio finalization and presentation
- · Personal branding development
- Interview preparation and client communication
- Freelancing fundamentals (contracts, pricing models, client management)
- · Networking and job search strategies
- Building application materials (resume, cover letter incl. Al tailoring tools)
- Drafting freelance proposals (incl. Al assistance)
- · Creating profiles on Fiverr, Upwork, and other freelance platforms
- Discussing AI skills value proposition with clients/employers
- Project: Professional portfolio website, resume template, and pitch presentation

# **JOB OPPORTUNITIES -**

- Graphic Designer
- UI Designer
- Branding Specialist
- Content Creator
- Print Production Specialist

- Album Designer
- Freelance Designer
- Social Media Content Creator
- Motion Graphics Designer

#### **OPTIONAL SPECIALIZATION TRACKS**

Students may choose one of the following tracks to specialize after completing the core curriculum:

## **MOTION GRAPHICS WITH AFTER EFFECTS**

- · Introduction to After Effects interface and workflow
- · Understanding keyframes and animation basics
- Motion typography principles
- · Shape layers and simple animations
- Advanced animation techniques
- · Masks and effects
- · Integrating with other Adobe applications
- · Logo animations and brand motion
- · Exporting for web & social media
- Includes guided projects focusing on animated logos and brand elements

## **VIDEO EDITING WITH PREMIERE PRO & DAVINCI RESOLVE**

- · Basic video editing workflow using both platforms
- Cutting, transitions, and audio sync
- · Titles, graphics integration, and simple effects
- · Color grading basics in DaVinci Resolve
- · Understanding scopes, LUTs, and grading tools
- Export formats and platform-specific delivery
- Integration between After Effects and Premiere Pro
- · Cross-platform considerations for video content
- Includes project-based tasks covering editing and color grading fundamentals

# **ADVANCED MOTION PROJECTS**

- · Collaborative team projects
- · Real client work
- · Portfolio development specific to motion graphics
- Final Project: Motion graphics demo reel

# **Our Features**

**Hybrid** Learning

100% Placement Assistance

NSDC Accredited integrated
Training Modules

