DTA-DES-05

Advanced Graphic Design
with
UI/UX Design & Development

Program Information

Nature of the Course	Total Hours per Day	Course Duration
Theory + Practical	2 hours	11 Weeks

Course Summary

This comprehensive course is designed for individuals seeking advanced skills in graphic design, coupled with a deep understanding of UI/UX design and development. The program integrates theory with practical application to equip students with the expertise required for a successful career in the dynamic field of digital design.

Completion Criteria

After fulfilling all of the following criteria, the student will be deemed to have finished the Module:
- Has attended 90% of all classes held
- Has received an average grade of 80% on all assignments
- Has received an average of 60% in assessments
- The tutor believes the student has grasped all of the concepts and is ready to go on to the second module.

Required Textbooks

- Joel Marsh, "UX for Beginners", O'Reilly
- Jenifer Tidwell, Charles Brewer and Aynne Valencia, "Designing Interfaces", O'Reilly

(If no textbooks are required mention "There are no required textbooks.")

Prerequisites

- Experienced in graphic designing

(If there are no prerequisites mention "There is no prior educational requirement for this course. ")

Course Details

📅 **Week 1**

Lesson 1

Getting Started

- Print Media vs Digital Media
- Different types of Print Media
- Print Ready Settings

- How Printer Prints?
- Design Color Modes
- Website/Webapp Working Mechanism

Lesson 2

Design Fundamentals User Interface

- UI Vs. Front-end
- Roles in UI/UX

- Introduction to User Interface
- Relationship between UI and UX

Lesson 3

Interface Conventions

- Interface Conventions: Application
- The Golden Rule

- Historical Overview of Interface Design
- Interface Conventions: Theory

Lesson 4

Approaches To Screen-Based UI

- Template Vs Content

- Aesthetics and Functionality

📅 Week 1

Lesson 5

Formal Elements of An Interface

- Design before Design
- Look and Fell
- Language as a Design Tool
- Colors and Shapes
- Imagery, Typography and Icons

Lesson 6

Points Of Interaction

- Not Buttons
- States and Changes
- Buttons
- Designing better Buttons

Lesson 7

Foundations Of User Experience (UX)

- The Product Development Life Cycle
- The Basics of User Experience Design
- Scopes of User Experience

Lesson 8

Common Terms, Tools & Frameworks in UX Design

- Prioritizing the User
- Key Frameworks in UX Design
- Defining User, End-User and User Experience

Lesson 9

Designing Across Platforms

- Getting to know the Platforms
- Designing for Different Platforms

📅 Week 1

Lesson 10

Design Sprints

- Plan Design Sprints
- Design Sprint Retrospectives
- Introduction to Design Sprints
- Phases of Design Sprints
- Benefits of Design Sprints

Lesson 11

Adobe Photoshop: Getting Started

- Getting around tools and workspace
- Preferences adjustment
- Move tool
- Zooming
- Scrolling and use of Hand tool

Lesson 12

Adobe Photoshop: Getting Around Marquee

- Shapes with selection
- Foreground and Background color
- Copying and pasting
- Feathering

📅 Week 2 : Adobe Photoshop

Lesson 1

Layers

- Layer Basics
- Locking and Hidings

Lesson 2

Document Setup

- Exporting as JPG, PNG
- Understanding Print Formats
- Color Modes and Resolution
- File Formats
- Saving as PSD / TIFF

📅 Week 2 : Adobe Photoshop

Lesson 3
Shape paths with Pen Tool

- Understanding vector paths
- Pen Tool Basics
- Creating paths of Bezier curves
- Practice creating path curves

Lesson 4
Typography

- Fonts Basics
- Adjusting Font Sizes, Styles, Family
- Paragraph Styling
- Text Bounding Box

Lesson 5
Cropping Photos

- Cropping Photos
- Straightening Photos
- Straightening a Layer

Lesson 6
Transform and Transform Selection

- Scaling
- Rotation
- Skew
- Perspective
- Mirror Flip

Lesson 7
Photo Retouching

- Spot healing brush
- Healing brush
- Patch tool
- Clone stamp
- Content-Aware Fill

📅 Week 2 : Adobe Photoshop

Lesson 8

Creating Graphics: Combining Photos, Text & Graphics

- Adding Text
- Smart Objects
- Importing Vector Graphics (Such as Logos)

📅 Week 3 : Adobe Photoshop

Lesson 1

Replacing Backgrounds

- The Magic Wand tool
- Image Compositing

Lesson 2

Color Correction Using Color Balance

- Creating adjustment layers for color correction
- Adjusting Color Balance
- Adjusting Brightness/contrast
- Levels Adjustment layer
- Curves Adjustment layer
- Adjusting Hue and Saturation
- Setting white, black and gray points
- Working with midpoints

Lesson 3

Creating Shadows and Layers

- Adding effects to layers
- Drop shadows
- Bevel and Emboss
- Fill and Gradient Overlay
- Glow Effects
- Strokes

Lesson 4

Blending Modes & Transparency

- Understanding Blend Modes
- Fill vs opacity
- Feathering layers
- More practice with layer effects

📅 Week 3: Adobe Photoshop

Lesson 5

Layer Advancement

- Organizing and Naming Layers
- Creating a Smart Object
- Layer Masking & Clipping Mask
- Channels
- Layer Grouping
- Linking Layers
- Copying Blending Styles

Lesson 6

Shadows / Highlights

- The Shadows / Highlights adjustment
- More masking out unwanted adjustments

Lesson 7

Filters for Special Effects

- Filter Gallery
- Lens Correction
- Liquify
- Vanishing Point
- Motion and Spin Blur Effects
- Noise and Pixelate
- Smart Filters

Lesson 8

Design Setup for Print

- Right color mode selection
- Adjusting resolution and Image Size
- Bleed setting for Print
- Working with guides
- Layer Styles
- Adjustment layers
- Trying out blending modes
- Masking out unwanted adjustments
- Correcting and Enhancing Photographs
- Typographic Design
- Advanced Layered Techniques

📅 Week 4 : Adobe Illustrator

Lesson 1

Basic Introduction

- Introduction to Illustrator
- Custom Workspace
- Control Palettes and Menus
- Rulers, Guides, Grids
- Vectors Vs Bitmaps
- Text, Shapes and Color

📅 Week 4 : Adobe Illustrator

Lesson 2
Layers and Tracing

- Creation and modification of layers
- Creating Sub Layers
- Hide and lock
- Layers Palette
- Converting Images into Designs

Lesson 3
Enhancing and Drawing

- Using the shape tools
- Transforming tools
- Drawing with the line tools
- Developing a logo
- Locking, Hiding, Selecting, Copying and Moving
- Files and Colors
- Drawing Curves

Lesson 4
Images

- Importing and Placing Images
- Gradient and Patterns
- Stroke and Fill Attributes
- Swatches and Paint Bucket Tool

Lesson 5
Text

- Introduction to Text
- Alignment and Paragraph Text
- Coloring Text
- Adding point type and area type
- Vector path on text
- Type Effects
- Placing text around objects
- Find and replace Texts
- Using group and duplicate
- Layers objects hiding and locking
- Alignments
- Clipping Masks

Lesson 6
Alignment and Path

- Creating and Editing Paths
- Pen Tools
- Drawing lines and curves
- Convert smooth points into corner
- Converting and anchor point and pinch a curve inward
- Bezier Curve

📅 Week 5

Colors and Brush

- Introduction to Colors
- Types of Colors
- Selections of Colors
- Introduction to Gradients
- Creation and modification of gradient
- Creating and editing Gradient meshes
- Drawing using Paintbrush tool
- Edit a brushstroke to an existing path
- Creation and modification of brushes
- Edit a scatter art or pattern brush

Exporting

- Artboard, images or any objects
- Creating package for printable format
- Saving the files in editable format

Adobe InDesign: Introduction

- Preferences settings
- Control Palettes and Menus
- Introduction to InDesign
- Overview of InDesign tools and its outcomes

Adobe InDesign: Page Setup & Design

- Setting up a document bleed
- Placing images
- Combining text and images
- White type on a black background

Adobe InDesign: Drawing Curves

- Working with shapes
- The pen tools
- Segments, anchor points and curves

📅 Week 5

Adobe InDesign : Text

- Text frames
- Type on a path
- Basic text attributes
- Basic keyboard shortcuts

Adobe InDesign: Additional Text Styling

- Baseline shift
- Small caps
- The line tools
- Making proper fractions

Adobe InDesign: Advanced Text Formatting

- Paragraph spacing
- Tabs
- The baseline grids

📅 Week 6

Adobe InDesign: Professional Typesetting Techniques

- Bulleted list
- Hanging bullets
- Hyphenation
- Discretionary hyphens
- Special break characters

Adobe InDesign: Pages

- Master Pages
- Automatic Page Numbering
- Automatic text flow
- Running headed

📅 Week 6

Adobe InDesign : Style Sheets in a Magazine Article Design

- Paragraph styles
- Character styles
- Nested styles

Adobe InDesign: Magazine, Books or Multi Page Design

- Inserting page titles and numbers
- Linking images and objects
- Gradient swatches
- Text wrap
- Alignment
- Drop caps
- Multiple text columns
- Setting up document size and color modes
- Defining bleed and slugs
- Placing text, photos, and illustrations
- Working with placeholders
- Creating master pages
- Placing transparent art
- Defining and using color swatches

Adobe InDesign: Tables

- Formatting tables (Fills, strokes, etc.)
- Reordering table cells
- Placing Excel tables (with their formatting)
- Table Headers

Adobe InDesign: Creating a Table of Content

- Defining and building a table of contents
- Formatting & updating a table of contents

Adobe InDesign : Exporting

- Bleed and Slug Setting
- Exporting the files in printable format
- Saving the files in editable format

📅 Week 6

📅 Week 7 : Figma

📅 Week 7 : Figma

Lesson 2

Components

- Creating and Editing Components
- Detaching from a Component
- Overriding Content in One Instance Vs Globally Updating All Components

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Lesson 3

Variants

- Creating and Using Component Variants
- Variant Properties and Values
- Boolean Values

Lesson 4

Turning A Design into Clickable Prototype

- Linking between Frames
- Previewing the Prototype
- Fixing the Position of Elements so they don't Scroll

Lesson 5

Hovers And Overlays

- Adding a Hover State to a Button
- Opening a Pop-Up

Lesson 6

Figma Animation: Intro to Start Animate

- The Basics of Smart Animate
- Different kind of Easing

📅 Week 6

Figma: Overview: The Interface Design Tool

- Introduction to Figma
- Web Apps Vs Native Apps
- Figma User Interface, Community, Plugins

Figma: Creating New Files & Designing on A Grid

- Creating Colored Background
- Working with shapes & groups
- Setting up grid Layouts
- Creating a New File
- Working on pages & setting up Frames
- Understanding tools & preface

Figma: Importing And Cropping Photos

- Importing and Modifying Vector Graphics
- Aligning and Distributing Layers
- Layer Opacity Vs Fill Opacity
- Reusing Colors
- Adding Drop Shadow

Figma: Text Styles

- Adding Text
- Local Vs Web Fonts
- Handling Missing Fonts
- Creating, Editing and Organizing Text Styles

📅 Week 7 : Figma

Auto Layout

- Using Auto Layout
- Constraints And Resizing
- Spacing, Rearranging, Adding Items with Auto Layout

📅 Week 7 : Figma

Lesson 7

Linking Up/Down A Page, Scrollable Areas and Hyperlinks

- Making Links that Scroll Up/Down a Page
- Making Navbar Fixed to the Screen
- Adjusting Scrollable Area within a Page
- Adding Hyperlinks

Lesson 8

Exporting Assets for Web: JPEG, PNG And SVG

- Exporting Individual Assets
- Exporting Frames

Lesson 9

Sharing Figma Files: Commenting, Testing, Development

- Sharing a Figma File
- Sharing a Prototype
- Commenting on Shared Files
- Viewing a Prototype for User Testing
- Specs for Developers

📅 Week 8

Lesson 1

HTML

- HTML Form & Attributes
- HTML Form Input, Input types & Attributes
- HTML Block and Inline Elements
- HTML Formatting
- HTML Classes and IDs
- HTML Comments
- HTML Editor
- HTML Introduction and HTML 5
- HTML Elements
- HTML Attributes
- HTML Head, Body, Favicon, Page Title, file path, JavaScript
- HTML Heading, Paragraphs, Images, Links, Tables, Forms, Lists, Quotation
- HTML Div, Section, Article, Nav, Header, Footer

📅 Week 9

HTML

- HTML
- HTML Layout, Semantics
- HTML Entities, Symbols, Emojis, Charsets

- HTML iframes, Media, Graphics, Canvas, SVG
- HTML Website & Responsive Design

CSS

- CSS Introduction

- CSS Syntax
- CSS Selectors

📅 Week 10

CSS

- CSS Display, Float, Position
- CSS Lists, Tables, Forms
- CSS Comments
- CSS Box Model

- CSS Units
- CSS Default Values, Background, Color, Border, Height, Width
- CSS Margin, Padding
- CSS Font

📅 Week 11

CSS

- CSS Flex, Grid
- CSS Pseudo-element
- CSS Animations

- CSS Browser Support
- CSS Responsive and Media Queries
- SCSS & Its Implementation

Labs

Lab assignments will focus on the practice and mastery of contents covered in the lectures and introduce critical and fundamental problem-solving techniques to the students.

Learning Outcomes

- Understanding User-Centered
- Knowledge of Interaction Design
- Visual Design Skills
- Mobile and Responsive Design
- Design Proficiency in Design Tools