

**SES's L. S. RAHEJA COLLEGE OF ARTS AND COMMERCE
(AUTONOMOUS)**



Syllabus of Graphic Designing under NEP 2020 vertical - SEC with effect from 2024-25

Department of Information Technology and Data Science

HoD/Sr. Person of the Department: Prajakta Joshi

Date of approval by the BoS: 27/04/2024

Approved by the Academic Council: 29/04/2024

Ratified by the Governing Body on: 06/05/2024



Programme: B.Sc.(IT)				Semester : II	
Course : Graphic Designing				Code: UGBSCITIISEC224	
Academic Year: 2024-2025				Batch: 2024-2027	
Teaching Scheme			Evaluation Scheme		
Lectures	Practical	Tutorials	Credits	Internal Continuous Assessment (ICA) (weightage)	Term End Examinations (TEE) (weightage)
30	Nil	Nil	2	20	30

Learning Objectives :	<ol style="list-style-type: none"> To demonstrate critical thinking and problem-solving skills for project planning, design, and creation. To explain how design enhances viewer comprehension in extracting meaning from designed elements.
Learning Outcomes :	<ol style="list-style-type: none"> Utilize relevant applications of tools and technology in the creation, reproduction, and distribution of visual messages. Apply graphic design principles in the ideation, development, and production of visual messages.
Pedagogy:	Experiential learning, peer learning, designing and implementation

Detailed Syllabus: (per session plan) Session

Outline For: Graphic Designing

Each lecture session would be of one hour duration (30 sessions).

Module	Module Content	Module Wise Pedagogy Used	Module Wise Duration
I	<p>Introduction: What is graphics? Types of Graphics, uses of graphics, software used for graphics designing.</p> <p>Photoshop Introduction: Photoshop Interface, Raster graphics & vector graphics, Image formats, Operations on image. Manipulation of Image: The marquee tool, the lasso tool, magic Wand tool, Inverting Selection, Layers, Brush tool, Eraser tool, Fill tool, Blur tool, Smudge tool, Sharpen tool, Dodge tool, Sponge tool, Darken tool.</p> <p>Transformation & Retouching: Free transform, Scaling, rotation, Skew, perspective, Wrap, Distort, Crop, Image size, Canvas size, Clone stamp tool, Healing brush tool, patch tool, red eye tool, history brush tool.</p> <p>Colour Correction: Colour swatch, image modes, color adjustments, color selection.</p> <p>Text: The text tool, editing text, formatting, line & spacing, wrap text, text effects.</p> <p>Effects: Blending modes, styles, filters, liquefy,</p>	Experiential learning, peer learning, designing and implementation	15

	<p>Vanishing point.</p> <p>Drawing: The pen tool, Drawing shapes, managing paths, converting path to selection.</p>		
II	<p>CorelDraw Introduction: An overview, interface, menus and tools, working with new document, advanced options, page setup, dockers.</p> <p>Drawing: Lines, Shapes, objects, tables, templates</p> <p>Import/Export : Importing files, Using Corel Connect, Exporting files. Manipulation: Viewing options, pick tool, selection, moving, sizing, mirroring, rotating, skewing, undo, redo, staking order. Text: Artistic text, Paragraph text.</p> <p>Duplication & Alignment: understanding duplication, aligning objects, distribution, spacing.</p> <p>Colour: colouring objects, uniform fill, fountain fill, understanding colour palette, interactive fill, eyedropper tool, outline, convert to curve, outline properties, advanced outline options. Group, Combine, Weld, Trim, Intersect.</p> <p>Adobe Illustrator Workspace: Workspace basics, Customizing the workspace, Artboard overview, Files and templates, Recovery, undo, and automation, Rulers, grids and guides, Using multiple artboards, Viewing artwork</p> <p>Drawing : Drawing basics, Drawing simple lines and shapes, Drawing with the Pen, Pencil, or Flare tool, Editing paths, Adjust path segments, Using Live Trace, About Perspective Grid, Perspective drawing, Symbolism tools and symbol sets, Symbols. Colour: About color, Selecting colors, Using and creating swatches, Create color themes with Kuler, Adjusting colors Painting: About painting, Painting with fills and strokes, Live Paint groups, Brushes, Transparency and blending modes, Gradients, Gradient panel and Gradient tool overview, Apply or edit a gradient, Stroke an object, Meshes, Patterns</p> <p>Selecting and arranging objects: Selecting objects, Grouping and expanding objects, Moving, aligning, and distributing objects, Rotating and reflecting objects, Layers, Locking, hiding, and deleting objects, Duplicating objects, Stacking objects Reshaping objects: Transforming objects, Scaling, shearing, and distorting objects, Reshape using envelopes, Combining objects, Cutting and dividing objects, Clipping masks, Creating shapes using Shape BuilderTool, Blending objects, Building new shapes using the Shape Builder tool, Creating 3D objects</p> <p>Importing, exporting, and saving: Adobe PDF options, Creating Adobe PDF files, Exporting artwork, Importing Adobe PDF files, Importing artwork files, Importing bitmap images, Saving artwork</p>	<p>Experiential learning, peer learning, designing and implementation</p>	<p>15</p>

REFERENCE BOOKS

1. David Dabner, Sandra Stewart, Abbie Vickress (2021), *Graphic Design School: The Principles and Practice of Graphic Design*, Wiley
2. Herbert Oliver (2020), *Adobe Illustrator: Art of Graphic Creation*, Bengion Cosalas
3. Andrew Faulkner, Conrad Chavez (2022), *Adobe Photoshop CC*, Pearson Education