



NEXTECH SKILLS

1

# Graphic Design Course 3 Months



**Do you aspire to unleash your creativity and build a successful career in graphic design?**

At NexTech Skills, we offer a comprehensive 3-month Graphic Designing course designed to help you master the art of visual communication. Learn industry-leading tools like Adobe Photoshop, Illustrator, and Canva while understanding the principles of design, color theory, and typography. Our experienced instructors provide hands-on guidance to help you create stunning designs for web, print, and branding. Whether you're a beginner or looking to refine your skills, this course equips you with the expertise to excel in the dynamic field of graphic design. Join us and transform your passion into a rewarding profession!



## Week 1: Photoshop Fundamentals

- **Day 1:** Introduction to Photoshop tools and interface
- **Day 2:** Basic image editing: Cropping, resizing, and adjustments
- **Day 3:** Working with layers and blending modes
- **Day 4:** Selections and masks: Basics
- **Day 5:** Retouching techniques: Healing and clone tools

## Week 2: Advanced Photoshop Skills

- **Day 6:** Image correction: Brightness, contrast, and color balance
- **Day 7:** Photo compositing: Combining multiple images
- **Day 8:** Adding text and effects
- **Day 9:** Basic photo manipulation: Transforming and warping images
- **Day 10:** Practical: Create a poster design

## Week 3: Branding Theory and Design

- **Day 11:** Branding concepts: Logos, colors, and typography
- **Day 12:** Typography in design: Selecting fonts and creating type hierarchy
- **Day 13:** Color theory and its application in branding
- **Day 14:** Practical: Design a logo and business card
- **Day 15:** Success story: Insights from a professional designer

## Week 4: Photography and Videography Basics

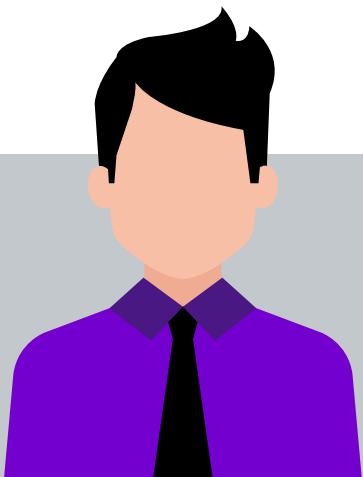
- **Day 16:** Basics of photography: Composition, ISO, aperture, and shutter speed
- **Day 17:** Lighting for photography: Natural and artificial lighting techniques
- **Day 18:** Introduction to videography: Framing and camera movements
- **Day 19:** Practical: Hands-on photography and videography session
- **Day 20:** Feedback: Review and discuss practical work

## Week 5: Illustrator Fundamentals

- Day 21: Introduction to Illustrator: Interface and tools overview
- Day 22: Working with shapes: Creating and modifying vectors
- Day 23: Paths and anchor points: Basics
- Day 24: Pen tool mastery: Drawing complex shapes
- Day 25: Practical: Design a simple vector graphic

## Week 6: Advanced Illustrator Skills

- Day 26: Advanced vector techniques: 3D effects and perspective drawing
- Day 27: Using the mesh tool and gradient meshes
- Day 28: Creating isometric illustrations
- Day 29: Gradients and patterns: Adding texture and depth
- Day 30: Practical: Create an advanced vector design



As an experienced instructor, I am passionate about empowering students with the skills and knowledge needed to excel in their chosen field. My teaching emphasizes practical applications, foundational principles, and industry-relevant strategies. In class, we explore key concepts, hands-on techniques, and real-world scenarios to ensure a comprehensive understanding of the subject. Through engaging activities and expert guidance, I aim to prepare students for successful and fulfilling careers in their respective domains.



## Week 7: Motion Graphics and Video Editing

- **Day 31:** Basics of motion graphics: Animating text and objects
- **Day 32:** Introduction to CapCut: Editing workflow and tools
- **Day 33:** Adding transitions, overlays, and captions to videos
- **Day 34:** Exporting videos for social media platforms
- **Day 35:** Practical: Create a short promotional video

## Week 8: Introduction to Figma

- **Day 36:** Figma interface overview: File organization and collaboration
- **Day 37:** Working with frames and artboards: Creating responsive layouts
- **Day 38:** Shapes and layers: Creating and managing design elements
- **Day 39:** Text and typography: Adding and styling text
- **Day 40:** Practical: Design a basic UI layout

## Week 9: Intermediate Figma Skills

- **Day 41:** Components and instances: Creating reusable design elements
- **Day 42:** Auto layout basics: Creating adaptive designs
- **Day 43:** Grids and layouts: Ensuring design consistency
- **Day 44:** Prototyping basics: Adding transitions and animations
- **Day 45:** Practical: Design an advanced UI screen

## Week 10: Advanced Figma Techniques

- **Day 46:** Advanced prototyping: Micro-interactions and overlay effects
- **Day 47:** Plugins in Figma: Enhancing productivity and workflow
- **Day 48:** Design systems: Building and organizing a design system
- **Day 49:** Collaborative design: Sharing files and real-time feedback
- **Day 50:** Practical: Create a complete mobile or web UI prototype

## Week 11: Final Projects

- **Day 51:** Brainstorming session: Defining final project ideas
- **Day 52:** Work on final project: Initial setup and concepts
- **Day 53:** Work on final project: Intermediate progress
- **Day 54:** Peer review: Feedback on progress
- **Day 55:** Continue refining final project

## Week 12: Presentation and Career Guidance

- **Day 56:** Final project submission and presentations
- **Day 57:** Feedback and critique on final projects
- **Day 58:** Career guidance: Building a portfolio and freelancing tips
- **Day 59:** Success story: Inspiring talk from a professional designer
- **Day 60:** Course wrap-up: Certificate distribution and Q&A

