SEMESTER: 1
Basics of Drawing and Pre-production

Module 1:

Importance of Sketching, Drawing with Basic Shapes, 2d and 3D Shapes

Module 2:
Line of Action, Cylindrical Poses

Module 3:

Perspective, Composition Principle, Background Design

Module 4:

Understanding Light and Shadow, Still life Drawing

Module 5:

Character Design, Character Model Sheet, Expression Chart

Module 6:
Props Design, Story Board, Animatics

Book References:

1. Design Essentials for the Motion Media Artist: A Practical Guide to Principles & Techniques by **Angie Taylor**
2. Figure Drawing for all it's worth by **Andrew Loomis**

SEMESTER: 1
Graphic design Principle and Color Theory

Module 1:
What is Design? Importance of Graphic Design, Type of Graphics,

Module 2:
Elements of Design, Design Principles, Gestalt Law, Golden Ratio

Module 3:
Importance of Color in Design, Color value and Saturation

Module 4:
Understanding Color Harmonies

Book References:

1. Design Essentials for the Motion Media Artist: A Practical Guide to Principles & Techniques by Angie Taylor

SEMESTER: 1
Graphic design in Illustrator

Module 1:
Introduction of Illustrator, Introduction of Vector art, Document size presets in illustrator,

Module 2:
Fill color, Stroke color, Layers, Design with basic Shapes, Pent tool, brush tool, working with gradient, Alignment, Pathfinder, Working with effects.

Module 3:
Line art, Raster to Vector, Advance vector design, Vector Illustration, Vector Character Design.

Module 4:
Logo Design, Stationery Design, Company Branding

Book References:

1. Design Essentials for the Motion Media Artist: A Practical Guide to Principles & Techniques by **Angie Taylor**
2. Adobe Illustrator CC Classroom in a book by **Brian Wood**

SEMESTER: 1
Graphic designing in Corel Draw

Module1:
Introduction of Corel draw, Making Basic Shapes, Making Advance Shapes.

Module2:
Color Swatches Library, Hording design, Packaging Design, Brochure deign, Pamphlet Design, News paper ad design, Label design

Module 3:
Make design for print ready, Submit Print Portfolio

Book References:

1. Corel Draw X8 the official Guide by **Garry David Bouton**

SEMESTER: 1
Digital Art in Photoshop

Module 1:
Raster Graphics, Introduction of Photoshop, Document Size presets in Photoshop

Module 2:
Color correction, Basic Photo Editing, working with different type of layers, Layer Styles, Blending mode

Module 3:
Brush tool, Clipping Mask, Layer Mask, Basic Photo Retouching, Working with Smart Objects

Module 4:
Filters, Advance Photo editing, Raster designs making for digital Marketing

Module 5:
Digital Painting, Matte Painting

Module 6:
Working with Video Layers

Book References:

1. Design Essentials for the Motion Media Artist: A Practical Guide to Principles & Techniques by **Angie Taylor**
2. Adobe Photoshop CC Classroom in a book by **Andrew Faulkner and Conrad Chavez**