anibrain

SCHOOL OF MEDIA DESIGN

WEB&
GRAPHIC
DESIGN
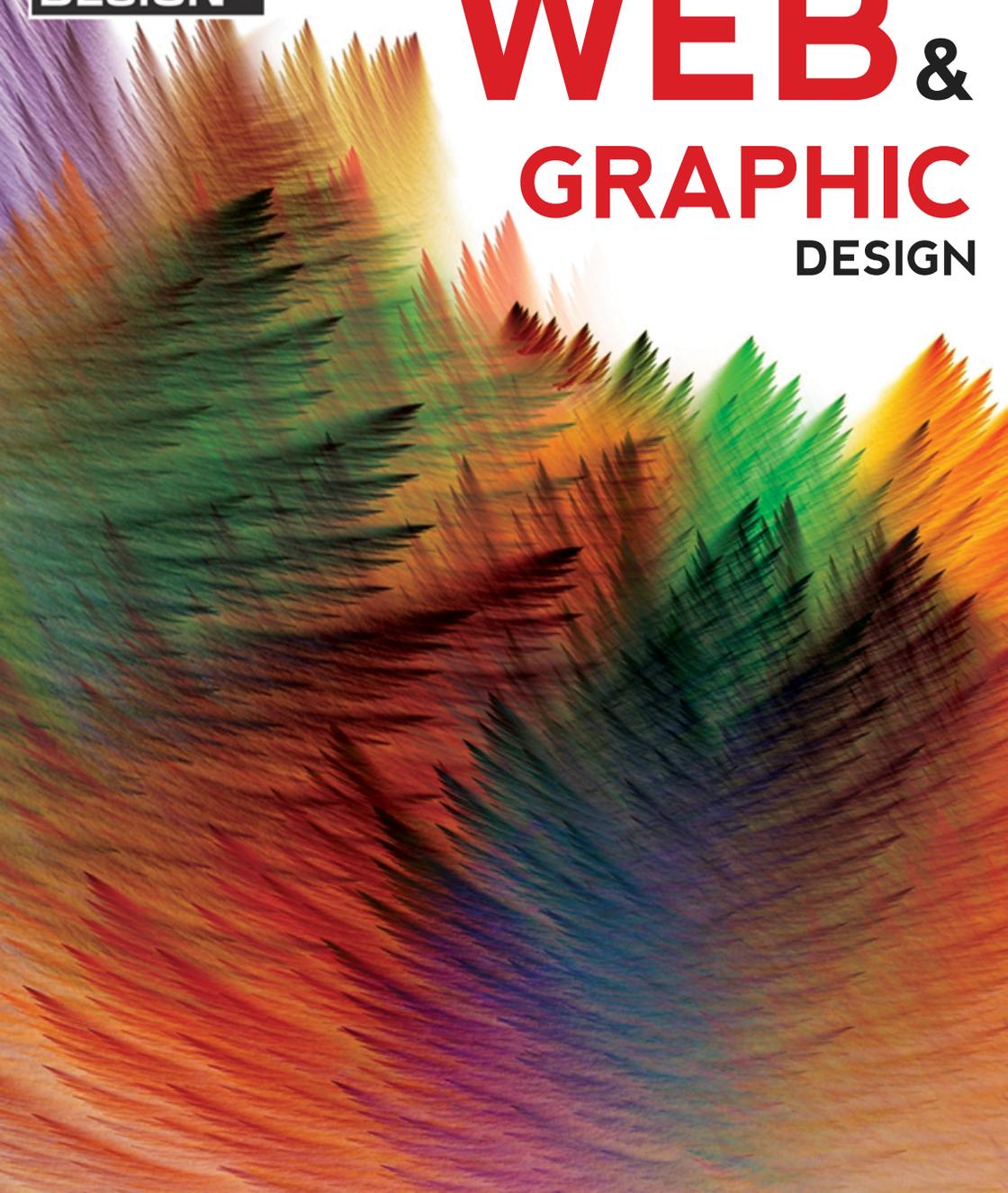
Web & GRAPHICS
DESIGN (360 Hours)

Overview:

This semester will make the student ready with the future techniques and technology needed in the Web and Graphic Designing industry.

Objective:

To make the student excel in the skills and technology needed by the web and graphic designer by teaching them the aesthetics and innovative skills and technology that is needed for the future web and graphic industry.

Modules:

- Design and Color Principles
- Typography
- Fundamentals of Photography
- Web Images
- Logo and Brochure Designing
- Publicity Designing
- New Age Publicity Designing(Facebook Ad's and other Social Media)
- Info-graphic Designing
- App and Icon Designing
- Website wire framing and planning
- UI/UX Designing
- HTML 5 & CSS
- Web site designing
- Cross Platform Web Designing
- Interactive HTML 5 with EDGE
- Landing Page Designing
- Intro to Web Development
- Questioning and Visualizing Client Requirement
- Portfolio Development

Learning Outcomes:

The student will learn the entire process for a designing a web site right from the aesthetics skills needed in the graphic design industry to planning a wire frame to the actual working website.

Software Taught:

Photoshop , Corel Draw , Inkscape , Dreamweaver , EDGE , Wordpress

Job:

Graphic Designer, Icon Designer , UI Designer, Layout artist , Publicity designer Graphic Visualizer,Web Layout artist, Web Designer, UI/UX Designer, Mobile App Designer.