

Course Outline: Graphic Design

Section 1: Fundamentals of Graphic Design (Weeks 1-2)

1. Introduction to Graphic Design & Its Importance
 2. Design Principles: Color Theory, Typography, Layouts
 3. Overview of Adobe Photoshop, Illustrator, and After Effects
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Section 2: Mastering Essential Design Software (Weeks 3-6)

Adobe Illustrator (Weeks 3-4)

- Introduction to Vector Graphics
- Creating Shapes, Icons, and Logos
- Using the Pen Tool & Paths
- Typography & Text Effects

Adobe Photoshop (Weeks 5-6)

- Interface & Tools Overview
- Image Editing, Layers, and Masks
- Text & Typography
- Creating Social Media Graphics

Adobe After Effects (Weeks 5-6)

- Introduction to Motion Graphics
 - Understanding Keyframes & Animation
 - Creating Simple Logo Animations
 - Exporting & Rendering
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Section 3: Practical Application & Freelancing (Weeks 7-8)

1. Hands-on Design Projects (Social Media Post, Logo, Animation)
2. Combining Software for Professional Design Work
3. Building a Portfolio & Showcasing Your Work
4. Freelancing Guide:
 - How to Get Clients

- Best Platforms for Freelancers
- Pricing Your Work & Handling Payments
- Growing Your Career in Graphic Design

This structure ensures a smooth learning experience while preparing students for real-world opportunities. Let me know if you'd like any changes!