

MODEL CURRICULUM



Qualification Name: Jr. Designer – UI UX

Qualification Code:

Version: 2.0

NSQF Level: 4

Model Curriculum Version: 2.0

Submitted By:

MSME TECHNOLOGY CENTRE

O/o DC MSME, Ministry of Micro, Small and Medium Enterprises

Govt. of India

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NOS / MODULE TEMPLATE**NOS /Module: Understanding the fundamentals of Art and Illustration****NOS /Module Code: MSME/UIUX/01****Outcomes:****After completion of course Student should be able to:**

- Upon successful completion of the Art and Illustration course, students will emerge as proficient artists with a focused expertise in the field of illustration.
- They will have honed their artistic skills, including drawing, painting, and digital illustration techniques, equipping them with the ability to craft captivating visual narratives.
- Students will have developed a deep understanding of visual storytelling, enabling them to convey complex ideas and emotions through their artwork.
- Their knowledge of design principles and composition techniques will ensure that their illustrations are not only aesthetically pleasing but also conceptually strong.
- Furthermore, they will have the capacity to adapt their style to meet the demands of a variety of clients and industries, from editorial and publishing to advertising and digital media.
- his course empowers students to pursue a career in illustration, armed with a portfolio that showcases their artistic prowess and a firm foundation for creative success in the professional world.

Theory Hours: 30 Practical Hours: 30 Theory Marks: NA Practical Marks: 100

Unit No.	Unit Name	Unit level outcomes	Contents (chapters/topics)	TH Hours	PR Hours	PR Marks
1	Introduction	<p>1. Learners will be able to navigate and utilize basic features of Adobe Illustrator.</p> <p>2. Learners will have successfully installed Adobe Illustrator on their devices.</p> <p>3. Learners will demonstrate familiarity with the interface and basic functionalities of Adobe Illustrator.</p> <p>4. Learners will understand the importance of Adobe Illustrator in the context of art and illustration.</p> <p>5. Learners will be prepared to move on to more advanced topics in subsequent units.</p>	<ul style="list-style-type: none"> • Welcome to Adobe Illustrator • Installing Illustrator 	1	1	2

2	Quick-Start Exercise	<p>1. Learners will demonstrate proficiency in setting up a new document in Adobe Illustrator.</p> <p>2. Learners will be able to navigate through basic setup options including document size, orientation, and artboards.</p> <p>3. Learners will understand the purpose and significance of different setup options for various illustration projects.</p> <p>4. Learners will apply basic drawing and editing techniques through a guided walk-through exercise.</p> <p>5. Learners will gain confidence in utilizing essential tools and commands within Adobe Illustrator to create simple illustrations.</p> <p>6. Learners will be prepared to apply the skills learned in this unit to more complex projects in subsequent units.</p>	<ul style="list-style-type: none"> · Walk-through setup · Walk-through 	1	1	4
3	The Illustrator Environment	<p>1. Learners will demonstrate an understanding of the Adobe Illustrator workspace, including the main interface elements and their functions.</p> <p>2. Learners will be able to identify and utilize various panels in Adobe Illustrator for different purposes such as layers, tools, and color.</p> <p>3. Learners will develop proficiency in panning and zooming within the Illustrator workspace using different methods including keyboard shortcuts and navigation tools.</p> <p>4. Learners will effectively utilize the Navigator panel to navigate and manipulate artwork within larger documents.</p> <p>5. Learners will demonstrate improved efficiency and productivity in navigating and working within the Illustrator environment.</p>	<ul style="list-style-type: none"> · The Illustrator workspace · Panels · Panning and zooming · Using the Navigator panel 	1	1	5

		6. Learners will be equipped with foundational skills to explore more advanced Illustrator techniques and workflows in subsequent units.				
4	Selection	<p>1. Learners will demonstrate proficiency in using various selection tools available in Adobe Illustrator, including the Selection Tool, Direct Selection Tool, and Lasso Tools.</p> <p>2. Learners will understand the differences between each selection tool and when to use them effectively for different illustration tasks.</p> <p>3. Learners will be able to make precise selections using the Direct Selection Tool to manipulate individual anchor points and paths.</p> <p>4. Learners will master the use of Lasso Tools for making freehand selections and selecting specific areas within an illustration.</p> <p>5. Learners will explore and apply automatic selection techniques such as Magic Wand and Quick Selection to expedite the selection process.</p> <p>6. Learners will learn how to save selections for future use, enhancing their workflow efficiency and project organization.</p> <p>7. Learners will be equipped with essential selection skills to enhance their ability to edit and manipulate artwork effectively in Adobe Illustrator.</p> <p>8. Learners will be prepared to apply selection techniques in practical projects and more advanced illustration tasks covered in subsequent units.</p>	<ul style="list-style-type: none"> · The Selection tools · The Direct Selection too · The Lasso tools · Automatic selections · Saving selections 	1	1	5
5	Shape and Line Drawing Tools	1. Learners will demonstrate proficiency in using Adobe Illustrator's shape and line	<ul style="list-style-type: none"> · Drawing basic shapes 	1	1	6

	<p>drawing tools to create basic geometric shapes and objects.</p> <p>2. Learners will understand the various methods for drawing basic shapes, including rectangles, ellipses, and polygons, and will be able to apply these techniques in their artwork.</p> <p>3. Learners will be able to create polygons and stars using Illustrator's dedicated tools, and will understand how to adjust their properties such as number of sides and indentation.</p> <p>4. Learners will master the Line tools in Illustrator, enabling them to create straight lines, curves, and other custom shapes with precision.</p> <p>5. Learners will explore and utilize the Grid tools to create grid-based designs and layouts, understanding how to adjust grid settings to suit different design requirements.</p> <p>6. Learners will develop foundational skills in shape and line drawing, laying the groundwork for more complex illustration techniques covered in subsequent units.</p> <p>7. Learners will be equipped to create basic shapes, patterns, and line art for use in various illustration projects and design tasks.</p>	<ul style="list-style-type: none">· Drawing polygons and stars· Drawing with the Line tools· Drawing with the Grid tools			
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6	Colour	<p>1. Learners will understand different color models used in Adobe Illustrator, including RGB, CMYK, and HSB, and will be able to choose appropriate color models for different types of projects.</p> <p>2. Learners will effectively navigate and utilize the Swatches panel in Illustrator for managing and applying colors to artwork.</p> <p>3. Learners will grasp the concept of global swatches and their significance in maintaining consistency across artwork.</p> <p>4. Learners will demonstrate proficiency in using spot colors for precise color matching and printing requirements.</p> <p>5. Learners will learn to create and use tints to achieve various shades and gradients of colors in their illustrations.</p> <p>6. Learners will organize colors efficiently using color groups, enabling better management and selection of colors within their projects.</p> <p>7. Learners will explore the functionality of the Color Guide panel to generate color harmonies and experiment with different color schemes.</p> <p>8. Learners will develop a strong understanding of color theory and its application in digital illustration, enhancing the visual appeal and effectiveness of their artwork.</p> <p>9. Learners will be equipped to use color effectively to communicate messages, evoke emotions, and enhance the visual impact of their illustrations.</p> <p>10. Learners will be prepared to apply color theory principles and techniques to practical projects in subsequent units, elevating the</p>	<ul style="list-style-type: none"> · Colour models in Illustrator · The Swatches panel · Global swatches · Spot colours · Using tints · Colour groups · The Colour Guide panel 	1	1	6
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		quality and professionalism of their artwork.				
7	Strokes	<p>1. Learners will understand stroke attributes in Adobe Illustrator, including stroke weight, color, and alignment, and will be able to manipulate these attributes to achieve desired visual effects.</p> <p>2. Learners will demonstrate proficiency in creating dashed and dotted lines using Illustrator's stroke settings, understanding how to adjust parameters such as dash length and gap spacing.</p> <p>3. Learners will master the creation and customization of arrowheads, enabling them to add directional elements to lines and shapes within their artwork.</p> <p>4. Learners will explore and utilize variable-width strokes to create dynamic and expressive lines with varying thickness along their paths.</p> <p>5. Learners will experiment with different stroke styles and combinations to enhance the visual appeal and convey specific meanings or moods within their illustrations.</p> <p>6. Learners will develop a strong understanding of how stroke attributes contribute to the</p>	<ul style="list-style-type: none"> · Stroke attributes · Creating dashed and dotted lines · Creating arrowheads · Variable-width strokes 	1	1	4

		<p>overall composition and impact of their artwork.</p> <p>7. Learners will be equipped to use strokes effectively to define shapes, add emphasis, and create visual interest in their illustrations.</p> <p>8. Learners will be prepared to apply stroke techniques creatively to practical projects in subsequent units, expanding their repertoire of illustration styles and techniques.</p>				
8	Arranging and Ordering	<p>1. Learners will demonstrate proficiency in aligning objects within Adobe Illustrator, including aligning to selection, artboard, and key object, to achieve precise positioning and layout.</p> <p>2. Learners will effectively distribute objects evenly along a specified axis or distribute space between multiple objects, enhancing the visual balance and organization of their artwork.</p> <p>3. Learners will understand how to align anchor points of paths and shapes to achieve symmetrical and precise designs within their illustrations.</p> <p>4. Learners will master changing the stacking order of objects, including arranging objects to the front, back, forward, and backward, to control layering and overlapping within their artwork.</p> <p>5. Learners will explore and utilize different drawing modes such as Draw Normal, Draw Inside, and Draw Behind to create artwork with varied composition and layering effects.</p> <p>6. Learners will grasp the concept of layers in Adobe Illustrator and understand their significance in organizing and managing complex artwork.</p> <p>7. Learners will effectively target objects using layers, enabling</p>	<ul style="list-style-type: none"> · Aligning objects · Distributing objects · Aligning points · Changing the stacking order · Using the drawing modes · Using layers · Targeting objects using layers 	1	1	5

		<p>them to select and manipulate specific elements within their artwork more efficiently.</p> <p>8. Learners will develop a strong understanding of how arranging and ordering techniques contribute to the visual hierarchy and composition of their illustrations.</p> <p>9. Learners will be equipped to use arranging and ordering techniques creatively to enhance the clarity, organization, and visual impact of their artwork.</p> <p>10. Learners will be prepared to apply arranging and ordering techniques to practical projects in subsequent units, optimizing their workflow and productivity in Adobe Illustrator.</p>				
9	Groups	<p>1. Learners will demonstrate proficiency in working with groups in Adobe Illustrator, understanding how to create, edit, and manage groups of objects within their artwork.</p> <p>2. Learners will effectively utilize the Group Selection tool to select and manipulate individual objects within a group without ungrouping them.</p> <p>3. Learners will master the use of Isolation Mode to isolate and focus on specific groups or objects within a complex illustration, enhancing workflow efficiency and precision.</p> <p>4. Learners will understand the advantages of using groups to organize and manage artwork, including improved editing capabilities and enhanced readability.</p> <p>5. Learners will explore advanced techniques for working with groups, such as duplicating groups, moving objects between groups, and applying</p>	<ul style="list-style-type: none"> · Working with groups · The Group Selection tool · Using Isolation Mode 	1	1	3

		<p>transformations to grouped objects.</p> <p>6. Learners will develop a strong understanding of how to use groups strategically to streamline their workflow and optimize productivity in Adobe Illustrator.</p> <p>7. Learners will be equipped to use group-related tools and features creatively to organize and manage their artwork effectively, improving clarity and coherence.</p> <p>8. Learners will be prepared to apply group-related techniques to practical projects in subsequent units, enhancing their proficiency and versatility in Adobe Illustrator.</p>				
10	Transforms	<p>1. Learners will demonstrate proficiency in using specific transform tools including Move, Scale, Rotate, and Reflect in Adobe Illustrator, understanding how to apply precise transformations to objects within their artwork.</p> <p>2. Learners will effectively utilize the Free Transform tool ('E') to perform non-uniform transformations such as skewing and distorting objects, enabling creative manipulation and adjustment of shapes.</p> <p>3. Learners will master the use of the Transform Again command ('CTRL+D') to repeat the last transformation applied, facilitating rapid duplication and arrangement of objects within their illustrations.</p> <p>4. Learners will understand the functionality of the Transform Each command, allowing for simultaneous transformation of multiple selected objects based on specified parameters such as scale, rotation, and position.</p> <p>5. Learners will explore and apply transforms as an effect,</p>	<ul style="list-style-type: none"> · Using the specific Transform tools (Move, Scale, Rotate, Reflect) · Using the Free Transform tool ('E') · Using Transform Again ('CTRL+D') · The Transform Each command · Transforms as an effect 	1	1	5

		<p>understanding how to apply transformations dynamically to create stylized effects and visual enhancements within their artwork.</p> <p>6. Learners will develop a strong understanding of how to use transform tools and commands strategically to achieve desired compositions and effects within Adobe Illustrator.</p> <p>7. Learners will be equipped to use transform techniques creatively to manipulate and arrange objects within their artwork effectively, enhancing visual impact and storytelling.</p> <p>8. Learners will be prepared to apply transform techniques to practical projects in subsequent units, expanding their repertoire of illustration styles and techniques in Adobe Illustrator.</p>				
11	Drawing by Construction	<p>1. Learners will demonstrate proficiency in creating compound paths and shapes in Adobe Illustrator using the Ctrl+8 shortcut, understanding how to combine multiple shapes into a single compound object for advanced editing and manipulation.</p> <p>2. Learners will effectively navigate and utilize the Pathfinder panels to perform Boolean operations such as unite, intersect, subtract, and exclude, enabling precise shape manipulation and creation.</p> <p>3. Learners will master the use of the Shape Builder tool (Shift+M) to intuitively merge, divide, and manipulate shapes, facilitating efficient construction and refinement of complex illustrations.</p> <p>4. Learners will understand the concept of Live Paint ('Ctrl+Alt+X' or 'K' Paint) and its significance in creating editable</p>	<ul style="list-style-type: none"> · Compound paths and shapes ('Ctrl+8') · The Pathfinder panels · The Shape Builder ('Shift+M') · Live Paint ('Ctrl+Alt+X') ('K' Paint) · Clipping masks ('Ctrl+7') 	1	1	6

		<p>regions for coloring and painting within artwork, enabling flexible and dynamic coloring workflows.</p> <p>5. Learners will explore and utilize clipping masks ('Ctrl+7') to control visibility and define boundaries of objects within their artwork, allowing for non-destructive editing and creative composition.</p> <p>6. Learners will develop a strong understanding of drawing by construction techniques in Adobe Illustrator, enabling them to create complex illustrations with precision and efficiency.</p> <p>7. Learners will be equipped to use drawing by construction tools and techniques creatively to construct, refine, and manipulate shapes and objects within their artwork effectively.</p> <p>8. Learners will be prepared to apply drawing by construction techniques to practical projects in subsequent units, expanding their repertoire of illustration styles and techniques in Adobe Illustrator.</p>				
12	Drawing Tools	<p>1. Learners will demonstrate proficiency in using the Pen tools in Adobe Illustrator to create and edit Bezier curves, understanding how to manipulate anchor points and control handles to achieve precise shapes and paths.</p> <p>2. Learners will effectively utilize the Curvature Pen tool to draw smooth and fluid curves with intuitive controls, enabling faster and more natural creation of paths.</p> <p>3. Learners will master the use of the Pencil tools to draw freeform shapes and paths, understanding how to adjust settings for greater control and accuracy.</p> <p>4. Learners will explore and experiment with the Eraser tool to remove parts of paths and</p>	<ul style="list-style-type: none"> · The Pen tools · The Curvature Pen tool · The Pencil tools · Drawing with the Eraser tool · Improving paths 	1	1	5

		<p>shapes, understanding its various settings and how to use it effectively for editing artwork.</p> <p>5. Learners will learn techniques for improving paths, including refining anchor points, adjusting handles, and smoothing curves, to achieve cleaner and more precise paths within their illustrations.</p> <p>6. Learners will develop a strong understanding of drawing tools in Adobe Illustrator and their respective strengths and applications for different illustration tasks.</p> <p>7. Learners will be equipped to use drawing tools creatively to sketch, outline, and refine shapes and paths within their artwork effectively.</p> <p>8. Learners will be prepared to apply drawing tool techniques to practical projects in subsequent units, expanding their proficiency and versatility in Adobe Illustrator.</p>				
13	Using Guides and Grids	<p>1. Learners will demonstrate proficiency in using grids and guides in Adobe Illustrator to assist in precise alignment and layout of artwork.</p> <p>2. Learners will effectively utilize grids to create structured layouts and maintain consistent spacing and proportions within their illustrations.</p> <p>3. Learners will understand the importance of guides in defining specific areas and alignment points within their artwork, enabling precise positioning and arrangement of objects.</p> <p>4. Learners will master the technique of making guides from objects, understanding how to convert selected objects into guides to use them as reference</p>	<ul style="list-style-type: none"> · Using grids and guides · Making guides from objects 	1	1	3

		<p>points for alignment and arrangement.</p> <p>5. Learners will explore advanced techniques for utilizing grids and guides, including creating custom grids and using multiple sets of guides for complex layouts.</p> <p>6. Learners will develop a strong understanding of how grids and guides contribute to the precision and organization of artwork within Adobe Illustrator.</p> <p>7. Learners will be equipped to use grids and guides creatively to assist in the composition, alignment, and arrangement of objects within their artwork effectively.</p> <p>8. Learners will be prepared to apply grid and guide techniques to practical projects in subsequent units, optimizing their workflow and productivity in Adobe Illustrator.</p>				
14	Gradients	<p>1. Learners will demonstrate proficiency in creating and applying linear gradients in Adobe Illustrator, understanding how to adjust angle, direction, and color stops to achieve desired effects.</p> <p>2. Learners will effectively utilize radial gradients to create smooth transitions from one color to another, understanding how to adjust radius, center point, and color stops for varied effects.</p> <p>3. Learners will master the use of freeform gradients to create complex and organic color blends, understanding how to add and manipulate color points to control the gradient's shape and distribution.</p> <p>4. Learners will explore and experiment with applying gradients to strokes, understanding how to create gradient strokes with varying</p>	<ul style="list-style-type: none"> · Linear gradients · Radial gradients · Freeform gradients · Gradients on strokes 	1	1	4

		<p>thickness and opacity for creative effects.</p> <p>5. Learners will understand the principles of color theory and how to apply them effectively when creating gradients, ensuring harmonious and visually appealing results.</p> <p>6. Learners will develop a strong understanding of the different types of gradients available in Adobe Illustrator and their respective applications for creating depth, dimension, and visual interest in artwork.</p> <p>7. Learners will be equipped to use gradients creatively to enhance the visual impact and realism of their artwork, adding depth, texture, and dimension to objects and illustrations.</p> <p>8. Learners will be prepared to apply gradient techniques to practical projects in subsequent units, expanding their repertoire of illustration styles and techniques in Adobe Illustrator.</p>				
15	Patterns	<p>1. Learners will demonstrate proficiency in creating patterns in Adobe Illustrator, understanding how to define and repeat a design to create seamless and tiled patterns.</p> <p>2. Learners will effectively utilize pattern strokes to apply patterns along paths, understanding how to adjust settings such as scale and spacing for varied effects.</p> <p>3. Learners will master the technique of transforming patterns, including scaling, rotating, and mirroring, to customize and modify patterns to suit specific design requirements.</p> <p>4. Learners will explore and experiment with different pattern creation methods, such as using existing artwork, creating patterns from scratch, and</p>	<ul style="list-style-type: none"> · Creating a pattern · Pattern strokes · Transforming patterns 	1	1	4

		<p>importing patterns from external sources.</p> <p>5. Learners will understand the principles of pattern design, including symmetry, repetition, and balance, and how to apply them effectively when creating patterns.</p> <p>6. Learners will develop a strong understanding of the various applications of patterns in design, including textiles, wallpapers, illustrations, and graphic design.</p> <p>7. Learners will be equipped to use patterns creatively to enhance the visual appeal and texture of their artwork, adding depth, interest, and personality to designs.</p> <p>8. Learners will be prepared to apply pattern techniques to practical projects in subsequent units, expanding their repertoire of illustration styles and techniques in Adobe Illustrator.</p>				
16	Symbols	<p>1. Learners will demonstrate proficiency in creating and utilizing static symbols in Adobe Illustrator, understanding how to convert artwork into reusable symbols for efficient editing and replication.</p> <p>2. Learners will effectively utilize dynamic symbols to create interactive and responsive elements within their artwork, understanding how to define variables and behaviors for dynamic symbol instances.</p> <p>3. Learners will master the technique of managing symbols, including creating, editing, organizing, and deleting symbols within the Symbols panel.</p> <p>4. Learners will explore and experiment with different applications of symbols in design, including creating symbol libraries, applying symbols for repeated elements in</p>	<ul style="list-style-type: none"> · Static symbols · Dynamic symbols 	1	1	3

		<p>illustrations, and using symbols for interactive elements in UI/UX design.</p> <p>5. Learners will understand the benefits of using symbols in design, including improved workflow efficiency, consistency, and flexibility in editing and updating artwork.</p> <p>6. Learners will develop a strong understanding of how to use symbols creatively to enhance the efficiency and versatility of their artwork, streamlining the design process and promoting consistency across projects.</p> <p>7. Learners will be equipped to leverage symbols effectively in various design contexts, including graphic design, illustration, web design, and user interface design.</p> <p>8. Learners will be prepared to apply symbol techniques to practical projects in subsequent units, expanding their repertoire of illustration styles and techniques in Adobe Illustrator.</p>				
17	Blends, Blending, and Transparency	<p>1. Learners will demonstrate proficiency in using blends in Adobe Illustrator to create smooth transitions and intermediate steps between two or more objects or shapes.</p> <p>2. Learners will effectively utilize blending modes to apply various blending effects such as transparency, color burn, and overlay to achieve desired visual effects and moods within their artwork.</p> <p>3. Learners will master the technique of using opacity masks to control the transparency of objects or groups, understanding how to create complex and nuanced opacity effects within their illustrations.</p> <p>4. Learners will explore and experiment with different blending techniques and effects,</p>	<ul style="list-style-type: none"> · Using blends · Using blending modes · Using opacity masks 	1	1	4

		<p>including creating gradient blends, pattern blends, and opacity blends to add depth, dimension, and visual interest to artwork.</p> <p>5. Learners will understand the principles of transparency and blending in design, including how to use these techniques to create visual hierarchy, depth, and emphasis within compositions.</p> <p>6. Learners will develop a strong understanding of how to use blends, blending modes, and transparency creatively to enhance the visual impact and storytelling of their artwork.</p> <p>7. Learners will be equipped to leverage blends, blending modes, and transparency effectively in various design contexts, including illustration, graphic design, and digital art.</p> <p>8. Learners will be prepared to apply blending and transparency techniques to practical projects in subsequent units, expanding their repertoire of illustration styles and techniques in Adobe Illustrator.</p>				
18	Appearances	<p>1. Learners will understand the significance and versatility of appearances in Adobe Illustrator, recognizing how they allow for non-destructive editing and styling of objects.</p> <p>2. Learners will demonstrate proficiency in utilizing the Appearance panel to apply and manage multiple appearances, including strokes, fills, effects, and graphic styles, to objects within their artwork.</p> <p>3. Learners will explore the integration between Illustrator and Photoshop effects, understanding how to apply and customize various effects to achieve desired visual effects and styles.</p>	<ul style="list-style-type: none"> · The power of appearances · The Appearance panels · Illustrator and Photoshop effects · Editing or removing effects · Graphic styles · The Brush tools · The Eyedropper tools 	1	1	5

		<p>4. Learners will master the technique of editing or removing effects applied to objects, understanding how to adjust effect parameters or remove effects entirely while preserving object integrity.</p> <p>5. Learners will effectively utilize graphic styles to apply predefined sets of appearances to objects, streamlining the styling process and promoting consistency across artwork.</p> <p>6. Learners will explore and experiment with different brush tools in Illustrator, including the Paintbrush Tool and Blob Brush Tool, understanding how to create and customize artistic strokes and effects.</p> <p>7. Learners will understand the functionality of the Eyedropper tools, including the ability to sample and apply appearance attributes such as colors, strokes, and effects from one object to another.</p> <p>8. Learners will develop a strong understanding of how to use appearances, effects, graphic styles, and brushes creatively to enhance the visual impact and storytelling of their artwork.</p> <p>9. Learners will be equipped to leverage appearances and effects effectively in various design contexts, including illustration, graphic design, and digital art.</p> <p>10. Learners will be prepared to apply appearance and effect techniques to practical projects in subsequent units, expanding their repertoire of illustration styles and techniques in Adobe Illustrator.</p>				
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19	Type	<p>1. Learners will demonstrate proficiency in using point type in Adobe Illustrator to create single lines or individual words of text, understanding how to click on the artboard to create a text object.</p> <p>2. Learners will effectively utilize character options to modify text attributes such as font, size, weight, style, kerning, and tracking, enhancing the visual appearance and readability of text within their artwork.</p> <p>3. Learners will master paragraph options to control text alignment, justification, indentation, spacing, and hyphenation within text blocks, ensuring proper formatting and layout of paragraphs.</p> <p>4. Learners will understand the functionality of the Touch Type tool, allowing for intuitive and precise editing of individual characters within text objects, including scaling, rotating, and skewing.</p> <p>5. Learners will effectively use the Type on a Path tool to create text that follows the shape of a curved or straight path, understanding how to adjust the position and orientation of text along the path.</p> <p>6. Learners will explore and experiment with outlining type, converting text into vector shapes to enable further manipulation and editing, such as applying fills, strokes, and effects.</p> <p>7. Learners will develop a strong understanding of typography principles and techniques, including proper type selection, formatting, and placement, to effectively convey messages and enhance visual communication in their artwork.</p>	<ul style="list-style-type: none"> · Using point type · Character options · Paragraph options · The Touch Type tool · Using Type on A Path tool · Outlining type 	2	2	5
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		<p>8. Learners will be equipped to use type creatively to add context, meaning, and visual interest to their artwork, leveraging typographic elements to complement and enhance overall design compositions.</p> <p>9. Learners will be prepared to apply type techniques to practical projects in subsequent units, expanding their repertoire of illustration styles and techniques in Adobe Illustrator.</p>				
20	Images in Illustrator	<p>1. Learners will demonstrate proficiency in placing images into Adobe Illustrator documents, understanding how to import raster images from external sources such as JPEG, PNG, or TIFF files.</p> <p>2. Learners will effectively utilize the embedding function to include images within Illustrator documents, ensuring that the image data is stored within the document itself rather than linked externally.</p> <p>3. Learners will master the technique of cropping images within Illustrator, including using clipping masks or the crop tool to remove unwanted parts of an image while retaining its original resolution and quality.</p> <p>4. Learners will explore and experiment with different methods of image manipulation and adjustment within Illustrator, such as resizing, rotating, and applying filters or effects to images.</p> <p>5. Learners will understand the benefits and considerations of using raster images within vector-based artwork, including scalability, resolution, and file size management.</p>	<ul style="list-style-type: none"> · Placing images · Embedding images · Cropping images 	2	2	4

		<p>6. Learners will develop a strong understanding of how to incorporate images effectively into Illustrator artwork, leveraging them to enhance visual storytelling and communication.</p> <p>7. Learners will be equipped to use images creatively within their artwork, understanding how to integrate them seamlessly with vector elements to create cohesive and engaging compositions.</p> <p>8. Learners will be prepared to apply image manipulation techniques to practical projects in subsequent units, expanding their repertoire of illustration styles and techniques in Adobe Illustrator.</p>				
21	Pixels to Vectors	<p>1. Learners will demonstrate proficiency in converting raster images into vector graphics using the Image Trace feature in Adobe Illustrator, understanding how to adjust settings to achieve desired levels of detail and accuracy.</p> <p>2. Learners will effectively utilize Image Trace to convert complex raster images, such as photographs or scanned artwork, into scalable vector graphics (SVG) for use in print or digital media.</p> <p>3. Learners will master the technique of using Photoshop in conjunction with Image Trace, understanding how to prepare raster images in Photoshop before importing them into Illustrator for tracing.</p> <p>4. Learners will explore and experiment with different Image Trace presets and options, including color modes, threshold settings, and advanced options, to achieve optimal results for different types of images.</p>	<ul style="list-style-type: none"> · Using Image Trace · Using Photoshop with Image Trace 	2	2	3

		<p>5. Learners will understand the benefits and limitations of using Image Trace for converting raster images to vectors, including considerations such as file size, complexity of detail, and output resolution.</p> <p>6. Learners will develop a strong understanding of how to optimize the conversion process from pixels to vectors, ensuring that the resulting vector graphics maintain visual fidelity and clarity while minimizing file size and complexity.</p> <p>7. Learners will be equipped to use Image Trace creatively to convert raster artwork into scalable vector graphics, enabling greater flexibility and versatility in design and illustration projects.</p> <p>8. Learners will be prepared to apply pixel-to-vector conversion techniques to practical projects in subsequent units, expanding their repertoire of illustration styles and techniques in Adobe Illustrator.</p>				
22	Modifying Artwork	<p>1. Learners will demonstrate proficiency in recoloring artwork in Adobe Illustrator, understanding how to adjust the color of fills, strokes, and gradients using various tools and methods.</p> <p>2. Learners will effectively utilize the Recolor Artwork feature to apply global color adjustments to artwork, including changing hue, saturation, brightness, and recoloring artwork based on predefined color themes.</p> <p>3. Learners will master the technique of using the Puppet Warp tool to distort and manipulate selected objects or paths within artwork, understanding how to create and</p>	<ul style="list-style-type: none"> · Recolour artwork · The Puppet Warp tool 	2	2	4

		<p>adjust control points to achieve desired transformations.</p> <p>4. Learners will explore and experiment with different recoloring techniques, including using color groups, creating color swatch libraries, and applying custom color adjustments to specific elements within artwork.</p> <p>5. Learners will understand the principles of color theory and how to apply them effectively when modifying artwork, ensuring harmonious and visually appealing color schemes and compositions.</p> <p>6. Learners will develop a strong understanding of how to use recoloring and distortion techniques creatively to enhance the visual impact and storytelling of their artwork.</p> <p>7. Learners will be equipped to leverage recoloring and distortion tools effectively in various design contexts, including illustration, graphic design, and digital art.</p> <p>8. Learners will be prepared to apply modification techniques to practical projects in subsequent units, expanding their repertoire of illustration styles and techniques in Adobe Illustrator.</p>				
23	Artboards	<p>1. Learners will demonstrate proficiency in working with artboards in Adobe Illustrator, understanding how to create, manage, and navigate between multiple artboards within a single document.</p> <p>2. Learners will effectively utilize artboards to organize and structure their artwork, including creating separate artboards for different design variations, layouts, or iterations.</p> <p>3. Learners will master the technique of arranging artboards within the document, including aligning, distributing, and</p>	<ul style="list-style-type: none"> · Working with artboards · Arranging artboards 	2	2	3

		<p>rearranging artboards to optimize workspace efficiency and organization.</p> <p>4. Learners will explore and experiment with different artboard settings and options, including adjusting artboard size, orientation, and spacing, to accommodate various design requirements and output formats.</p> <p>5. Learners will understand the benefits of using artboards for managing multi-page or multi-artwork projects, including improved organization, navigation, and presentation of artwork.</p> <p>6. Learners will develop a strong understanding of how to use artboards creatively to plan, develop, and present their artwork effectively, facilitating collaboration and iteration throughout the design process.</p> <p>7. Learners will be equipped to leverage artboards effectively in various design contexts, including illustration, graphic design, web design, and print layout.</p> <p>8. Learners will be prepared to apply artboard techniques to practical projects in subsequent units, expanding their repertoire of illustration styles and techniques in Adobe Illustrator.</p>				
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24	Output	<p>1. Learners will demonstrate proficiency in packaging Adobe Illustrator files, understanding how to gather and collect all linked assets and fonts used in the document to ensure portability and compatibility when sharing or transferring files.</p> <p>2. Learners will effectively utilize the export function in Adobe Illustrator to save artwork as other file types such as JPEG, PNG, PDF, or SVG, understanding how to adjust settings such as resolution, compression, and color mode for different output requirements.</p> <p>3. Learners will master the technique of asset export, including exporting individual elements or layers from Illustrator documents for use in other software applications or platforms.</p> <p>4. Learners will explore and experiment with different export options and formats, understanding how to optimize file size and quality while preserving visual fidelity and compatibility across different devices and platforms.</p> <p>5. Learners will understand the importance of proper file management and organization when outputting artwork from Adobe Illustrator, including naming conventions, folder structures, and version control.</p> <p>6. Learners will develop a strong understanding of how to prepare and output artwork effectively for various purposes and platforms, including print, web, and digital media.</p> <p>7. Learners will be equipped to leverage output techniques creatively to ensure that their artwork is presented and distributed in the most appropriate and effective manner</p>	<ul style="list-style-type: none"> · Packaging Illustrator files · Export as other file types · Asset Export 	2	2	2
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		<p>for its intended audience and context.</p> <p>8. Learners will be prepared to apply output techniques to practical projects in subsequent units, ensuring that their artwork is properly prepared and optimized for sharing, printing, or publication.</p>			
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NOS /Module: Exploring the realm of Web Technologies**NOS /Module Code: MSME/UIUX/02****Outcomes:**

After completion of course Student should be able to:

- Understand Core Web Concepts: Grasp fundamental concepts, such as the client-server model, HTTP/HTTPS, and DNS, to comprehend how the web functions.
- Create and Style Web Pages: Demonstrate the ability to create web pages using HTML and CSS, and style them effectively to ensure a visually appealing and user-friendly interface.
- Implement Responsive Design: Design web pages that adapt to various screen sizes and devices, employing techniques like CSS media queries and Bootstrap.
- Utilize JavaScript and jQuery: Develop interactive web content with JavaScript, understanding the basics of scripting and utilizing jQuery for efficient client-side scripting.

Theory Hours: 60**Practical Hours: 90****Viva Marks: - NA****Practical Marks: 100**

Unit No.	Unit Name	Unit level outcomes	Contents (chapters/topics)	TH Hours	PR hours	PR Marks
1	Getting Started - What is the Web?	They will be able to explain the concept of URLs (Uniform Resource Locators) and describe the intricate process of how data travels from web servers to their local devices. Additionally, students will be equipped with the knowledge and skills required to set clear goals for their studies in the course, aligning their learning objectives with a deeper	<ul style="list-style-type: none"> • Course introduction • Goal setting • The Internet • URLs <p>How a web page gets to your computer</p>	5	7	5

		comprehension of the internet's inner workings.				
2	HTML - Structuring Websites	They will be proficient in creating and structuring web pages, having gained expertise in the utilization of HTML tags, attributes, and elements. Students will also be well-versed in the proper formatting of text, creating hyperlinks, embedding images, and applying basic styling using HTML, including working with colors.	<ul style="list-style-type: none"> • How do we build web pages? • Markup Languages • HTML • HTML tags • HTML attributes • HTML elements • The Anatomy of an HTML page • Formatting text • Hyperlinks • Images • Copyright fair use • Lists • Nesting tags • Tables • Styling with HTML <p>HTML Colours</p>	5	10	10
3	CSS - Styling Websites	They will be well-versed in the distinctions between CSS and HTML, understanding the pivotal role CSS plays in web design and layout. Students will have acquired proficiency in using CSS selectors to precisely target and modify HTML elements, including selecting by tag, class, and id.	<ul style="list-style-type: none"> • How do we style web pages? • CSS vs HTML • CSS Selectors • Selecting by tag • Selecting by class • Selecting by id <p>The Cascade (order of selector precedence)</p>	5	10	10
4	Project - Create Your Homepage	They will be empowered to think creatively and innovatively about the practical applications of HTML and CSS, employing these technologies to design and build a web page from the ground up. This final module will serve as a culmination of their learning, challenging them to integrate their knowledge to craft unique, visually appealing, and functional web pages.	<ul style="list-style-type: none"> • Combination of the concepts learned thus far • Allow students to think creatively about the applications of the concepts they have learned <p>Designing a web page from scratch</p>	5	7	10

5	Advanced HTML and CSS	They will be adept at creating more organized and efficient web pages by splitting content into reusable components. Additionally, students will gain expertise in combining CSS selectors and using special CSS selectors to precisely target and style elements. They will develop the competence to read and comprehend documentation, an essential skill in staying current in the dynamic world of web development	<ul style="list-style-type: none"> • Splitting your site into separate files • iframes and embedding • <div> • • Combining CSS selectors • Special CSS selectors • Reading documentation <p>Avoiding repeated code</p>	5	7	8
6	Designing User Interfaces	They will be well-versed in various UI design techniques and will appreciate the significance of designing for accessibility and readability to ensure inclusivity. Students will also have acquired knowledge about designing "lite" sites that prioritize speed and performance, as well as the ability to employ rapid prototyping to quickly iterate and refine design concepts.	<ul style="list-style-type: none"> • What makes an engaging interface? • Various User Interface (UI) Design techniques • Accessibility issues • Readability • Lite sites • Rapid prototyping <p>User testing</p>	5	7	12
7	Final Project	This module empowers them to think creatively and critically about applying the concepts they have learned, inspiring them to scope, design, and build a website from scratch. Through incremental development and iterative prototyping, students will grasp the value of an agile approach, adapting and refining their creations in response to real-world needs and user feedback.	<ul style="list-style-type: none"> • Allow students to think creatively about the applications of the concepts covered in the course • Scoping a project • Designing a website from scratch • Incremental development • Creating and iterating on prototypes • User testing <p>Collaboration</p>	5	10	15

8	Responsive Web Design with Bootstrap	They will have gained a deep understanding of design concepts for various devices, allowing them to create user interfaces that adapt seamlessly to different screen sizes and orientations. Students will be able to install and configure Bootstrap effectively, and they will have a firm grasp of the essential components, including the grid system, view-port settings, and form design	<ul style="list-style-type: none"> • Introduction to Responsive Design • Introduction to Bootstrap • Design concepts (Mobile & Desktop) • Installation of Bootstrap • Common Device Dimensions • Grid System • View-Port Tag • Forms • CSS Media Queries • Buttons • Menu Conversion Script • Icons Integration • Custom Layout <p>CSS3 in Layout</p>	5	5	10
9	Java Script	They will have mastered JavaScript's various data types, become proficient in declaring variables, and understand how to use operators to manipulate data. Additionally, students will have the ability to create conditional statements and loops in JavaScript, making their code more dynamic and responsive.	<ul style="list-style-type: none"> • Introduction to Client-Side Scripting • Introduction to Java Script • JavaScript Types • Variables in JS • Operators in JS • Conditions Statements • Java Script Loops • JS Popup Boxes • JS Events • JS Arrays • Working with Arrays • JS Objects • JS Functions • Using Java Script in Realtime <p>Validation of Forms</p>	5	5	12
10	jQuery	They will understand the core features and benefits of jQuery and be proficient in its installation and syntax. Students will have the ability to employ jQuery selectors and actions to manipulate the DOM (Document Object Model) effectively. They will also be familiar with using jQuery plugins, with a focus on the jQuery Validation plugin for form validation and the creation of dynamic elements such as slideshows and dropdown menus.	<ul style="list-style-type: none"> • Introduction to jQuery • jQuery Features • Installing jQuery • jQuery Syntax • jQuery Ready Function • jQuery Selectors • jQuery Actions • jQuery plugins • jQuery Validation plugin • jQuery Slideshow <p>jQuery Dropdown</p>	5	6	8

11	Adobe Flash / Animate	They will understand the basics of animation principles, including shape tweening, motion tweening, and frame-based animation, allowing them to bring static designs to life. Students will be proficient in utilizing the various tools and effects available in Adobe Flash, enabling them to craft animated banners, intros, and even entire websites that captivate and inform the audience.	<ul style="list-style-type: none"> • Introduction to Animation • Introduction to Adobe Flash • Tools in Adobe Flash • Shape Tween and Motion Tween • Frame Animation • Various Flash Effects • Creating Flash Banners • Creating Flash Intro's • Creating Flash Website Basics of Action Scripting. 	5	6	5
12	Web Hosting	They will understand the various types of hosting packages available, making informed decisions when selecting hosting services. Students will be proficient in registering domain names and configuring name servers to link domains to hosting accounts. They will also gain practical experience in using web hosting control panels, creating email accounts, and managing website files via FTP clients.	<ul style="list-style-type: none"> • Web Hosting Basics • Types of Hosting Packages • Registering domains • Defining Name Servers • Using Control Panel • Creating Emails in cPanel • Using FTP Client Maintaining a website	5	10	5

NOS / MODULE TEMPLATE

NOS /Module: Mastering Figma & Adobe XD for UI/UX Design

NOS /Module Code: MSME/UIUX/03

Outcomes:

After completion of course Student should be able to:

- Understand User-Centered Design: Embrace the user-centered approach to design, putting user needs and preferences at the forefront of the design process.
- Conduct User Research: Plan, execute, and analyze user research, including user interviews, surveys, and usability testing to inform design decisions.
- Create Wireframes and Prototypes: Develop wireframes and interactive prototypes to visualize and test design concepts and user interactions.
- Design User-Friendly Interfaces: Craft aesthetically pleasing and intuitive user interfaces that facilitate efficient and enjoyable user experiences.
- Implement Interaction Design: Apply principles of interaction design to create meaningful and engaging user interactions through elements like buttons, navigation, and forms.
- Design for Mobile and Responsive Web: Develop designs that are responsive and adaptive, ensuring a seamless experience across various devices and screen sizes.
- Information Architecture: Organize content effectively, creating clear hierarchies and navigation structures that aid user understanding and content discoverability.

Theory Hours: 60

Practical Hours: 90

Theory Marks: NA

Practical Marks: 100

Unit No.	Unit Name	Unit level outcomes	Contents (chapters/topics)	TH Hours	PR Hours	PR Marks
1	Figma Unit 1	You will be able to differentiate between UX and UI, recognizing their distinct roles in the design process. Additionally, you will be introduced to Figma, a popular design tool, and will have successfully downloaded and installed it on your desktop. You will become familiar with the Figma interface and dashboard, gaining the foundational knowledge required to begin creating user-centered designs and prototypes efficiently.	1. The difference between UX and UI 2. Intro To Figma and Download & Install Figma to your desktop 3. Figma Interface/Dashboard	4	6	6
2	Unit 2	You will have learned how to efficiently import existing Figma files, facilitating collaboration and version control within your design projects. Moreover, you will become proficient in utilizing a variety of essential design tools within Figma, enabling you to create and modify visual elements with precision.	4. Import Figma Files in Figma 5. Tools in Figma 6. Figma Layers Panel 7. Figma Components	4	6	9
3	Unit 3	You will become proficient in using the Text Tool and manipulating fonts to create appealing and legible text elements within your designs. Furthermore, you will acquire the skills needed to incorporate images seamlessly into your Figma projects, whether for visual content or as part of your design compositions.	8. Design Tab/Panel 9. Text Tool and Fonts 10. Images in Figma	4	6	9
4	Unit 4	You will also learn to harness the power of Figma Team Libraries, enabling seamless collaboration with colleagues and maintaining design consistency across projects. Moreover, this unit will introduce you to the Code Panel in Figma, providing you with the skills to generate and inspect code for design elements, enhancing your ability to work effectively with developers and engineers.	11. Boolean Operations in Figma 12. Alignment & Distribution Figma 13. Figma Team Libraries 14. The Code Panel in Figma	4	6	12

5	Unit 5	In this unit, you will also become adept at using masks in Figma, allowing you to control and manipulate the visibility and appearance of specific design elements. You will learn to export your Figma projects in various formats, including .JPG, .PNG, .SVG, and .PDF, ensuring that your designs are ready for different use cases and platforms	15. Prototyping in Figma 16. Horizontal & Vertical Scrolling 17. Masks in Figma 18. Figma Exports .JPG .PNG .SVG .PDF Save Project into .fig	4	6	10
6	Unit 6	Additionally, you will delve into the world of Figma plugins, exploring the vast ecosystem of tools and extensions that can enhance your design workflow. Through the selection and implementation of five must-have plugins, you will learn how to streamline your design processes, boost productivity, and access powerful features that can significantly impact your design projects.	19. Mockup in photoshop 20. Plugins in Figma 21. 5 MUST HAVE Plugins For Figma Designers!	4	6	15
7	Unit 7	Through this unit, you will acquire the skills to transform design ideas and concepts into structured, low-fidelity visual representations, understanding the importance of wireframes in planning and communicating the layout and functionality of digital interfaces.	22. What Is Wireframing? 23. Wireframing with Figma 24. How To Create Wireframe in wireframe.cc	4	6	10
8	Unit 8	This unit equips you with the knowledge to set up and manage collaborative projects, enabling you to share and edit design files concurrently with colleagues, clients, or stakeholders. These skills are essential for fostering effective teamwork, increasing productivity, and ensuring that your design projects benefit from diverse perspectives and expertise.	25. Create a New Project and File in Figma 26. Collaborate in real-time(Teams)	4	6	19
9	Adobe XD Unit 9	They will be able to distinguish between user interface (UI) and UX, understanding the essential differences between the two. Additionally, students will have the knowledge and skills to create a UX brief and develop personas,	<ul style="list-style-type: none"> • Introduction to UX • Getting started • What is UI vs UX • The UX brief & persona 	4	6	6

		demonstrating the ability to consider user needs and preferences in design processes.				
10	Unit 10	They will be able to create low-fidelity wireframes, effectively use UI kits, and make informed decisions regarding typography, color schemes, and button design. This unit equips students with the foundational skills necessary for UI design, allowing them to create user-friendly and visually appealing interfaces in various digital contexts.	<ul style="list-style-type: none"> Wireframing (low fidelity) Existing UI kits Working with type Basic colors & buttons 	4	6	9
11	Unit 11	They will be proficient in incorporating relevant UI icons to enhance design aesthetics, crafting footers for websites or applications, and efficiently using Lorem Ipsum for content structuring.	<ul style="list-style-type: none"> Free UI Icons Footer & Lorem Ipsum New Pages & Artboards Project 01 - Wireframe Prototyping & Interactivity 	4	6	9
12	Unit 12	They will also be skilled in creating and managing repeat grids, allowing for the seamless replication of content and maintaining design consistency. Moreover, students will have the capability to update symbols and repeat grids, ensuring the flexibility and scalability of their digital projects.	<ul style="list-style-type: none"> Create a Popup Modal Project 02 - Prototype Groups & Isolation Mode How to use symbols Production Video - Left Nav Repeat Grid Updating symbols and repeat grids 	4	6	
13	Unit 13	They will have a solid grasp of prototype tricks that enhance the user experience, making their interactive designs more engaging and functional. Students will be adept at employing navigation tips and tricks to create seamless and intuitive user journeys within their prototypes. Project 03 - Symbols will equip them with the ability to leverage symbols effectively, promoting design consistency and efficiency.	<ul style="list-style-type: none"> Prototype Tricks Navigation Tips and Tricks Project 03 - Symbols Mocking Up an app XD App on your phone 	4	6	10

14	Unit 14	They will be proficient in incorporating iPhone and Android status icons into their designs, ensuring that their prototypes align with the visual language of the respective platforms. Students will have mastered the techniques for precise positioning, fixing elements in place, and adapting designs to varying screen sizes, resulting in mobile app interfaces that are both visually appealing and responsive.	<ul style="list-style-type: none"> • iPhone & Android status icons • Fixing the position • Production Video - Login • Sharing wireframes 	4	6	15
15	Unit 15	They will have the ability to record and analyze user interactions, enabling them to gather valuable insights for refining user experiences. Through the class project involving wireframe feedback, students will gain practical experience in receiving and implementing constructive feedback, fostering a collaborative and iterative approach to design	<ul style="list-style-type: none"> • Recording your interactions • Class Project - Wireframe feedback • Columns or grids 	4	6	10

COURSES / MODULE TEMPLATE

NOS /Module: Employability Skill & Entrepreneurship

NOS /Module Code: MSME/ES&E/01