

GRAPHIC DESIGN

5-MONTH JOURNEY

From Learner to
Professional

Full Time 9 Hours Per Day, and 5 Days Per Week

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Months 1–2: Theory & Software

- Scope of Graphic Design, uses in branding, advertising, UI/UX, publishing.
- Theory of design principles, color, typography, layout, branding basics.
- Software: Adobe Illustrator, Photoshop, Canva & Figma (fully covered).
Optional tools: Adobe XD (as per project needs).
- Worked on practice projects with daily feedback sessions.

Month 3–4: Marketplace Demo Projects

- Modular Design Assets (Icons, UI Kits, Templates)
- Multi-page Layout Design (Brochures, Social Media Series)
- Design Systems for Web & App Interfaces (Figma)
- Packaging Design for print and digital platforms
- Polish your work with expert feedback

Month 5: Client Project

- Understanding Client Brief & Design Objectives
- Creating Visual Assets Aligned with Brand Needs
- Incorporating Feedback & Iterating Designs
- Final Design Presentation & Export for Print/Web
- Professional Communication & Project Handoff

About Us



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