# MODEL CURRICULUM



## Qualification Name: Graphic Designer Assistant

## Qualification Code:

## Version: 1.0

## NSQF Level: 3.0

## Model Curriculum Version: 1.0

**Submitted By:**

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## NOS / MODULE TEMPLATE

**NOS /Module: Basic Understanding of Concept Art**

**NOS /Module Code: MSME/GDA/01**

**Outcomes:**

After completion of course Student should be able to:

1. Upon successfully completing the Art Foundation course, students will emerge with a well-rounded and versatile foundation in the world of visual arts.
2. They will have honed their skills in various artistic mediums, including drawing, painting, sculpture, and digital art, equipping them with the ability to express their creative ideas across diverse platforms.
3. Their grasp of design principles, composition techniques, and color theory will enable them to create visually compelling and conceptually rich artworks.
4. Furthermore, students will develop a critical eye for art, enabling them to analyze and critique both their own work and that of others.

**Theory Hours: 60**          **Practical Hours: 00**          **Viva Marks: - NA**          **Theory Marks: 100**

| Unit No. | Unit Name | Unit level outcomes | Contents (chapters/topics) | TH hours | TH Marks |
|---|---|---|---|---|---|
| 1 | **2D Art Foundation** | Upon completing this course or unit on basic drawing, students will acquire a comprehensive understanding of fundamental art concepts and techniques. They will have honed their skills in object drawing, gaining the ability to depict three-dimensional objects with accuracy and depth. Additionally, they will grasp the principles of perspective, enabling them to create visually engaging and realistic scenes. Students will also develop an appreciation for design principles and composition techniques, enhancing their ability to craft visually appealing and harmonious artwork. | • Basic drawing<br>• Object Drawing<br>• Perspective<br>• Design principles<br>• Composition techniques<br>• Color theory<br>• Lighting theory<br>• Art history | 60 | 100 |

## NOS / MODULE TEMPLATE

**NOS /Module: Attain knowledge of Computer Illustrations**

**NOS /Module Code: MSME/GDA/02**

**Outcomes:**

After completion of course Student should be able to:

1. Upon successful completion of the Art and Illustration course, students will emerge as proficient artists with a focused expertise in the field of illustration.
2. They will have honed their artistic skills, including drawing, painting, and digital illustration techniques, equipping them with the ability to craft captivating visual narratives.
3. Students will have developed a deep understanding of visual storytelling, enabling them to convey complex ideas and emotions through their artwork.
4. Their knowledge of design principles and composition techniques will ensure that their illustrations are not only aesthetically pleasing but also conceptually strong.
5. 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.
6. 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:NA        Practical Hours: 150        Theory Marks: NA        Practical Marks: 100**

| Unit No. | Unit Name | Unit level outcomes | Contents (chapters/topics) | PR hours | PR Marks |
|---|---|---|---|---|---|
| 1 | **Introduction** | Adobe Illustrator is a powerful tool used by artists, designers, and creators to bring their visions to life. Before we begin unleashing your creative potential, let's start with the essential first step: 'Installing Illustrator.' Here, we'll guide you through the installation process, | • Welcome to Adobe Illustrator<br>• Installing Illustrator<br>• | 6 | 4 |

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| | | ensuring that you're ready to explore the limitless possibilities of this industry-standard design software." | | | |
| 2 | **Quick-Start Exercise** | As we venture further into the course, we'll provide step-by-step walk-throughs for various illustration techniques and projects. From creating vector artwork to mastering essential tools and effects, these guided tutorials will help you develop your illustration skills and create stunning visuals. Get ready to bring your creative ideas to life!" | ● Walk-through setup<br>● Walk-through | **6** | **4** |
| 3 | **The Illustrator Environment** | In addition, students will understand the significance of the Navigator panel in aiding their overall workflow. This knowledge and competence will empower them to efficiently harness the capabilities of Adobe Illustrator and provide a solid foundation for creating intricate and visually captivating illustrations and designs. | ● The Illustrator workspace<br><br>● Panels<br><br>● Panning and zooming<br><br>● Using the Navigator panel | **6** | **4** |
| 4 | **Selection** | Students will also learn | ● The Selection tools | **6** | **4** |

| | | how to make automatic selections and save selections, streamlining their workflow for more complex projects. This unit equips students with the skills needed to exercise precise control over their designs, enhancing their ability to edit and transform objects with precision and creativity in Adobe Illustrator. | ● The Direct Selection too <br> ● The Lasso tools <br> ● Automatic selections <br> ● Saving selections | | |
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| 5 | **Shape and Line Drawing Tools** | They will have honed their skills in drawing various shapes, from polygons and stars to freeform lines, utilizing the Line and Grid tools for precise control. This unit equips students with the ability to bring their design ideas to life through the mastery of basic shapes, providing them with essential skills for crafting intricate illustrations and design layouts in Adobe Illustrator. | ● Drawing basic shapes <br> ● Drawing polygons and stars <br> ● Drawing with the Line tools <br> ● Drawing with the Grid tools | **6** | **4** |
| 6 | **Colour** | The knowledge of the Colour Guide panel will further enhance their ability to explore and experiment with color schemes. This unit empowers students with | ● Colour models in Illustrator <br> ● The Swatches panel <br> ● Global swatches <br> ● Spot colours | **6** | **4** |

| | | the skills to effectively employ color models, enabling them to add depth, vibrancy, and visual impact to their digital illustrations and designs in Adobe Illustrator. | ● Using tints<br><br>● Colour groups<br><br>● The Colour Guide panel | | |
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| 7 | **Strokes** | They will have acquired the skills to create dashed and dotted lines, adding stylistic diversity to their designs. Additionally, students will be proficient in crafting customized arrowheads, allowing for precise and creative detailing in their illustrations. | ● Stroke attributes<br><br>● Creating dashed and dotted lines<br><br>● Creating arrowheads<br><br>● Variable-width strokes | **6** | **4** |
| 8 | **Arranging and Ordering** | They will be proficient in aligning objects with precision, distributing objects evenly for balanced compositions, and aligning points to ensure accurate positioning. Furthermore, students will have mastered the art of changing the stacking order, using drawing modes for diverse design effects, and effectively utilizing layers to streamline their workflow and manage | ● Aligning objects<br><br>● Distributing objects<br><br>● Aligning points<br><br>● Changing the stacking order<br><br>● Using the drawing modes<br><br>● Using layers<br><br>● Targeting objects using layers | **6** | **4** |

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| | | complex projects. | | | |
| 9 | **Groups** | They will have honed their skills in creating, editing, and ungrouping object groups, as well as using the Group Selection tool for precise control over group elements. Additionally, students will be adept at navigating and editing objects within groups by utilizing Isolation Mode, enabling them to work with complex compositions and intricate designs with ease. | ● Working with groups<br><br>● The Group Selection tool<br><br>● Using Isolation Mode | **6** | **4** |
| 10 | **Transforms** | They will become proficient in using specific Transform tools like Move, Scale, Rotate, and Reflect to achieve accurate transformations and desired effects. Additionally, students will have mastered the Free Transform tool ('E') and the Transform Again command ('CTRL+D') to efficiently replicate and modify transformations. They will also have a strong understanding of the Transform Each command, enabling them to apply transformations to | ● Using the specific Transform tools (Move, Scale, Rotate, Reflect)<br><br>● Using the Free Transform tool ('E')<br><br>● Using Transform Again ('CTRL+D')<br><br>● The Transform Each command<br><br>● Transforms as an effect | **6** | **4** |

| | | multiple objects simultaneously. | | | |
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| 11 | **Drawing by Construction** | They will become skilled in creating and editing compound paths and shapes using 'Ctrl+8,' facilitating intricate and combined shapes. Additionally, students will master the use of the Pathfinder panels, the Shape Builder ('Shift+M'), and Live Paint ('Ctrl+Alt+X' and 'K' Paint) for versatile object combining and coloring. | ● Compound paths and shapes ('Ctrl+8')<br><br>● The Pathfinder panels<br><br>● The Shape Builder ('Shift+M')<br><br>● Live Paint ('Ctrl+Alt+X') ('K' Paint)<br><br>● Clipping masks ('Ctrl+7') | 6 | 4 |
| 12 | **Drawing Tools** | They will be proficient in using the Pen tools, including the Curvature Pen tool, to craft smooth and controlled paths. Additionally, students will have mastered the Pencil tools for more freeform and organic drawing, along with the Eraser tool for refining and adjusting paths. | ● The Pen tools<br><br>● The Curvature Pen tool<br><br>● The Pencil tools<br><br>● Drawing with the Eraser tool<br><br>● Improving paths | 6 | 4 |
| 13 | **Using Guides and Grids** | They will be proficient in setting up grids and leveraging guides to ensure accurate positioning of design elements. Additionally, students will have mastered the technique of creating guides from | ● Using grids and guides<br><br>● Making guides from objects | 6 | 4 |

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| | | objects, facilitating effortless object placement and alignment. | | | |
| 14 | **Gradients** | They will be adept at creating and manipulating linear and radial gradients for smooth color transitions and visual impact. Moreover, students will have mastered the use of freeform gradients to achieve intricate and customizable color blending. | ● Linear gradients ● Radial gradients ● Freeform gradients ● Gradients on strokes | **6** | **4** |
| 15 | **Patterns** | hey will be proficient in creating intricate patterns and using them to enhance the visual appeal of their designs. Additionally, students will have mastered pattern strokes, allowing for creative and customizable line and stroke effects. | ● Creating a pattern ● Pattern strokes ● Transforming patterns | **6** | **4** |
| 16 | **Symbols** | They will be proficient in crafting static symbols, which provide a powerful way to reuse and manage graphic elements in their designs. Furthermore, students will have mastered dynamic symbols, allowing for the | ● Static symbols ● Dynamic symbols | **6** | **4** |

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| | | creation of interactive and versatile graphics. | | | |
| 17 | **Blends, Blending, and Transparency** | They will be proficient in using blends, which enable them to generate smooth transitions between objects and shapes, adding depth and complexity to their artwork. Furthermore, students will have mastered the use of blending modes, allowing them to manipulate the way colors interact and blend within their compositions. | ● Using blends<br><br>● Using blending modes<br><br>● Using opacity masks | 6 | 4 |
| 18 | **Appearances** | Students will also master the integration of Illustrator and Photoshop effects, allowing them to combine the strengths of both software for versatile visual outcomes. Furthermore, they will develop the skills to edit or remove effects as needed, maintaining control and precision over their designs. This unit also introduces students to the use of graphic styles, brush tools, and eyedropper tools to create and replicate | ● The power of appearances<br><br>● The Appearance panels<br><br>● Illustrator and Photoshop effects<br><br>● Editing or removing effects<br><br>● Graphic styles<br><br>● The Brush tools<br><br>● The Eyedropper tools | 6 | 4 |

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| | | intricate and cohesive design elements. | | | |
| 19 | **Type** | They will become proficient in using point type for quick and straightforward text placement, with the ability to fine-tune character options for precise control over typography. Students will also master paragraph options for creating well-organized and visually engaging text layouts. | ● Using point type<br><br>● Character options<br><br>● Paragraph options<br><br>● The Touch Type tool<br><br>● Using Type on A Path tool<br><br>● Outlining type | **7** | **4** |
| 20 | **Images in Illustrator** | They will be proficient in placing images, enabling them to import external graphics into their projects. Additionally, students will master the technique of embedding images, ensuring that graphics are self-contained within the Illustrator document for portability and preservation. | ● Placing images<br><br>● Embedding images<br><br>● Cropping images | **7** | **4** |
| 21 | **Pixels to Vectors** | They will be proficient in using Image Trace to automatically trace and vectorize bitmap images, creating clean and editable vector artwork. Additionally, students will master the integration of Adobe | ● Using Image Trace<br><br>● Using Photoshop with Image Trace | **7** | **5** |

| | | Illustrator with Photoshop to optimize the Image Trace process and ensure that their design workflows are seamless and efficient. | | | |
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| 22 | **Modifying Artwork** | They will become proficient in the Recolor Artwork feature, allowing them to quickly and precisely adjust the color schemes of their designs. Additionally, students will have mastered the Puppet Warp tool, enabling them to add dynamic, lifelike deformations and transformations to their vector illustrations. | ● Recolour artwork<br><br>● The Puppet Warp tool | **7** | **5** |
| 23 | **Artboards** | They will be proficient in creating, configuring, and managing artboards to accommodate various design elements and iterations within a single document. Additionally, students will master the art of arranging artboards for seamless presentation or export, ensuring a well-structured and organized workspace. | ● Working with artboards<br><br>● Arranging artboards | **7** | **5** |
| 24 | **Output** | They will become proficient in the process of packaging Illustrator | ● Packaging Illustrator files<br><br>● Export as other file | **7** | **5** |

| | | files, ensuring that all linked assets and fonts are neatly organized for seamless sharing or printing. Additionally, students will master the art of exporting their creations as different file types, meeting specific requirements for print, web, or other applications. | types<br><br>● Asset Export | | |
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# NOS / MODULE TEMPLATE

**NOS /Module: Gain insight into Computer Graphics**

**NOS /Module Code: MSME/GDA/03**

**Outcomes:**

**Job Roles:**

1.  Beginner Level:
    - Graphic Design Intern
    - Junior Graphic Designer
    - Production Assistant

2.  Intermediate Level:
    - Graphic Designer
    - Digital Illustrator
    - Visual Content Creator

3.  Advanced Level:
    - Senior Graphic Designer
    - Art Director

4.  Expert Level:
    - Creative Director
    - Design Consultant

**Practical Hours: 150**                **Viva Marks: - NA**         **Practical Marks: 100**

| Unit No | Unit Name | Unit Outcome | Content (Chapter/Topics) | PR Hours | PR Marks |
|---|---|---|---|---|---|
| 1 | Introduction to Computer Graphics | ● Basics of Computer Graphics:<br>● Understand the | ● Basics of Computer Graphics<br>● Software's Installation | 15 | 10 |

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| | | fundamentals of computer graphics, including 2D and 3D concepts.<br>● Grasp key terms like pixels, resolution, color spaces, and rendering principles.<br>● Learn about the significance of computer graphics in various industries.<br>● Software Installation:<br>● Learn to choose and install graphics software like Adobe Photoshop or Blender.<br>● Understand system requirements and resolve installation issues.<br>● Familiarize yourself with basic software features and tools. | | | |
| 2 | Quick-Start Exercise | ● Workspace Basics:<br>● Learn how to navigate the software's interface and customize it to your needs.<br>● Document Creation:<br>● Create new documents with various settings and artboards.<br>● Platform Differences:<br>● Understand distinctions in software usage between Mac and Windows systems.<br>● Tool and Panel Management:<br>● Customize toolbars and panels for efficient workflow.<br>● Navigation and Preferences:<br>● Master document navigation and configure preferences for a personalized experience.<br>● Multi-Document | ● The Start Workspace<br>● Creating New Documents<br>● Mac and Windows Differenc<br>● Art boards<br>● Working with Panels<br>● Customize Panels<br>● Customize the Toolbar<br>● Keyboard Shortcuts and Me Commands<br>● Using Workspaces<br>● Interface Shading Options<br>● Screen Modes<br>● Working with Multiple Docu<br>● Tab Preferences<br>● Document Navigation<br>● Preferences Dialog Box | 15 | 10 |

| | | Handling: <br> ● Manage multiple open documents and workspaces effectively. | | | |
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| 3 | Digital Imaging Concepts | ● File Types: <br> ● Gain insight into different image file formats and their uses. <br> ● RAW Formats: <br> ● Learn about RAW image formats and their benefits for post-processing. <br> ● Bitmaps vs. Vectors: <br> ● Understand the distinction between bitmap (raster) and vector graphics. <br> ● Resolution: <br> ● Grasp the importance of resolution in image quality and printing. <br> ● Resize vs. Resample Images: <br> ● Differentiate between resizing and resampling images and when to use each. <br> ● Print Size and Color Modes: <br> ● Explore considerations for print size and various color modes for different design and printing needs. | ● Understanding File Types <br> ● Reviewing RAW Formats <br> ● Bitmaps vs. Vectors <br> ● Understanding Resolution <br> ● Resize vs. Resample Images <br> ● Print Size <br> ● Color Modes | 15 | 10 |
| 4 | Making Selections and Basic Compositing | ● Utilize various selection tools for precise image selections. <br> ● Apply feathering for softer, blended selections. <br> ● Copy, paste, and scale selected portions of images. <br> ● Refine and modify selections as needed. <br> ● Use quick selection, magic wand, and color range tools for efficient | ● Selection Tool Overview <br> ● Practical Marquee Selection <br> ● Feather a Selection <br> ● Copy and Paste <br> ● Scaling the Image <br> ● Modifying Selections <br> ● Quick Selection and Magic Wand Tools <br> ● Select Subject <br> ● Select and Mask Workspace <br> ● Quick Mask Mode <br> ● Color Range Command <br> ● Saving Selections | 15 | 10 |

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| | | selections. <br> ● Explore advanced selection refinement with the select and mask workspace, quick mask mode, and saving selections for future use. | | | |
| 5 | Layers and Masks | ● Learn undo/redo for editing reversals. <br> ● Understand background layers. <br> ● Open images as separate layers. <br> ● Master basic layer functions. <br> ● Select and manage layers effectively. <br> ● Apply layer styles for enhanced visuals. | ● Undo and Redo <br> ● Background Layer <br> ● Opening Images to Layers <br> ● Layer Basics <br> ● Selecting Layers <br> ● Layer Panel Options <br> ● Locking Layers <br> ● Distribute and Align Layers <br> ● Layer Groups <br> ● Layer Opacity Options <br> ● Understanding Blend Modes <br> ● Layer Mask Basics <br> ● Gradient Layer Masks <br> ● Layer Styles <br> ● Flatten Layers | 15 | 10 |
| 6 | Crops, Transformations, and Warps | ● Utilize the crop tool for image framing. <br> ● Implement non-destructive cropping techniques. <br> ● Expand canvas size using cropping. <br> ● Learn about the canvas size dialog box. <br> ● Straighten images using the perspective crop tool. <br> ● Apply transformations, including scaling and warping for image manipulation. | ● Using the Crop Tool <br> ● Non-destructive Crops <br> ● Crop to Add Canvas <br> ● Canvas Size Dialog Box <br> ● Perspective Crop Tool <br> ● Straighten an Image <br> ● Transform <br> ● Content-aware Scale <br> ● Puppet Warp <br> ● Perspective Warp | 15 | 10 |
| 7 | Adjustments | ● Analyze and interpret histograms for image evaluation. <br> ● Utilize adjustment layers for non-destructive editing. <br> ● Apply levels adjustments for modifying image contrast. <br> ● Use adjustment layer masks for precise edits. | ● Reviewing the Histogram <br> ● Adjustment Layers <br> ● Levels Adjustment <br> ● Adjustment Layer Mask <br> ● Clipping to the Adjustment <br> ● Curves Adjustment <br> ● Hue/Saturation Adjustment <br> ● Vibrance Adjustment <br> ● Photo Filter Adjustment <br> ● Remove a Color Cast <br> ● Black and White Adjustment | 15 | 10 |

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| | | • Clip adjustments to specific layers for targeted effects.<br>• Adjust image curves for fine-tuning brightness and contrast. | | | |
| 8 | Localized Adjustments and Photo Retouching | • Utilize toning tools for enhancing image tones.<br>• Apply spot healing brush and healing brush for removing imperfections.<br>• Use the patch tool for more advanced object removal.<br>• Employ content-aware fill and move for seamless content manipulation.<br>• Utilize eraser tools for precise pixel-level adjustments.<br>• Sharpen images to enhance details and clarity. | • Toning Tools<br>• Spot Healing Brush<br>• Healing Brush<br>• Patch Tool<br>• Content-aware Fill<br>• Content-aware Move<br>• Eraser Tools<br>• Sharpening an Image | 15 | 10 |
| 9 | Type, Guides, and Grids | • Use the type tool for adding text to your designs.<br>• Employ the area type tool for text within defined areas.<br>• Display rulers to measure and align elements.<br>• Utilize guides for precise layout alignment.<br>• Add a guide layout for consistent positioning.<br>• Enable smart guides to assist with alignment.<br>• Show the grid and adjust grid preferences for layout precision. | • Type Tool<br>• Area Type Tool<br>• Displaying Rulers<br>• Using Guides<br>• Add a Guide Layout<br>• Smart Guides<br>• Showing the Grid<br>• Grid Preferences | 15 | 10 |
| 10 | Libraries, Output, and Updates | • Utilize creative libraries for asset organization and reuse.<br>• Share libraries for collaborative work and consistency.<br>• Save files to preserve | • Creative Libraries<br>• Shared Libraries<br>• Saving Files<br>• Quick Export | 15 | 10 |

| | | your work. <br> ● Use quick export for efficient file output. | | | |
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# NOS / MODULE TEMPLATE

**NOS /Module: Employability Skill**

**NOS /Module Code: MSME/ES/01**

**THEORY HOURS: 30        PRACTICAL HOURS: -     THEORY MARKS: 100        PRACTICAL MARKS: -**

**Refer Standard Curriculum developed by NCVET. (https://nqr.gov.in/downloads/pdfs/30-hours_MC_Employability_Skills.pdf)**