Diploma in Graphic Design

May 2024
Wednesdays - 6:30pm to 9:30pm

Please note this is a provisional timetable and subject to change:

Month	Day	Content
May	29	Welcome & Introduction to the course and required software. Introduction to the discipline and history of design and typography. The Printing Process. Hardware tips etc.
June	5	Adobe Illustrator (Ai) - Intro to Ai environment and toolset. Ai usage in the real-world. Vectors versus pixels. Fill and stroke. Gradients. Type in Ai. Drawing with the Pen Tool (Bezier). The Free Transform tool.
	12	Adobe Illustrator (Ai) - Working with/placing imagery in Ai. Pixels versus Centimetres. Resolution and DPI. Transparency & opacity. More tools. Outputting a .pdf file from Ai.
	19	Logo design and theory. Typography within Ai. Building logos in Ai. RGB versus CMYK versus Pantone Colour (PMS). Manipulating objects and groups in Ai. Layers.
	26	Adobe Photoshop (Ps) - Vectors versus pixels. Resolution and DPI. RGB versus CMYK. Selection tools. Layers in Ps. Transparency. Channels. Pen tool selection. Image adjustments. Adjustment Layers. Layer Effects. Filters etc.
July	3	Adobe Photoshop (Ps) - The Clone Tool. Image size. The Free Transform tool. Crop Tool. Memory and file handling. Poster design using Ai & Ps.
	10	File formats & the .psd file format. JPEGs versus .psd. More tools.
	17	Introduction to InDesign. Imagery in ID. Type in ID. Multi-page documents in ID. Facing pages. Master pages and Paragraph Styles, Character Styles. Book cover design project.
	24	More InDesign. Printers' marks. PDF files.
	31	Re-cap all software usage. Final Personal Project brief.
August	7	Feedback of draft submissions for Final Project. (Christmas week, date subject to change).

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