

GRAPHICS DESIGN & VIDEO EDITING

Turn Your Creativity Into a Professional Career

Learn the most in-demand design and video editing skills from industry experts.

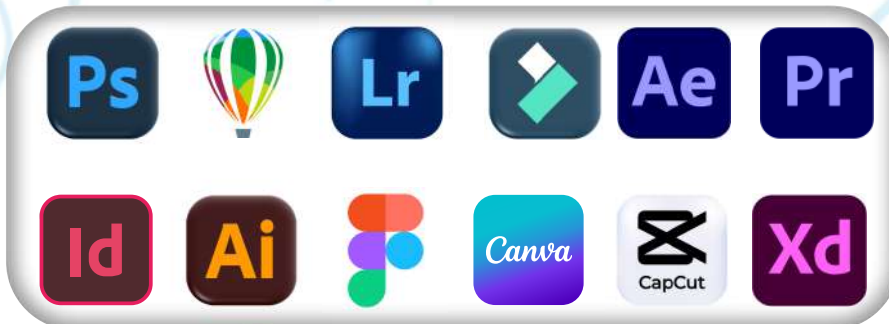
Pune's Leading Agency-Style Training Institute



A central orange rounded rectangle containing a gold seal on the left that says "100% PLACEMENT GUARANTEE". To the right of the seal are three icons: a project folder, a certificate, and a clock with a refresh symbol. Further right are three white rounded rectangles with orange borders containing the text: "Live Project Practical training", "3 Months Internship Certificate", and "Lifetime Student Membership".

Turn Your Creativity Into a Career

Online & Offline Classroom Available



Wakad, Pune

+91 98346 26531 / +91 84211 30237

<https://brandedgetraininginstitute.com/>





SYLLABUS

Graphics Design

- 1). Graphic design is the art of creating visual content.
- 2). It uses images, colors, and text to communicate ideas.
- 3). Graphic design makes information attractive and easy to understand.
- 4). It is used for logos, posters, brochures, and social media designs.
- 5). Designers use software to create professional designs.



Motion Graphics

- 1) Motion Graphics is the art of creating moving visual designs.
- 2) It combines graphics, text, and animation.
- 3) Motion graphics make videos more attractive.
- 4) It is used in ads, reels, and video titles.
- 5) Motion graphics are widely used in digital marketing.



Ui/Ux Design

- 1) UI/UX Design focuses on creating user-friendly digital experiences.
- 2) UI (User Interface) is about the visual design of app and website.
- 3) UX (User Experience) is about how users interact with a product.
- 4) UI/UX design makes apps and websites easy and enjoyable to use.
- 5) It is important for modern websites and mobile applications.



Videos Editing

- 1) Video Editing is the process of modifying and arranging video clips.
- 2) It combines clips, music, text, and effects.
- 3) Video editing makes videos more attractive and professional.
- 4) It is used for films, YouTube videos, and social media.
- 5) Editors cut, trim, and enhance video content.



At **Brand Edge Training Institute**, we focus on practical training and real-world projects to help students gain professional design skills.



Students work on live projects and real assignments that help build confidence and a strong portfolio.

What Makes Us Different

- ✓ 100% Practical Training
- ✓ Live Projects
- ✓ Industry Expert Trainers
- ✓ Portfolio Development
- ✓ Internship Opportunity
- ✓ Lifetime Job Support



Software You Will Learn



CAREER OPPORTUNITIES

After completing the course you can work as



1) Video Editor



3) Freelance Designer



4) Graphic Designer



2) Social Media Designer



5) YouTube Video Editor

WHO CAN JOIN



Students



Working Professionals



Job Seekers



Business Owners



PROJECT

- Stationery Design
- Hoarding Design
- Standee Design
- Design Social
- Media Creatives
- Political Design
- Website Design
- Application Design
- Thumbnail Design
- Motion Graphic
- Logo Animation
- Reel Editing
- Ads Motion Graphic
- Montage/AMV
- Beat Sync Editing
- Internal Branding
- External Branding
- Digital Media Branding
- Print Media Branding
- Logo design
- Visiting card
- Design Letterhead Design
- Brochure Design
- Newspaper Design
- Creative Banners
- Magazine Cover page Design
- Digital Publishing
- Photo Manipulation
- Web Banners Apparel Design
- And Many More...



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Module 01

* Introduction

1. Raster vs. Vector
2. Creating new images
3. Saving files for print
4. Saving files for web/screen
5. Working with Adobe Bridge

Module 02

1. What is Graphic Design
2. Software used in Graphic Designing
3. Introduction to Photoshop
{the Open Page of Photoshop}
4. Basic see through on tool panels,
layer panel, control panel, menu
panel and properties panel.

Module 03

* Getting to Know the Work Area

1. Using the tools
2. Using the options bar and other panels
3. Undoing actions in Photoshop
4. Customizing the workspace
5. Tools panel overview



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Module 04.

* Basic Photo Corrections

1. Strategy for retouching
2. Resolution and image size
3. Adjusting the color in Camera Raw
4. Straightening and cropping the image in Photoshop
5. Replacing colors in an image
6. Adjusting saturation with the Sponge tool
7. Repairing areas with the Clone Stamp tool
8. Using the Spot Healing Brush tool
9. Using content-aware fill
10. Applying the Unsharp Mask filter

Module 05

* Masks and Channels

1. Working with masks and channels
2. Creating a mask
3. Refining a mask
4. Creating a quick mask
5. Manipulating an image with Puppet Warp
6. Working with channels



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Module 06

* Typographic Design

1. About type
2. Creating a clipping mask from type
3. Creating type on a path
4. Warping point type
5. Designing paragraphs of type

Module 07

* Working with Selections

1. Course Syllabus | Adobe Photoshop
2. About selecting and selection tools
3. Using the Quick Selection tool
4. Moving a selected area
5. Manipulating selections
6. Using the Magic Wand tool
7. Selecting with the lasso tools
8. Rotating a selection
9. Selecting with the Magnetic Lasso tool
10. Cropping an image and erasing within a selection
11. Refining the edge of a selection



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Module 08

* Layer Basics

1. About layers
2. Using the Layers panel
3. Rearranging layers
4. Applying a gradient to a layer
5. Applying a layer style
6. Flattening and saving files

Module 09

1. Packaging Design using vanishing point

Module 10

1. Assignment Session

Module 11

1. Face book Cover page
2. Social Media Creative

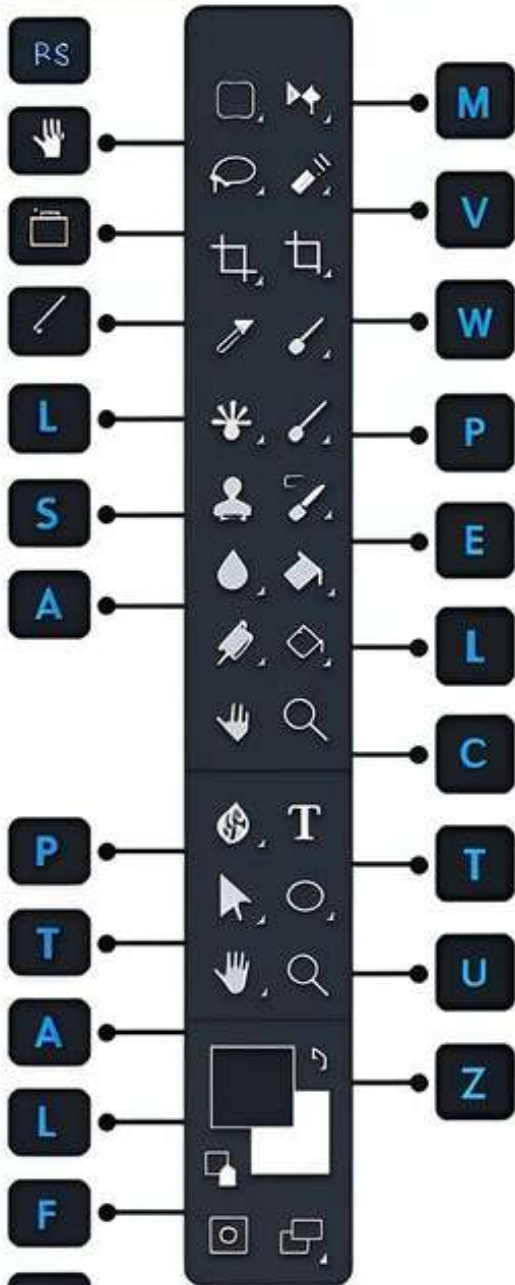
Module 12

1. Final Project





PHOTOSHOP Shortcuts

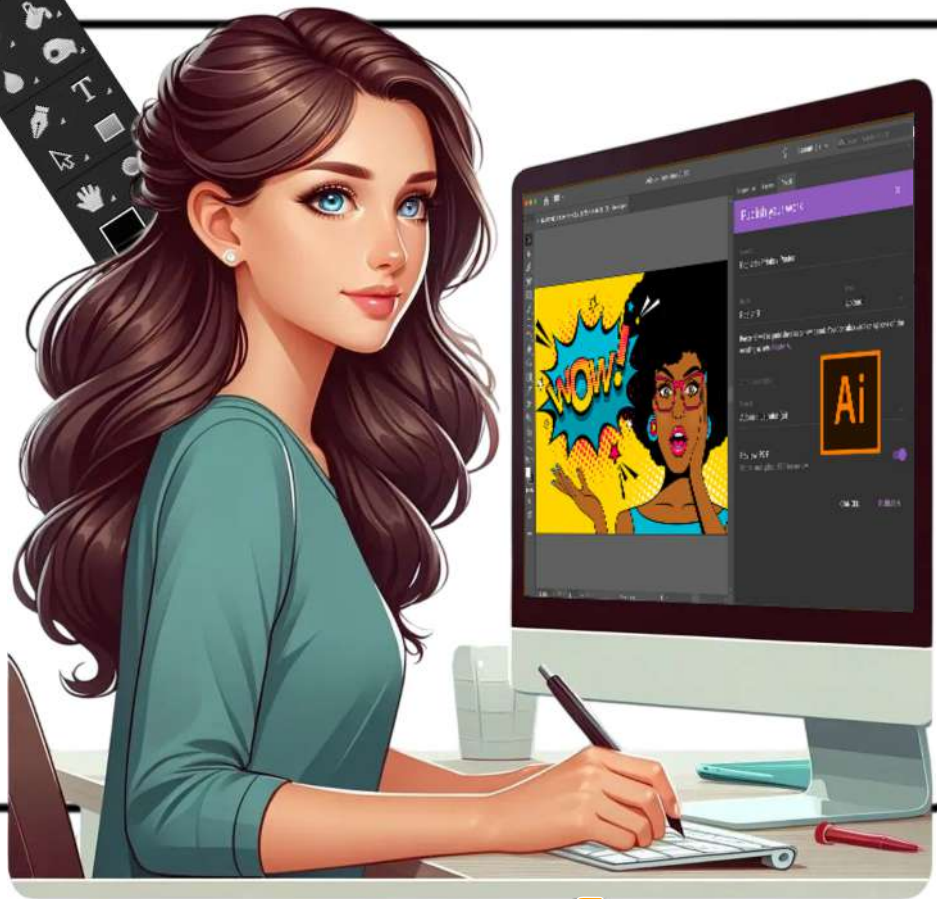


- i** All
- Deselect
- <** Show Ruler
- A** Action

- New
- Open
- Close
- Save
- Save As
- Print
- Exit
- Undo
- Step Backward
- Cut
- Copy
- Paste
- Level
- Curves
- Hue/Saturation
- Colour Balance
- Black and White
- Invert
- Desaturation
- Image Size
- Canvas Size
- Great Clipping
- Mask
- Layer Via Copy
- Merge Layers
- Merge Visible
- Group Layer
- All
- Deselect
- Show Ruler
- Action

- W**
- C · V**
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- Cmd + X · X**
- C · J**
- M · V**
- M · S**
- Cmd + Z · Z**
- M · C**
- M · P**
- M · E**
- M · L**
- M · H**
- M · J**
- Cmd + L**
- Cmd + Cmd · C**
- M · U**
- Cmd + Alt · T**
- M · T · T**
- Cmd + U · C**
- Cmd + C · R**
- M · Alt**
- Cmd · O**
- M · I**
- Cmd Shift + O**
- M · J**
- Cmd · L**
- Alt · F ·**
- Alt · O**
- D2**
- Action**

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Module 01

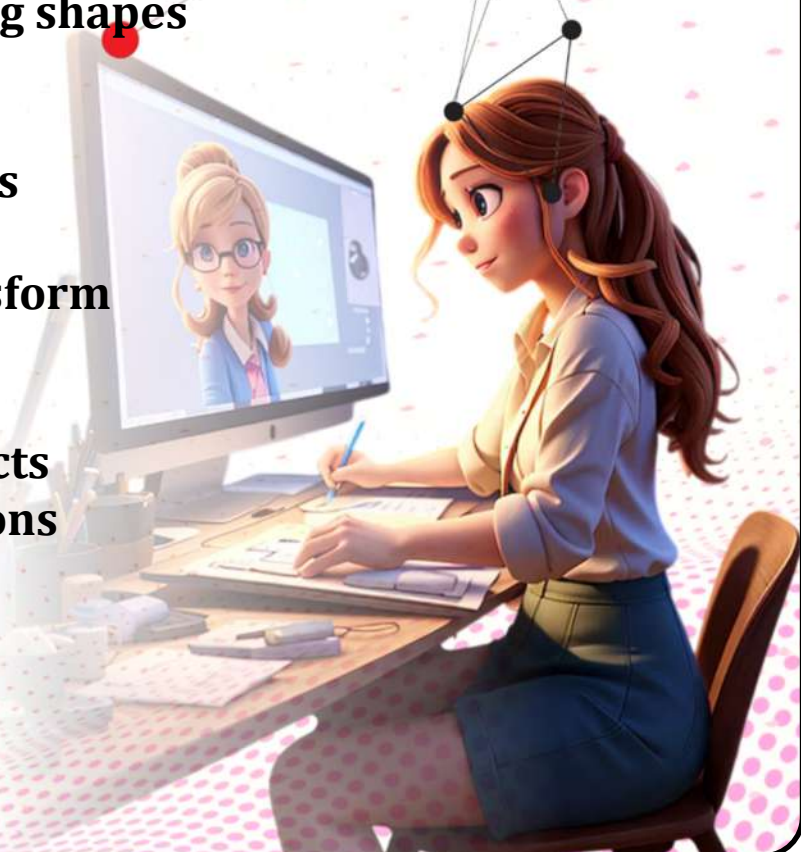
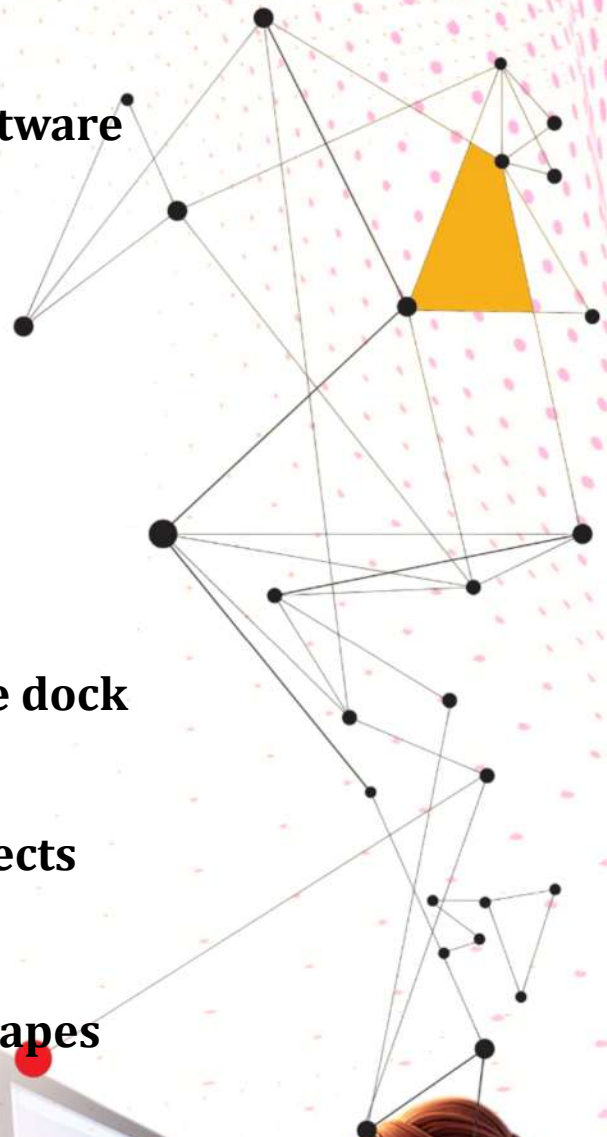
* Introduction to Illustrator Software

1. Using the workspace
2. Exploring the interface
3. Choosing a workspace
4. Opening a file
5. Using art boards
6. Changing your view
7. Zooming and scrolling
8. Using tools and panels
9. Exploring the Control panel
10. Working with panels and the dock

2 Module

* Working with Shapes and Objects

1. Learning essential skills
2. Using the shape tools
3. Repositioning and resizing shapes
4. The Transform panel
5. Constraining a shape
6. Entering exact dimensions
7. Selecting artwork
8. Using the shape and transform tools
9. Introducing layers
10. Cutting and pasting objects
11. Repeating transformations





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Module 03

* Color and Appearance

1. Adding color
2. Exploring the Appearance panel
3. Changing colors
4. Adding effects
5. Using Live Paint
6. Adding a symbol
7. Saving swatches
8. Selecting the same color
9. Creating a color group
10. Using the Color panel

Module 04

* Drawing and Path Editing

1. Using the drawing tools
2. Understanding the Pen tool
3. Straight, curved and hinged lines
4. Tracing images
5. Creating a tracing template
6. Working with Image Trace
7. Using the Line, Pencil, and Eraser tools
8. Editing existing paths
9. Adding and removing points
10. Cutting and joining paths
11. The Shape Builder





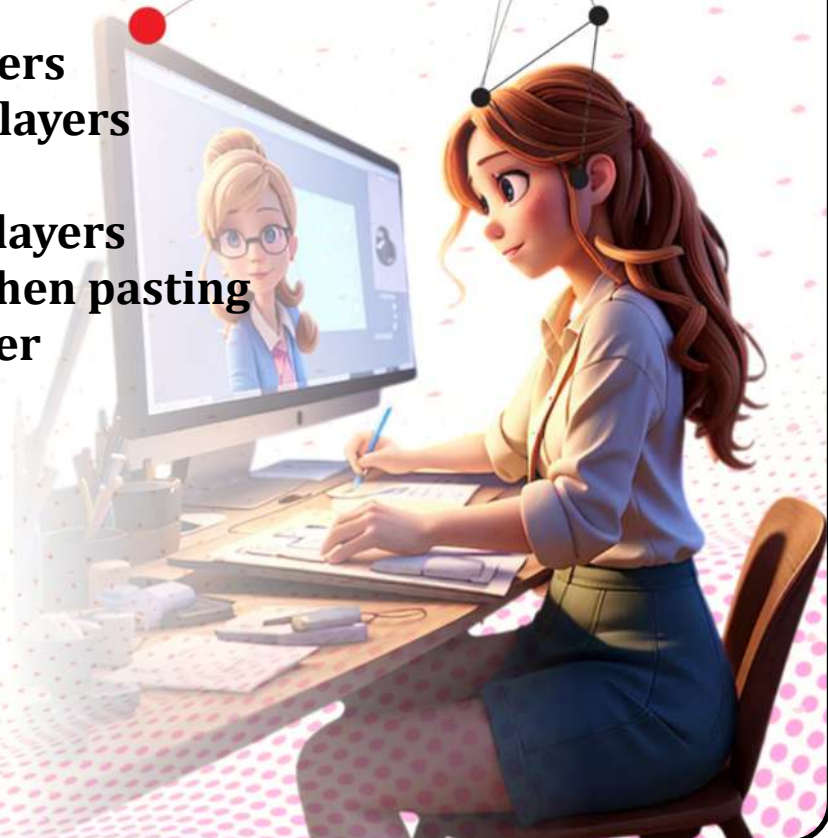
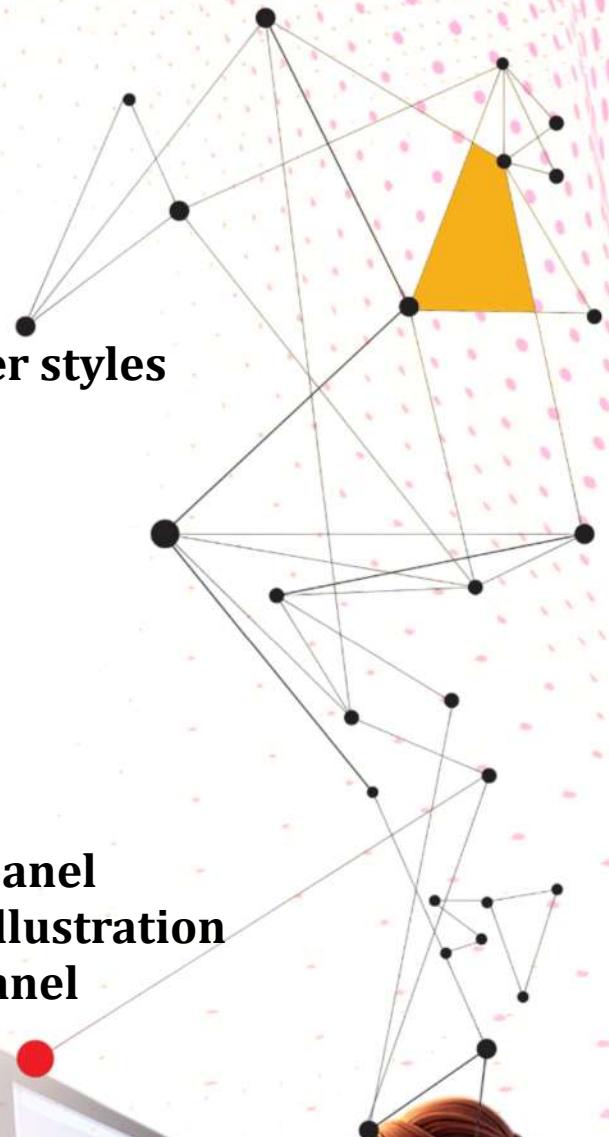
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Module 14

* Typography and Layers

1. Adding and formatting text
2. Formatting text
3. Paragraph formatting
4. Using paragraph and character styles
5. Editing styles
6. Putting text on a path
7. Warping text
8. Putting text in a shape
9. Creating outlines
10. Checking spelling
11. Using Find and Replace
12. Using layers
13. Getting to know the Layers panel
14. Using layers to organize an illustration
15. Selecting using the Layers panel
16. Creating new layers
17. Showing and hiding layers
18. Locking and unlocking layers
19. Rearranging layers
20. Moving items between layers
21. Remembering layers when pasting
22. Creating a template layer



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Module 14

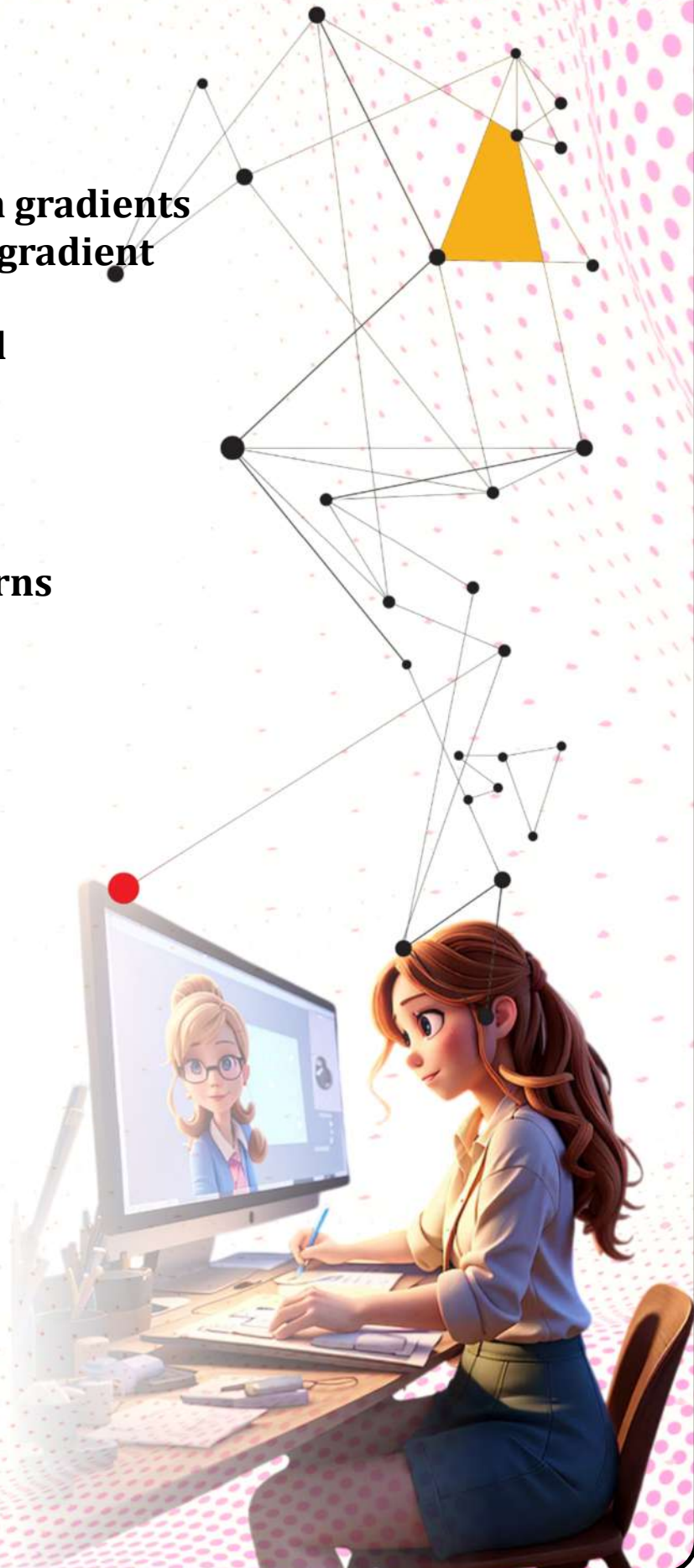
* Patterns and Gradients

1. Additional color options
2. Adding tonal values with gradients
3. Customizing an existing gradient
4. Saving a gradient
5. Using the Gradient panel
6. Updating a gradient
7. Creating a pattern
8. Applying a pattern
9. Editing a pattern
10. Locating existing patterns
11. Using the Color Guide
12. Click for Next Module

Module 18

* Final Project

1. Comprehensive Vector Art Project





ILLUSTRATOR SHOTCUT



Selection	V	—	—	A	Direct Selection
Magic Wand	Y	—	—	Q	Lasso
Pen	P	—	—	Shift+~	Curvature
Type	T	—	—	\	Line Segment
Rectangle	M	—	—	B	Paintbrush
Pencil	N	—	—	Shift+E	Eraser
Rotate	R	—	—	S	Scale
Width	Shift+W	—	—	E	Free Transform
Shape Builder	Shift+M	—	—	Shift+P	Perspective Grid
Mesh	U	—	—	G	Gradient
Drop	I	—	—	W	Blend
Symbolic Sprayer	Shift+S	—	—	J	CC Chart
Artboard	Shift+O	—	—	Shift+K	Slice
Hand	H	—	—	Z	Zoom
Fill	X	—	—	Shift+X	Swap Fill and Stroke
Default Fill and Stroke	D	—	—	X	Stroke
Color / Gradient	< / >	—	—	/	None
Draw	Shift+D	—	—		Normal / Behind / Inside
Change Screen Mode	F	—	—		

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CORELDRAW



Module 01

* Introduction to CorelDRAW

1. Installing CorelDRAW Graphics Suite
2. Basics of CorelDRAW
3. Vector Graphics and Bitmaps
4. Starting and Opening Drawings
5. Previewing Drawings
6. Viewing Modes
7. Saving and Closing Drawings
8. CorelDRAW Workspace
9. Creative Tools and Content
10. Touchscreen and Wheel Devices

Module 02

* Lines, Shapes, and Outlines

1. Lines, Outlines, and Brush strokes
2. Shapes and Shape Objects
3. Symmetrical Drawing





Module 03

* Working with Objects, Symbols, and Layers

1. Introduction to Objects
2. Linking and Embedding Objects
3. Layers and Symbols
4. Managing and Tracking Projects

Module 04

* Colour, Fills, and Transparencies

1. Color
2. Color Models and Depth
3. Choosing Colors
4. Creating and Editing Color Palettes
5. Uniform Fills and Fountain Fills
6. Vector and Bitmap Pattern Fills
7. Texture, PostScript, and Mesh Fills
8. Object Transparency
9. Managing Colors





Module 05

* Exploring Special Effects

1. Lenses
2. Adding 3D Effects
3. Mosaics

Module 06

* Working with Text

1. Adding and Manipulating Text
2. Formatting Text
3. Managing Fonts
4. Writing Tools

Module 07

* Templates and Styles

1. Templates
2. Using and Finding Templates
3. Managing Templates
4. Creating and Editing Templates
5. Introducing Styles and Style Sets





Module 08

* Pages and Layout

1. Pages and Layout Tools
2. Page Layout and Background
3. Adding and Deleting Pages
4. Rulers
5. Document Grid and Pixel Grid
6. Tables
7. Adding Tables
8. Selecting, Moving, and Navigating Table Components
9. Inserting and Deleting Table Rows and Columns
10. Formatting Tables and Cells
11. Converting Tables to Text





Module 09

Introduction to Bitmaps

1. Working with Bitmaps
2. Converting Vector Graphics to Bitmaps
3. Importing and Cropping Bitmaps
4. Bitmap Dimensions and Resolution
5. Straightening Bitmaps
6. Image Adjustment Lab
7. Adjusting Color and Tone
8. Tone Curve Filter
9. Special Effects Categories
10. Bitmap Color Modes
11. Introducing Trace
12. RAW Camera Files





Module 10

* Making IT Experts & Products

1. Creating, Applying, and Editing Styles and Style Sets
2. Managing Default Object Properties
3. Importing and Exporting Style Sheets
4. Color Styles
5. Creating and Applying Color Styles
6. Editing and Viewing Color Styles
7. Exporting and Importing Color Styles

Module 11

* Web Graphics

1. File Formats
2. Importing and Exporting Files
3. Exporting to PDF
4. Supported File Formats
5. Customizing and Automating
6. Setting Basic Preferences
7. Customizing CorelDRAW
8. Using Macros and Scripts for Automating Ta

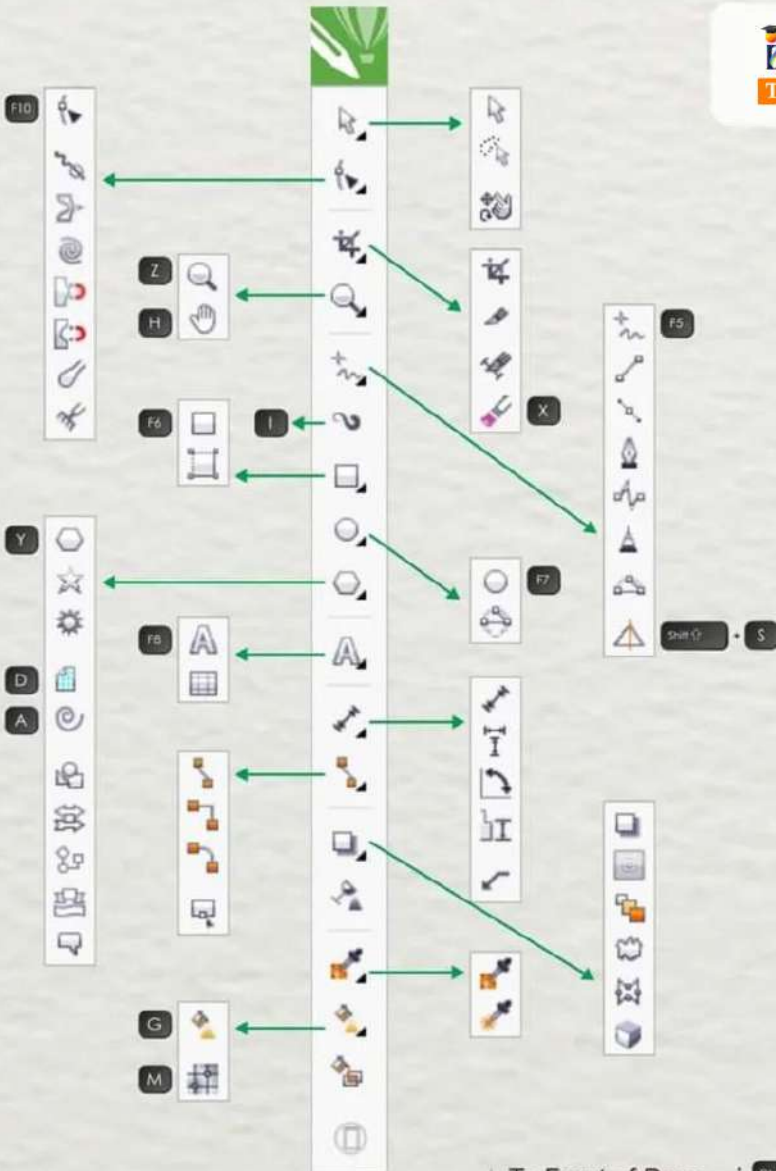




CorelDRAW Shortcut Keys



COREL DRAW

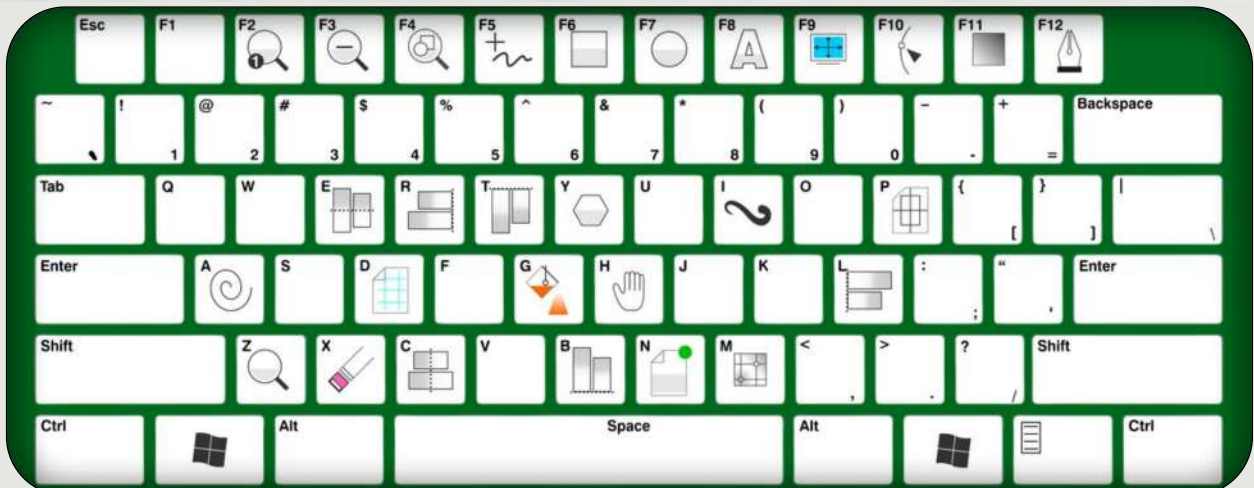


New	: Ctrl + N
Open	: Ctrl + O
Save	: Ctrl + S
Save As	: Ctrl + Shift + S
Import	: Ctrl + I
Export	: Ctrl + E
Print	: Ctrl + P
Undo Create	: Ctrl + Z
Redo	: Ctrl + Shift + Z
Cut	: Ctrl + X
Copy	: Ctrl + C
Paste	: Ctrl + V
Duplicate	: Ctrl + D
Combine	: Ctrl + L
Break Apart	: Ctrl + K
Group	: Ctrl + G
Ungroup	: Ctrl + U
Convert to Curves	: Ctrl + Q
Convert Outline to Object	: Ctrl + Shift + Q
Object Properties	: Alt + [Enter]
Brighnest / Contrast	: Ctrl + B
Color Balance	: Ctrl + B
Hue / Saturation	: Ctrl + Shift + B
Envelope	: Ctrl + F7
Text Properties	: Ctrl + T
Refresh Windows	: Ctrl + W
Close Windows	: Ctrl + F4

Transform	Position	: Alt + F7
	Rotate	: Alt + F8
	Scale and Mirror	: Alt + F9
	Size	: Alt + F10

Order	To Front of Page	: Ctrl + Home
	To Back of Page	: Ctrl + End
	To Front of Layer	: Shift + PageUp
	To Back of Layer	: Shift + PageDown
	Forward One	: Ctrl + PageUp
Back One	: Ctrl + PageDown	

Align & Distribute	Align Left	: L
	Align Right	: R
	Align Top	: T
	Align Bottom	: B
	Align Center Horizontal	: E
	Align Center Vertical	: C
Center to Page	: P	





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Module 01

Introduction to Lightroom

1. Lightroom Introduction
2. Interface Overview
3. Catalog System
4. Import Photos

Module 02

Photo Organization

1. Photo Library Management
2. Rating & Flagging Photos
3. Collections Creation

Module 03

1. Color Adjustment
2. Color Correction
3. HSL (Hue, Saturation, Luminance)
4. Color Grading

Module 04

Basic Photo Editing

1. Crop & Rotate
2. Exposure Adjustment
3. Contrast & Highlights
4. White Balance





Adobe LIGHTROOM



Module 05

Advanced Editing

1. Presets Use
2. Local Adjustments (Brush, Gradient)
3. Spot Removal
4. Lens Correction

Module 06

Effects & Enhancements

1. Vignette Effect
2. Texture & Clarity
3. Sharpening

Module 07

Export & Sharing

1. Export Photos
2. High Quality Export
3. Social Media Export
4. Watermark Add

Module 08

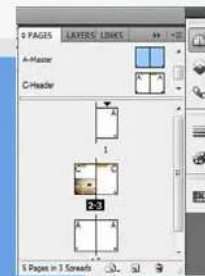
1. Professional Photo Editing
2. Wedding Photo Editing
3. Portrait Photo Retouching
4. Instagram Photo Editing





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INDESIGN...



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Adobe INDESIGN



Module 01

* Introduction to InDesign

1. Introduction to Adobe InDesign
2. Understanding Interface and Workspace
3. Identification of Tools and Panels
4. New Document Setup (Page Size, Margins, Bleed)
5. Saving & Exporting Documents

Module 02

* Working with Text

1. Creating and editing Text Frame
2. Fonts, Styles, 3 Formatting
3. Paragraph & Character Styles
4. Text Wrapping & Columns
5. Text Flow (Manual & Auto Text Flow)





Adobe **INDESIGN**



Module 3

* Working with Graphics and Images

1. Placing Images (JPG, PNG, PSD, AI, etc.)
2. Image Frame & Fitting Options
3. Linking vs Embedding
4. Effects: Transparency, Drop Shadows, Feather

Module 4

* Layout Design Techniques

1. Master Pages & Page Numbering
2. Grids, Guides,
3. Use of Layers
4. Alignment
5. Color Themes & Swatches Object Styles





Adobe **INDESIGN**



Module 05

* Designing Multi-page Documents

1. Books, Brochures, Magazines Layout
2. Creating Table of Contents
3. Sections and Spreads
4. Index Creation
5. Working with Anchored Objects

Module 06

* Tables and Data Management

1. Creating and Styling Tables
2. Importing Data from Excel
3. Cell Styles 3 Table Styles





Adobe INDESIGN



Module 07

* Exporting and Publishing

1. Print Ready PDF Export
2. Interactive PDF with Links, Buttons, and Forms
3. EPUB Export for Digital Publishing
4. Preflight & Packaging Files

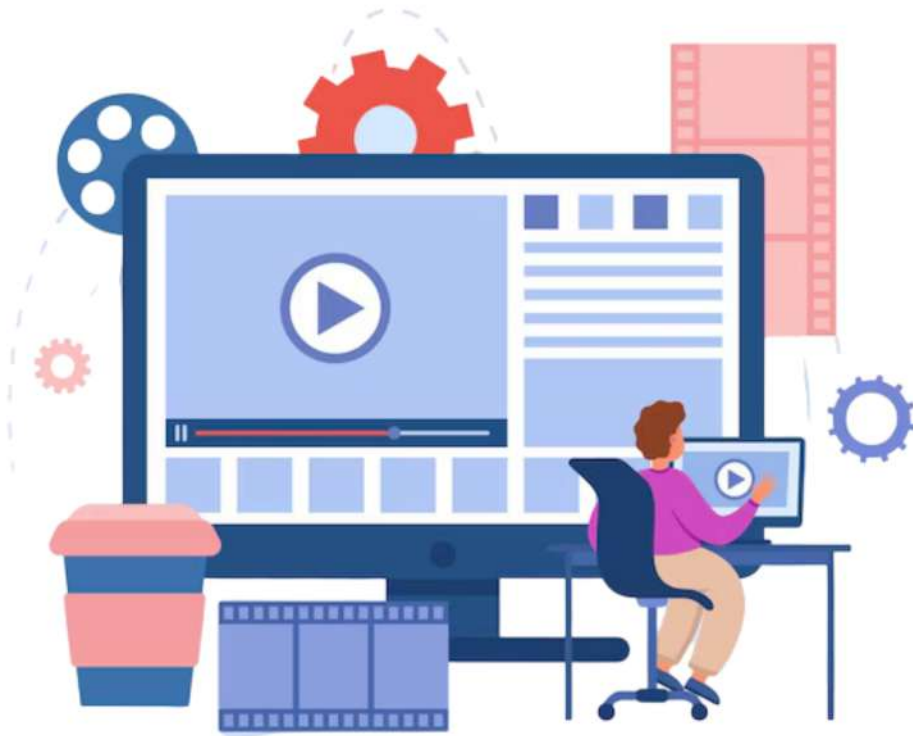
Module 08

* Live Projects & Portfolio

1. Business Card Design
2. Magazine Cover & Inner Page
3. Restaurant Menu Layout
4. eBook/ Digital Brochure Project
5. Final Portfolio Compilation



VIDEO EDITING



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Adobe Premiere Pro



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Adobe PREMIERE PRO

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Module 01

Introduction to Premiere Pro

1. Premiere Pro Introduction
2. Interface Overview
3. Workspace & Panels
4. Project Creation

Module 02

Media Management

1. Import Video, Audio & Images
2. Media Browser
3. Organizing Files (Bins)

Module 03

Basic Video Editing

1. Timeline Editing
2. Cut, Trim & Split Clips
3. Ripple & Rolling Edit Tool
4. Insert & Overwrite Edit



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Module 04

Audio Editing

1. Add Background Music
2. Voice Over Recording
3. Audio Levels Adjustment
4. Audio Effects

Module 05

Text & Titles

1. Essential Graphics Panel
2. Add Titles & Text
3. Lower Third Titles
4. Text Animation

Module 06

Transitions & Effects

1. Video Transitions
2. Video Effects
3. Presets Motion Controls



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Module 07

Color Correction

1. Lumetri Color Panel
2. Color Grading
3. White Balance
4. Creative LUTs

Module 08

Advanced Editing

1. Green Screen (Chroma Key)
2. Multi-Camera Editing
3. Speed Ramping
4. Masking & Tracking

Module 09

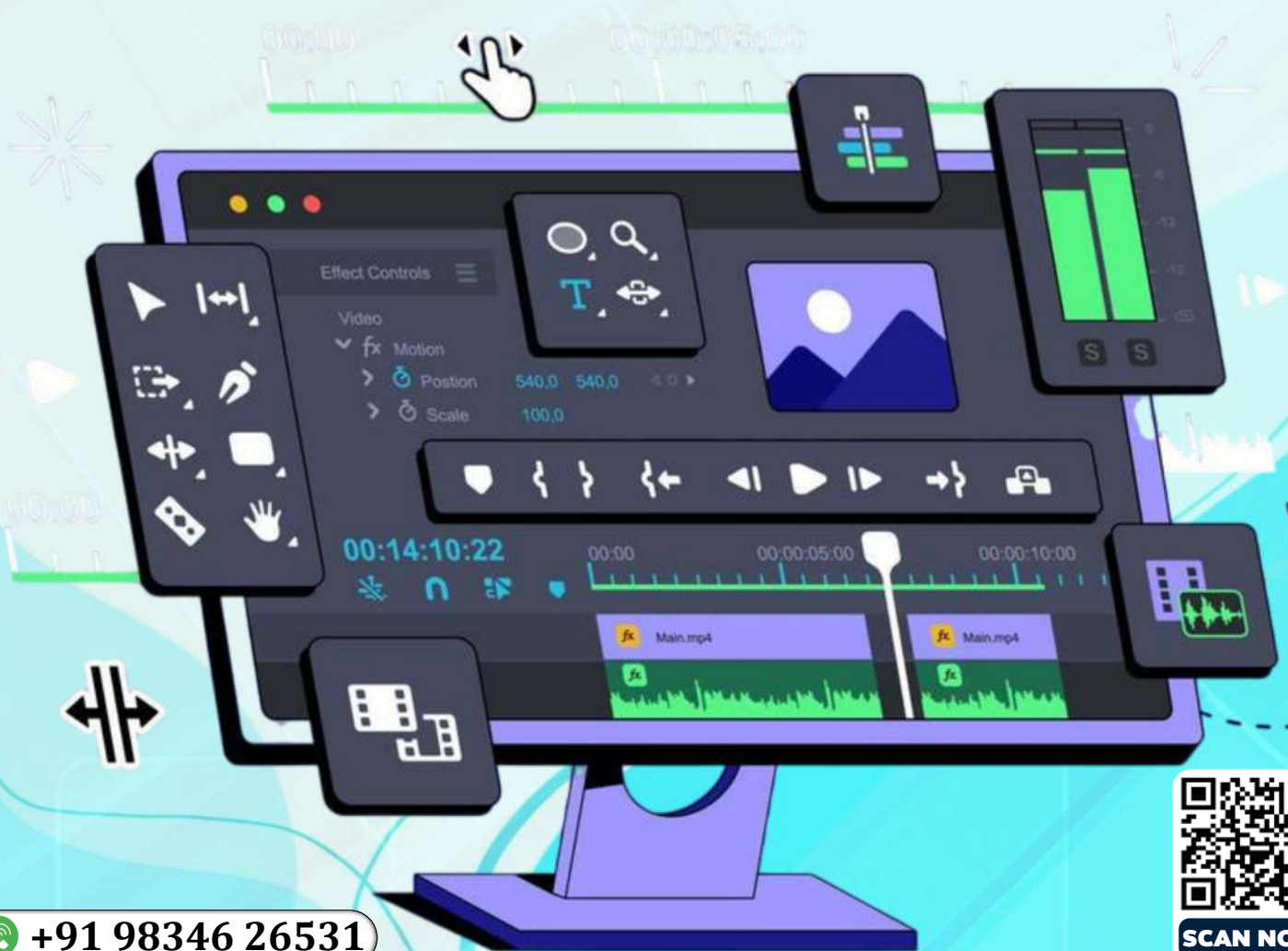
Export & Rendering

1. Export Settings
2. H.264 Video Export
3. YouTube & Social Media Export
4. High Quality Rendering





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FILMORA



Module 01

1. Filmora Software Introduction
2. Interface OverviewProject Settings
3. Import Media Files

Module 02

1. Timeline Use
2. Cut, Trim & Split Video
3. Crop & Rotate
4. Speed Control

Module 03

1. Add Text & Titles
2. Lower Third Titles
3. Animated Text
4. Text Customization

Module 04

1. Editing Works





FILMORA



Module 05

1. Filters & Overlays
2. Motion Elements
3. Color Presets

Module 06

1. Green Screen (Chroma Key)
2. Picture in Picture (PIP)
3. Split Screen
4. Keyframe Animation

Module 07

1. Brightness & Contrast
2. Color Grading
3. LUT Filters

Module 08

1. Video Export Settings
2. YouTube Export
3. Instagram & Social Media Format
4. High Quality Rendering





CAPCUT



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CAPCUT



Module 01

1. Introduction to CapCut
2. Setting up your workspace
3. Understanding the Interface
4. Project Planning
5. Importing Media
6. Basic Editing
7. Applying Transitions
8. Using Effects

Module 02

1. Master the timeline, and editing tools
2. Import videos, images, and audio
3. Cut, trim, and merge clips
4. Customise transitions
5. Adjust video effects and filters
6. Modify text overlays and titles

Module 03

1. Adding Text
2. Creating Split Screens
3. Using Masks and Overlays
4. Stabilising Shaky Footage
5. Applying Stickers and Emojis
6. Colour Correction
7. Keyframe Animations
8. Multi-Layer Editing



MOTION GRAPHICS





ADOBE AFTER EFFECTS



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ADOBE AFTER EFFECTS



Module 01

1. Introduction to After Effects
2. Functionality and Uses of After Effects
3. Video Basics (Dimensions, Framerate, Timecode, Etc.)

Module 02

1. Anchor Points & Animating with Overshoot
2. Masking Layers & Parenting
3. Rotation, Fade-Outs, & Rendering
4. Preparing an Illustrator File for Animation

Module 03

1. Working with Text & Fade-Ins
2. Styling Text & Rendering





ADOBE AFTER EFFECT



Module 04

1. Understanding the Timeline
2. Timing & Sequencing
3. Working with Layer In & Out Points

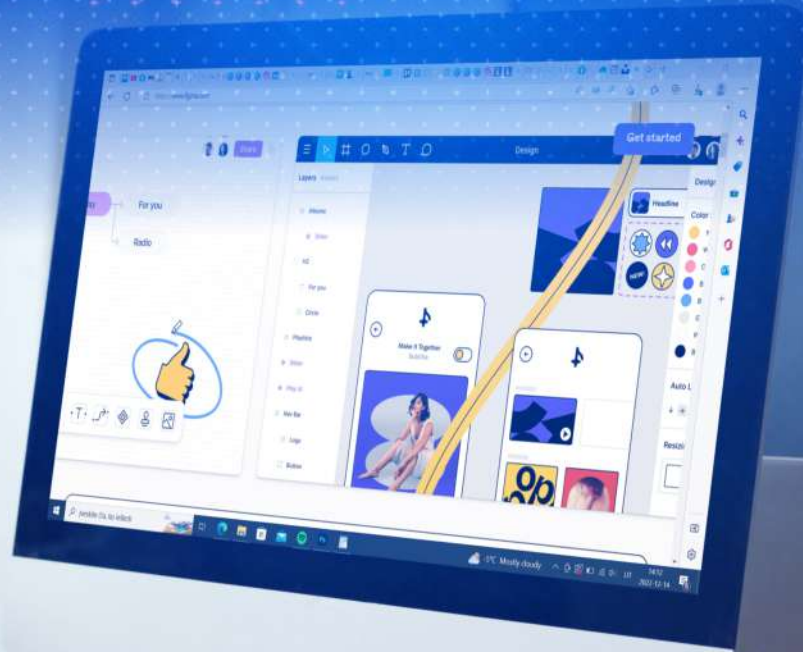
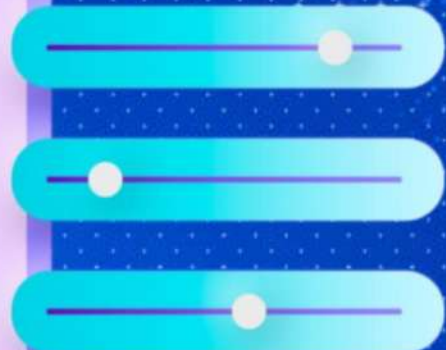
Module 05

1. Creating & Animating Text Layers
2. Text Formatting
3. Working with Text Animators


Module 06

1. Creating & Animating Text Layers
2. Text Formatting
3. Working with Text Animators





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Module 01

1. What is ui - ux designing
2. Why it is needed

Module 02

1. Types of software for ux
2. Interface

Module 03

1. Wire framing

Module 04

1. Creating New Files & Designing on a Grid
2. Setting up artboards
3. Importing text
4. Creating colored backgrounds for text

Module 05

1. Importing & Cropping Photos
2. Importing a photo as an image fill (crop a photo)
3. Rounding corners





Module 06

* Exporting Assets for Web: SVG, JPEG, & PNG

1. Exporting individual assets
2. Exporting artboard

Module 07

1. Detaching from a component
2. Components versus Repeat Grids
3. Turning a Design into a Clickable Prototype
4. Linking between artboards
5. Previewing the prototype
6. Creating an overlay

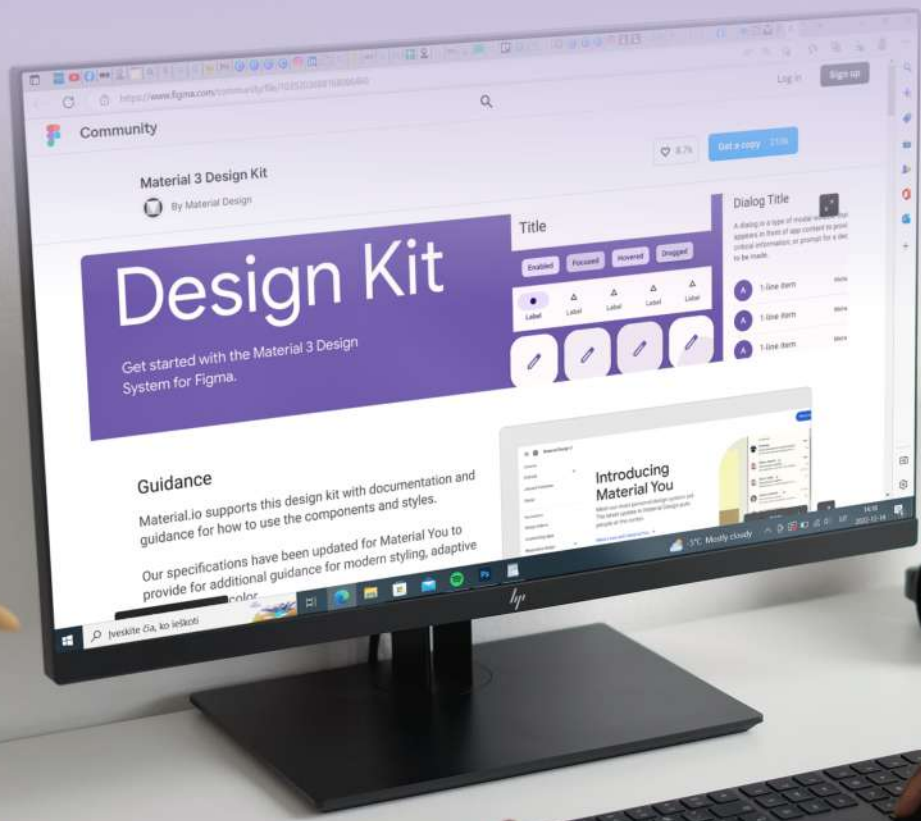
Module 08

* Sharing XD Files (For Review, Developers, etc.)

1. Sharing an XD file
2. Commenting on shared files
3. Pinning a comment
4. Updating an existing shared file
5. Sharing for Development



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Module 01

1. Introduction to Figma
2. Layers, frames, and pages.
3. Shapes, text, and alignment.
4. Design Basics
5. Color theory and typography basics.
6. Grids and layout principles.

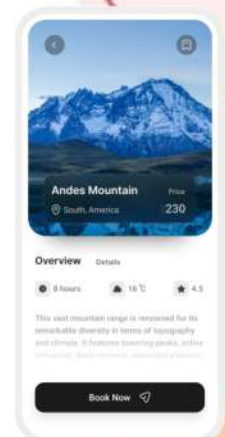
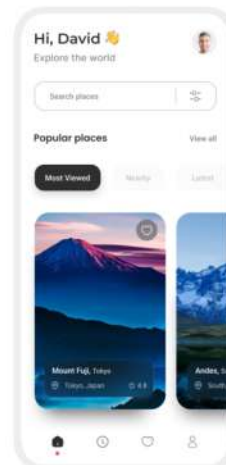
Module 02

1. Components (Reusable Elements)
2. Turning a Design into a Clickable Prototype
3. Exporting Assets for Web: SVG, JPEG, & PNG
4. Sharing Figma Files: Commenting, Testing, Developers, etc.

Module 03

UI/UX Fundamentals

1. What is UX design?
2. What do UX Designers do?.
3. Learn user-centered mind set.
4. Thinking Frameworks.





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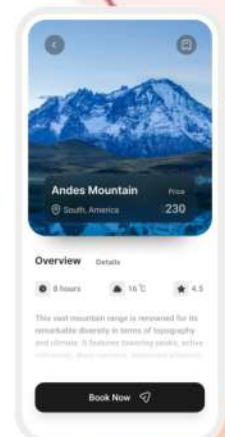
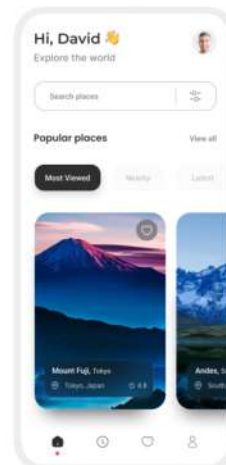


Module 04

1. GESTALT PRINCIPLE
2. Figma Fundamentals

Module 05

- LAWS OF UX
1. Aesthetic Usability Effect.
 2. Doherty Threshold.
 3. Fitts' Law
 4. Hick's Law
 5. Miller's Law
 6. Law of common region
 7. Law of proximity
 8. Law of similarity
 9. Law of Uniform Connectedness.
 10. Law of Pragnanz
 11. Jacob's Law





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Module 06

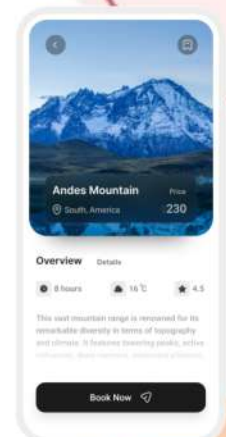
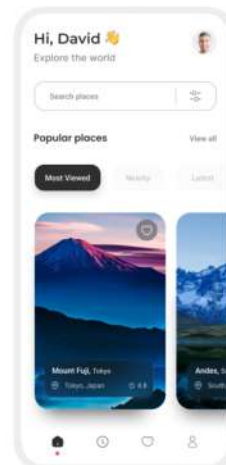
1. Creating New Files & Designing on a Grid
2. Importing & Cropping Photos
3. Vector Graphics, Colors, Shadows, & More
4. Text Styles

Module 07

1. Fixing the position of elements so they don't scroll
2. Previewing the prototype
3. Viewing a prototype for user testing

Module 08

1. Parsonas
2. Auto Layout: Introduction
3. Auto Layout: Deeper Dive
4. Linking Up/Down a Page, Scrollable Areas, & Hyperlinks
5. Intro to Smart Animate





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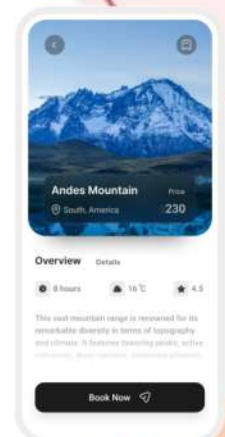
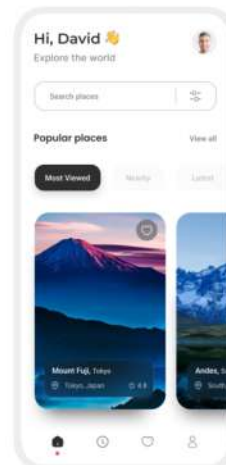


Module 09

1. Parallax Animation
2. Building the Parallax Animation
3. Component Properties & Variants
4. Creating & Using Component Variants
5. Hovers & Overlays
6. Using Components in a Team Library
7. Swapping Team Libraries

Module 10

- Web App Design Project Designing a Web App
1. Landing page, login screen, and dashboard for a web app.
 2. Layers, frames, and pages.
 3. Auto-layout for responsive designs..
 4. Final Prototype.
 5. Responsive breakpoints for desktop, tablet, and mobile.
 6. Functional prototype with interactions.
 7. Doubt session





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Module 11

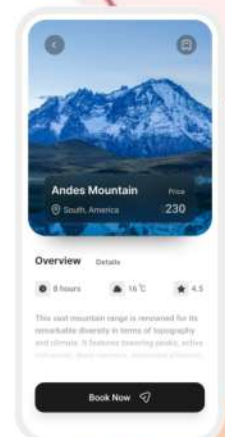
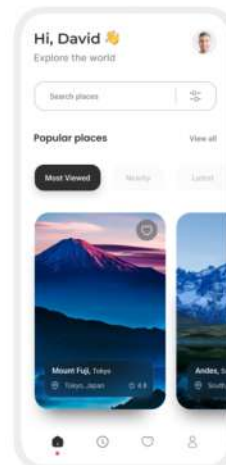
Prototyping with Figma

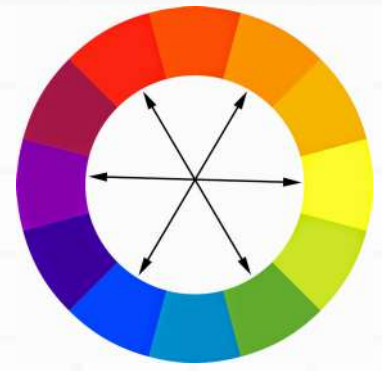
1. Wire framing Basics
2. Creating low-fidelity wire frames for mobile and web apps.
3. Prototyping Features
4. Adding interactions and transitions.
5. Clickable prototypes for user testing.

Module 12

Mobile App Design Project

1. Designing a Mobile App.
2. Screens for a sample app (e.g., task manager or food delivery).
3. Login, home, and profile pages.
4. Reusable buttons, icons, and cards.
5. Typography and color styles.
6. Prototyping and Feedback






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Module 01

*Introduction to Canva & Basic Design Tools

1. What is Canva? Introduction and use cases
2. Creating a Canva account
3. Navigating the Canva dashboard
4. Understanding templates and design types
4. Using elements: shapes, lines, icons Uploading images and videos
5. Hands-on: Create a simple social media post

Module 02

*Text, Color, and Layout Mastery

1. Working with text: fonts, sizing, spacing
2. Color theory basics and applying color schemes
3. Using brand kits and custom colors
4. Grouping, aligning, and arranging elements
5. Layering and transparency
6. Hands-on: Design a branded flyer or poster





Module 03

*Real Projects & Portfolio Creation

1. Designing business cards, resumes, and banners
2. Creating carousel posts and Instagram highlights
3. Overview of print and professional outputs
4. Building a personal design portfolio
5. Final hands-on project: Complete a brand identity kit (logo, post, business card)

Module 04

*Multimedia & Animation Features

1. Inserting videos, music, and animations
2. Using transitions between slides or pages
3. Exporting designs as MP4/GIF
4. Introduction to Canva presentations
5. Hands-on: Create an animated Instagram story or video






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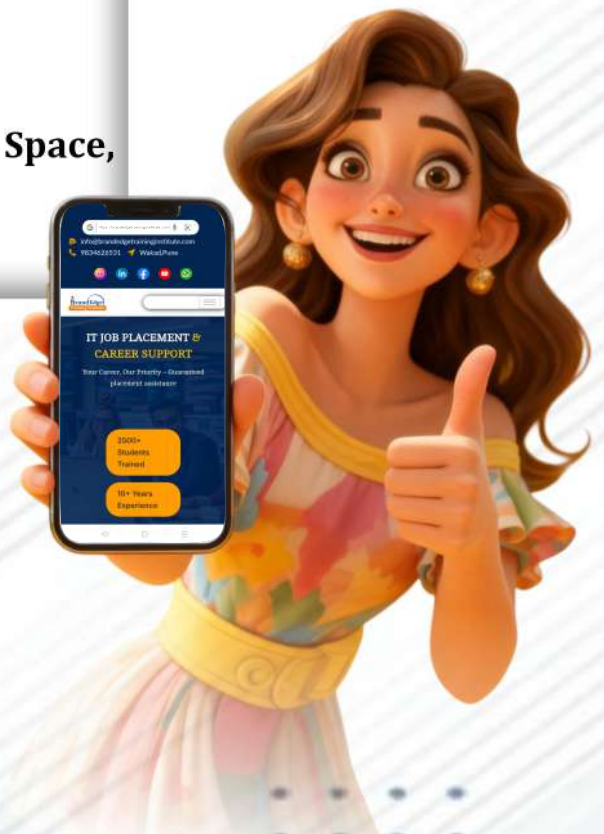
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Contact Details

 +91 98346 26531 / +91 84211 30237

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 Shop no. 201, C wing, Mauli Chowk, RK Life Space,
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