UI/UX DESIGN

1. Getting Started with Graphics Design:

   - Introduction to Graphics Design
   - 2D Graphic Design vs 3D Graphics
   - Graphics Design Tools
   - Comparison – Photoshop, Illustrator, InDesign & CorelDraw

2. Getting into Photoshop World:

   - Creating account in Adobe
   - Various types of accounts
   - Benefits of Accounts in Adobe
   - Getting familiar with Workspace
   - Creating a New project
   - Getting familiar with all the important Navigations
   - Understanding Focus area, Smudge Tool etc

3. Layers:

   - Introduction to Layers
   - Working with Layers
   - Layers Styles

4. Text, Colors & Images:

- Adding Text
- Playing with features in Text
- Colors RGB vs CMYK
- Adding colors
- Changing colors
- Enhancing colors
- Changing Gradient
- Adjusting images without Distortion
- Fixing Blurry Images
- Color and Tone Correction of Images
- Adding Watermark / Logo
- Changing an image to black & white
- Other Important Image Enhancement techniques

5. Shapes & Filters:

- Working with various shapes in Photoshop
- Creating and playing with various shapes in Photoshop
- Creating & Applying various filters

6. Retouching & Shadows:

- Importance of Retouching
- How to use Patch tool for Retouching
- Removing unwanted things from background

- Retouching Eyes & Skin
- Adding Realistic Shadows

7. Overview of UX:

- What is UI & UX Design
- Difference between UI vs UX design
- Introduction to UX
- Design Human Psychology & Interaction with Digital Devices

8. Design Considerations:

- Creating Mobile App Designs
- Creating Mobile Website Designs
- Creating Website Designs
- Best practises for each platform

9. Sketching, User Flows & Sitemap:

- What is Sketching
- How to Sketch UX flows
- Sketching Best Practises
- What are User Flows
- Creating Common User Flows like Search
- Registration & Checkout
- What are Sitemaps

- Creating Sitemaps
- Best practises and common mistakes to avoidwhile creating user flows and creating Sitemaps
- Hands-on session using Figma or Adobe XD

10. Wireframing & Prototyping

- Introduction to Wireframe
- Learn how to create a wireframe
- Wireframe real-time examples using Figma or
- Adobe XD
- Wireframe for home page
- Wireframe for services page
- Wireframe for product page
- Wireframe for checkout page
- Introduction to Prototype
- Creating a Prototype using Figma or Adobe XD
- Collecting feedback from team
- Hands-on using Figma or Adobe XD

11. Mastering Moodboards:

- Introduction to Moodboard
- Moodboard Benefits
- Using the Moodboard
- Hands-on using Figma orAdobe XD

12. Grids & Spacing:

- Importance of Grids
- Importance of Spacing
- Creating Grids
- Best practises
- Hands-on using Figma orAdobe XD

13. Typography:

- Font selection and text presentation
- Playing with right Font Color
- Playing with Font Types
- Using Web safe fonts for Android, iOS & Web Apps
- Hands-on using Figma or Adobe XD

14. Color:

- Color principles
- Color gradients
- Using Color Palettes
- Creating own Colors
- Color - Best practises
- Hands-on using Figma or Adobe XD

15. Images & Icons:

- How to use images from library
- Free Image sources
- Playing with Images - Blurring the background image etc
- Using the in-built icons
- Creating custom Icons
- Hands-on using Figma or Adobe XD

16. Assets & Plugins:

- Working with various Assets
- Working with Plugins
- Hands-on using Figma or Adobe XD

Photoshop/Illustrator Interaction inside your UI UX Tool:

17. Enhancing Design - Advanced:

- Tips & Tricks to enhance the Design
- Importance of Micro-Interactions
- Using Micro-interactions
- Using Animation
- Using Transitions
- Using Background Videos

- Using Drop-down Menus
- Using Pop-up Menus
- Using Voice Interactions
- Hands-on using Figma or Adobe XD

18.   User Testing:

- How to Test your Design against the Customer Requirement

19.   Design to Development:

- Exploring your Files & Assets in Figma or Adobe XD

20.   Introduction to Web pages and Websites:

- Introduction to HTML
- Creating a simple HTML Document
- Viewing HTML Document with Browsers
- Introduction to different Web Browsers – IE, Chrome,Mozilla, Safari, UC Browser
- Webpage Vs Website
- Various User Interface Elements and Layouts
- Understanding Responsive websites

21.   Working with HTML:

- Elements of a HTML Document
- Understanding HTML Tags
- HTML Editors
- Creating a Simple HTML Document
- Adding Attributes to Tags
- Handling Texts in HTML
- HTML Styles
    o Controlling Fonts and Size
    o Alignment
    o Applying Colors
    o Foreground and background colors
- Working with HTML Tables
- Handling Images
    o Adding and Formatting an Image
    o Handling Size of an Image
    o Aligning Images
    o Adding Animated Images
    o Background Images
- Understanding the HTML Layouts and its limitations
- Working with HTML Forms

22.   Introducing HTML 5:

- HTML Vs HTML 5
- New Elements in HTML 5

- New Form Elements in HTML 5
- Handling Audio & Video
- Handling Graphics
    - Canvas
    - Handling SVG
    - Handling Events

23. Introducing CSS and CSS 3:

- What is a Style Sheet
- Cascading Effect of a Style Sheet
- Inline and External CSS
- CSS Selectors – IDs and Classes
- Understanding Layouts
- Absolute, Relative and Fixed Positioning
- Advanced CSS
    - Transformations
    - Responsive Layouts and Media Queries

24. Javascript:

- Introduction to Javascript
- Necessity for Javascript
- Javascript Structure and Elements
- Variables, Data types & Operators
- Understanding Block level and Global scope
- Using Arrays

- Mastering Functions
- Control Structures
- Loops in Javascript
- Understanding Iterator
- Understanding the Document Object Model (DOM)
- Handling DOM using Javascript
- Javascript Events and Event Handling
- Javascript Forms
- Animating UI Elements
- Object Oriented concepts in Javascript
- Classes and Objects
- Minimizing Redundancy using Inheritance
- Browser Compatibility
- Javascript Cookies and AJAX