Programme	ADP Home Economics	Course Code	HEDA-207L	Credit Hours	3(0+3)
Course Title		HOME ECONOMICS IN DIGITAL AGE (LAB)			

Course Introduction

Digital design is a broad term for all that goes into creating different digital products. It encompasses graphic design, user interface, user experience, and occasionally real-world products that have digital components. The purpose of a Digital Designer is to create digital assets for multimedia and graphics projects, including websites, mobile apps, advertising, animation, emails, social media, video games, and interactive displays.

Learning Outcomes

On the completion of the course, the students will:
1. To develop further knowledge of design process building on the previous understanding of design elements and principles by means of digital medium.
2. To gain understanding of digital design process through inclusion of two software solutions i.e. Adobe Illustrator.

Course Content		Assignments/Readings
Week 1	Getting to know the work ares-I	Adobe Illustrator Classroom in a Book – Ch. 1 Pg. 30-33
	• Control panel • Working with panels • Tool panel • Saving your work	Adobe Illustrator Classroom in a Book – Ch. 1 Pg. 34-44 Explore all panels; identify and label main tools.
Week 2	Getting to know the work ares-II	Adobe Illustrator Classroom in a Book – Ch. 1 Pg. 46-55
	• Using multiple artboards • Customizing your workspace	Assignment: Create a file with 2–3 artboards for different designs.
Week 3	Selecting and Alligning	Adobe Illustrator Classroom in a Book – Ch. 2 Pg. 58-79
	• Selection Tool v. Direct Selection Tool • Magic Wand • Grouping objects • Aligning objects	Practice alignment using given shapes and icons.
Week 4	Basic Shapes	Adobe Illustrator Classroom in a Book – Ch. 3 Pg. 87-103
	• Basic Shape Tools • Stroke and Fill • Line segments • Joining paths • Modifying basic shapes	Assignment: Create a geometric pattern design using basic shapes.
Week 5	Pathfinder & Shape Builder Tools	Adobe Illustrator Classroom in a Book – Ch. 4 Pg 112. -134
	• Shape Modes v. Pathfinders • Shape builder Practice/ Assignment	Practice: Combine and divide shapes to form new objects.
Week 6	Transforming Objects	Adobe Illustrator Classroom in a
		Book – Ch. 5 Pg 138. -158
	• Scaling objects • Reflecting objects • Distorting objects • Shearing objects • Making multiple transformations	Assignment: Transform a given logo or object in multiple ways.
Week 7	Drawing with the pen tool/ pencil tool	Adobe Illustrator Classroom in a Book – Ch. 7 Pg 184. -197
	• Creating straight lines • Creating curved paths • Curves and corner anchor points • Selecting and manipulating curves	Practice pen tool: Tracing exercise on a simple sketch.

Week 8	Drawing with the pen tool/ pencil tool	Adobe Illustrator Classroom in a Book – Ch. 7 Pg 204. -208
	• Pencil tool • Changing pencil tool options • Smooth tool • Variable-width strokes • Drawing tablet Revision, Practice/ Assignment	Assignment: Freehand drawing with pencil and smooth tool.
Week 9	**Mid Term Exam**	---
Week 10	Using Colour	Adobe Illustrator Classroom in a Book – Ch. 8 Pg 210. -214
	• CMYK v. RGB • Color panel • Color guide • Appearance panel • Creating and saving custom colors Practice/ Assignment	Practice: Create a color palette and apply it to a composition
Week 11	Using Colour	Adobe Illustrator Classroom in a Book – Ch. 8 Pg 215. -238
	• Swatch libraries • Spot colors • Live paint • Kuler color panel	Practice: Fill and recolor artwork using Live Paint Bucket.
Week 12	Adding Type to a Project	Adobe Illustrator Classroom in a Book – Ch. 9 Pg 240. -238
	• Importing text files • Using columns • Threading Text • Character Panel • Character Styles • Paragraph Panel • Type on a path • Outlining type Practice/ Assignment	Assignment: Create a poster design using text and type effects.
Week 13	Organizing you artwork with Layers	Adobe Illustrator Classroom in a Book – Ch. 10 Pg 274. -295
	• Creating layers • Moving layers • Locking layers • Viewing layers • Merging layers • Isolation mode	Assignment: Organize an illustration into 3–4 layers; lock and hide layers.
Week 14	Gradients and Blends	Adobe Illustrator Classroom in a Book – Ch. 11 Pg 298. -312
	• Linear vs. Radial Gradients • Using the Gradient Panel • Changing colors of gradient • Changing direction of gradient	Apply gradients to shapes and logos.
Week 15	Gradients and Blends	Adobe Illustrator Classroom in a Book – Ch. 11 Pg 298. -312
	• Transparency and gradients • Gradient Tool • Blending objects • Specified Steps vs. Smooth Color • Modifying blends	
Week 16	Working with symbols	Adobe Illustrator Classroom in a Book – Ch. 14 Pg 298. -312
	• Symbol libraries • Creating symbols • Editing symbols • Applying a symbols instance • Breaking link to symbol • Symbol sprayer tool BRUSHES • Brush libraries • Creating own brushes •	Assignment: Create an illustration using symbols and custom brushes.
	Pattern brushes • Bristle Brush	
Week 17	Compilation of Portfolio	
Week 18	**Final Term Exam**	

Textbooks and Reading Material
1. Heller, Steven. , & Anderson, Gail (2016).*The Graphic Design Idea Book.* Laurence King Publishing. 2. Woods, B. (2022). *Adobe Illustrator: Classroom in a Book (2022 release)*. Pearson Education, Limited.
Teaching Learning Strategies
Lecture-based learning through lectures and presentations.
Technology-based learning -use of Multimedia etc.
Group learning through group assignments and discussion.
Assignments: Types and Number with Calendar
Assignment 1 (week 2): Create a file with 2–3 artboards for different designs. Assignment 2 (Week 4): Create a geometric pattern design using basic shapes. Assignment 3 (Week 8):Freehand drawing with pencil and smooth tool. Assignment 4 (Week 12): Create a poster design using text and type effects. Assignment 5 (Week 13):Organize an illustration into 3–4 layers; lock and hide layers. Assignment 6 (Week 16): Create an illustration using symbols and custom brushes.