

Programme	Associate Degree in Home Economics	Course Code	HEDD-207L	Credit Hours	3(0+3)
Course Title	Digital Design (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:					
<ol style="list-style-type: none"> To develop further knowledge of design process building on the previous understanding of design elements and principles by means of digital medium. To gain understanding of digital design process through inclusion of two software solutions i.e. Adobe Illustrator. 					
Course Contents					
Week 1	GETTING TO KNOW THE WORK AREA • Control panel • Working with panels • Tool panel • Saving your work • Using multiple artboards • Customizing your workspace Practice/ Assignment				
Week 2	SELECTING AND ALIGNING • Selection Tool v. Direct Selection Tool • Magic Wand • Grouping objects • Aligning objects Practice/ Assignment				
Week 3	BASIC SHAPES • Basic Shape Tools • Stroke and Fill • Line segments • Joining paths • Modifying basic shapes				
Week 4	PATHFINDER • Shape Modes v. Pathfinders • Shape builder Practice/ Assignment				
Week 5	TRANSFORMING OBJECTS • Scaling objects • Reflecting objects • Distorting objects • Shearing objects • Making multiple transformations				
Week 6	DRAWING WITH THE PEN TOOL/PENCIL TOOL • Creating straight lines • Creating curved paths • Curves and corner anchor points • Selecting and manipulating curves Practice/ Assignment				
Week 7	DRAWING WITH THE PEN TOOL/PENCIL TOOL • Pencil tool • Changing pencil tool options • Smooth tool • Variable-width strokes • Drawing tablet Revision, Practice/ Assignment				
Week 8	Mid Term				
Week 9	USING COLOR • CMYK v. RGB • Color panel • Color guide • Appearance panel • Creating and saving custom colors Practice/ Assignment				
Week 10	USING COLOR • CMYK v. RGB • Swatch libraries • Spot colors • Live paint • Kuler color panel				
Week 11	TYPE • Importing text files • Using columns • Threading Text • Character Panel • Character Styles • Paragraph Panel • Type on a path • Outlining type Practice/ Assignment				
Week 12	LAYERS • Creating layers • Moving layers • Locking layers • Viewing layers • Merging layers • Isolation mode				
Week 13	GRADIENTS AND BLENDS • Linear vs. Radial Gradients • Using the Gradient Panel • Changing colors of gradient • Changing direction of gradient • Transparency and gradients • Gradient Tool • Blending objects • Specified Steps vs. Smooth Color • Modifying blends Practice/ Assignment				
Week 14	WORKING WITH SYMBOLS • Symbol libraries • Creating symbols • Editing symbols • Applying a symbols instance • Breaking link to symbol • Symbol sprayer tool BRUSHES • Brush libraries • Creating own brushes • Pattern brushes • Bristle Brush Practice/ Assignment				
Week 15	Compilation of Portfolio				
Week 16	Final Assessment				

Text Books and Reading Materials
Heller, Steven. , & Anderson, Gail (2016). <i>The Graphic Design Idea Book</i> . Laurence King Publishing. Woods, B. (2022). <i>Adobe Illustrator: Classroom in a Book (2022 release)</i> . Pearson Education, Limited.
Teaching Learning Strategies
Lecture- based learning through class demonstrations. Group Assignments and discussions. Individual learning through assignments.