

ADVANCE DIPLOMA IN MULTIMEDIA with AI
(GRAPHIC, VFX, UI-UX, ANIMATION)
 (DURATION: 2 Yr PART TIME/ 1 Yr FULL TIME)

MODULE 1: MS-OFFICE & GRAPHIC DESIGNING (Duration: 6 MONTHS)

- **MS OFFICE with AI (Computer Basic)**
 - **WORD (Documentation)**
 - Page Setup, Text formatting, Paragraph setting, Header & footers, Mail Merge, Table
 - **PROJECTS** (Resume, Official Application, Letter, etc.), Use of AI for Office Documentation
 - **ADVANCE EXCEL (Spreadsheet)**
 - Referencing, Functions & formulas, Data Import & Export, Macros, **Sorting and filtering**,
 - **Data Validation**, Pivot Table, **H Lookup- V Lookup- X Lookup**, Creating Reports
 - **Database Projects**, Use of AI in EXCEL (ChatGPT etc)
 - **POWERPOINT (Presentation & Projects)**
 - Slide Layout, Slide Transition, Slide Show, Animation, Sound and Video Effects, etc.
 - **Internet**
 - Email, Net Banking, Bill Payment, Ticket Booking, Digital Locker, Job Portals, etc.
- **COREL DRAW**
 - Logos Design, Business Cards Designs, Tracing (Logo & Cartoons), Paper Adjustments
 - Bitmap, Pamphlet Designing, Posters and Banner Design, Invitation Cards
 - Book Covers designing, Brochures and Flyers, Packaging Designs
- **PHOTOSHOP**
 - Layers, Channel, Tools, Color Adjustment, Background Effects, Digital Object Painting
 - Retouching Objects, Layer Mask, Vector Mask, Clipping Mask, Quick Mask
 - Texture Advance Editing, Portfolio, Book Cover, Flyer, Background Designing By Brush
 - Digital Painting, **Social Media Graphics, Framing Insta Reels**, NewsLetter Design
 - Creating **Web Layouts, Web Graphics**, Website Backgrounds, **Thumbnail Design**
- **GIF ANIMATOR**
 - Animation on Images, Slide Show
- **ILLUSTRATOR**
 - Create Digital Illustrations, **Infographics and Charts**, Background Effects
 - **3D text effect**, Creating Object Palette, **3D Object** and Symbol, **Vector Graphics**
 - Design for Animation and Motion Graphics, Avg filter(intro)
- **INDESIGN**
 - Tools, Image Adjustment, Colors Setting, Text Wrapping, FX effects, Master Pages
 - Hidden Character Spaces, Character and Paragraph style, Links, Liquid Layout

Use of AI in Graphic Designing (ChatGPT etc)

LIVE PROJECTS

- **ADOBE PREMIERE PRO**

- Navigate Premiere Pro, Create and open projects, Work with files
- Import media into Premiere Pro, Organize your media once it's imported
- Use the Timeline for video and audio tracks, Edit tracks in the Timeline
- Create sequences and nested sequences, Add animation and other effects
- Add transitions, Use the color-correction tools, Sync clips from multiple cameras
- Add text, shapes, and logos to your project, Export media from Premiere Pro

PROJECT

- **AFTER EFFECT**

- Animation Basics
- Logo Animation, Text Animation, Slide Show Animation
- Color Grading, Tracking
- Blending modes and Layer Styles
- 3 D Layers, Tracking 3D camera movement
- Overview of Shape Layers, Paths and Vector Graphics
- Creating Shapes and Masks, Green Screen Removal
- Setting, Selecting, and Deleting Keyframes
- Camera Settings, Assorted Animation Tools, Accelerated Effects
- Fire Effect, Glowing Animation, etc.
- Editing, Moving, Copying Keyframes, Motion Graphics
- Basics of Rendering, Exporting and Converting Movies

PROJECT

- **ADOBE Audition (Sound Effects)**

- File Handling, Editing in an audio file (Cut & Copy)
- Recording and Mixing with Song, Multi Track Mixing
- Spectral Display editor for Noise Reduction, Spectral Frequency editor
- Bass & Voice Handling
- Audio Effects, Audio waveform editing
- Sound Design, Audio Restoration, Music Recording, etc.
- Start & End Fade, speed handling, etc.

PROJECT**Use of AI in Video Editing (ChatGPT etc)**

- **An Introduction to HTML, CSS and JavaScript**
 - **HTML** Tags, Headings, Lists, Images, Hyperlinks, Frame, Form, Table, Meta tags
 - **CSS** Syntax, Text, Backgrounds, Dimension, Border, Block, Image Gallery
 - **JavaScript** Variables and Operators, Conditions and Loops, Strings, Functions, Arrays, Validations in JavaScript
- **Figma:**
 - *Figma Dashboard, Figma Tools, Layers and Pages, The Top bar, Design Properties*
 - *Prototyping in FIGMA, Exercise: Creating a responsive layout*
 - **User Flow**
 - Speedup workflow with components, Creating own user flows
 - Creating Wireframe, Home Page, Product Page, Cart Page
 - **Spacing and Grids**
 - Responsive Grid and Breakpoints, Creating Own Grid in Figma, Grid Guidelines
 - **Typography in Figma**
 - Serif, Sans Serif, Display and Mono, Choosing a Typeface
 - **UI Elements**
 - Creating Components, Creating Registration form, Responsive Components
 - **Visual Assets**
 - Photos in Figma, Figma Plugins and Icons, Custom Icons
- **ADOBE XD**
 - **Creating New Files & Designing on a Grid**
 - Setting up Artboards, Importing text, Creating colored backgrounds for text
 - **Adjusting the Layout for Tablets & Mobile Phones**
 - Designing with Bootstrap's grid
 - Adapting the design for tablets and mobile phones
 - **Importing & Cropping Photos**
 - **Importing Vector Graphics, Color Swatches, Shadows**
 - **Creating & Editing Character Style**
 - **Creating a Repeat Grid, Customizing the content, Adjusting the design**
 - **Symbols (Reusable Elements)**
 - Creating & editing symbols, Detaching from a symbol, Symbols versus Repeat Grids
 - Overriding content in a symbol vs. globally updating all symbols
 - **Turning a Design into a Clickable Prototype**
 - Linking between art boards, Creating an overlay, Previewing the prototype
 - **Exporting Assets for Web: SVG, JPEG, & PNG**
 - **Sharing XD Files (For Review, Developers, etc.)**

Use of AI in UI-UX (ChatGPT etc)

- **ADOBE ANIMATE**

- Workspace, panels, and tools
- Animation Basics: Frame-by-frame vs. Tweening animation techniques.
- Vector Graphics: Creating and editing vector art using the drawing tools.
- Layers and Timeline: Organizing elements and managing animation timing.
- Symbols: Using reusable graphic symbols for efficient animation.
- Exporting Animations: Different formats (GIF, video)
- Performance Optimization: Tips for improving animation efficiency and reducing file size.
- Character Animation: Techniques for animating characters, including rigging and lip-syncing.
- Advanced Animation Techniques: Using motion guides, easing, and complex transitions

PROJECT

- **Autodesk Maya**

- Understanding of how 3D animation software works
- Understanding Menus, Icons, Dialog Boxes, and the **MayaInterface**
- Using Maya's viewport to work with Cameras
- Understanding the basics of the modeling tools.
- Understanding the creation, attributes, positioning and management of 3D lights
- Create and apply **Shades, Textures, and Image Maps**.
- Using Groups, Parenting, Constraints, and IK bone changes to create hierarchical, animatable models.
- Understanding Key Frames, the Graph Editor, and basic animation functions in Maya
- An in-depth look at the render settings in Maya and how to create fully rendered animated sequences.
 - 3D design & modeling, Digital sculpting, Texturing
 - Look development & rendering, CG lighting, Particles & dynamics
 - Hair, fur, cloth, Character setup & skinning, Character animation

PROJECT

Use of AI in ANIMATION (ChatGPT etc)

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