



GUJARAT TECHNOLOGICAL UNIVERSITY

Bachelor of Design Syllabus (Communication Design)

Subject Code : 10130103

Subject Name : Digital Skill Building

| | |
|--------------------------|---------|
| WEF Academic Year : | 2024-25 |
| Semester : | 3 |
| Category of the Course : | Core |

| | |
|---------------------|---|
| Prerequisite | Adobe Suits |
| Rationale : | The course aims to provide understanding of digital tools to explore the elements of graphic design while learning the various software and tools required in Graphic Design. Continuous marking based on completion of classroom assignments followed by a concluding marked exercise for each section. Final internal presentation incorporating the combined learning of all units will be marked. Concluding jury will assess the interest and effort demonstrated by the student, along with the actual progress demonstrated during the course. |

Course Scheme :

| Teaching Scheme | | | Total Credits | Assessment Pattern and Marks | | | | Total Marks |
|-----------------|---|----|---------------|------------------------------|-------|-----------|--------|-------------|
| L | T | PR | C | Theory | | Practical | | |
| | | | | ESE (E) | PA(M) | ESE (V) | PA (I) | |
| 0 | 0 | 8 | 4 | 0 | 30 | 50 | 20 | 100 |



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Course Content:

| Sr. No. | Course Content | No. of Hours | % of Weightage |
|---------|---|--------------|----------------|
| 1 | Unit I: Brushing up the basic skills Create basic iteration and composition using the learning of digital tools | 28 | 16 |
| 2 | Unit II: Digital illustration Make a digitized exploration of the character done in illustration. | 28 | 16 |
| 3 | Unit III: 2D to 3D Digital Presentation through Photoshop technique, Corel Draw, making a PPT presentation, Application of CAD, construction and manipulation of 3D forms through 3D rendering software. | 28 | 16 |
| 4 | Unit IV: Final Project Executing the selected Illustrations into a selected medium of expression. | 28 | 16 |
| | Total | 112 | 100 |

Reference Book :

- Adobe Photoshop Classroom in a Book (2022 Release) Book by Andrew Faulkner and Conrad Chavez
- Adobe Photoshop Classroom in a Book (2021 Release) Book by Andrew Faulkner and Conrad Chavez
- Adobe Premiere Pro Classroom in a Book (2021 Release) Book by Maxim Jugo
- Adobe In Design Classroom in a Book (2022 Release) Book by Kelly Korves Anton and Tina DeJarld
- Photoshop Elements 2022 For Dummies Book by Barbara and Ted Padova
- Adobe Creative Cloud All-in-One For Dummies Book by Christopher Smith and Jennifer Smith
- Adobe Photoshop Book by Stephen Vaskevitch Photoshop CC For Dummies Book by Peter Bauer

Course Outcome:

After Completion of the Course, Student will able to:

| No | Course Outcomes | RBT Level* |
|----|--|------------|
| 01 | Develop an increased 2 Dimensional awareness, visual imagination and discover various digital tools and software and techniques of developing and drawing complex Characters and their surroundings. | |
| 02 | Stepwise graphic novel construction digitally with an ability to draw with correct proportions, perspective, depth and volume | |
| 03 | Demonstrate knowledge of the Basic Theories and Principles of graphic Design and Colour theories. | |

*RM: Remember, UN: Understand, AP: Apply, AN: Analyze, EL: Evaluate, CR: Create



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