

PRACTICAL:

Course Code: BA (JMC) - 156
Paper: Design and Graphics Lab - II

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LEARNING OBJECTIVES:

In this course, the learners will be able to develop the working expertise of the following:-

1. Proficient working knowledge of designing software - Corel Draw and InDesign
2. Demonstrate proficiency of skills in designing and creating layouts, with special reference to print media
3. Ability to create visually appealing and aesthetically appropriate layouts

PRE-REQUISITES:

1. Basic operational understanding of DTP software
2. Basic computer handling knowledge
3. Understanding of the elements of design, layout and colour schemes

COURSE OUTCOMES (CO):

After completion of the Practical Course, the learners will be able to:-

CO1	Utilize the DTP Software tools of vector graphic software for creating required layouts (BTL3)
CO2	Apply DTP tools in Corel Draw for creating invitation cards (suitable for both online and offline dissemination) (BTL3)
CO3	Creating logo incorporating justifiable colour scheme (BTL6)
CO4	Develop a layout of a single page calendar with the usage of a cohesive colour scheme (BTL6)
CO5	Creating a layout for a book cover with appropriate usage of design tools (Corel Draw) (BTL6)
CO6	Work in teams to design a 16 - page magazine on a pre-determined theme incorporating various elements of design and layout (both for images and text) (BTL6)

Exercises/Assignments

A. Corel Draw

1. Design an Invitation Card
2. Design a Logo
3. Design a Calendar
4. Design Cover Page of a Book

B. InDesign

1. Design a Magazine (16 Pages)

Internal Assessment: The student should maintain a file and soft copy of her/his assignments/jobs duly checked and signed by the concerned faculty. The marks assigned for internal evaluation are 40.