Gyanmanjari
Innovative University

Subject: Graphic Designing-BETCE10202

Type of course: Skill Enhancement Course (SEC)

Prerequisite: Basic knowledge of Computer System and software. Participants attending this training should be familiar with the basic operations of any designing package, understanding design principles, and color, and typography. Keeping up with design trends, technological advancements, and being adaptable are crucial for success in this dynamic field.

Rationale:

Graphic design prerequisites encompass proficiency in design software, understanding principles, and a creative eye for aesthetics. Adaptability to industry trends and technology ensures relevance. These skills are fundamental for crafting visually compelling content, meeting client expectations, and navigating the dynamic landscape of graphic design effectively.

Teaching and Examination Scheme:

Teaching Scheme			Credits	Examination Marks					Total Marks
CI	T	P	C	Theory Marks		Practical Marks		CA	
				ESE	MSE	V	P	ALA	
0	0	4	2	0	0	10	40	50	100

Legends: CI-ClassRoom Instructions; T – Tutorial; P - Practical; C – Credit; ESE - End Semester Examination; MSE- Mid Semester Examination; V – Viva; CA - Continuous Assessment; ALA- Active Learning Activities.

Course Content:

Sr. No	Course Content	% Weightage
1	**Introduction to GIMP** Overview of GIMP features and capabilities, Installing and setting up GIMP on different operating systems, Understanding the interface and workspace.	05
2	**Basic Tools and Image Editing Techniques** Introduction to essential tools: selection, paint, text, and transformation tools, Layer basics and functionality, Layer masks and blending modes, Creating and managing layer groups. Basic image adjustments: brightness, contrast, saturation, Color correction and manipulation, Retouching and removing imperfections.	25
3	**Text and Typography** Creating new Files, Opening Files, adding and formatting text, Text effects and styling options, saving Images. Images with an Optimal Size/Quality Ratio, Reducing the File Size Even More, Saving Images with Transparency	20
4	**Toolbox and Dialogs** The Toolbox: Tool Options, Selection Tools, Brush Tools, Transform Tools, Color Tools, Color Picker Tool, Text tool, Color and Indicator Area. Dialog Introduction: Image Structure Related Dialogs, Image Content Related Dialogs, Image Management Related Dialogs, Misc dialogs.	25
5	**Advanced Tools and Features** Blur Filters, Color filters, Light Effects filters, Animation Filters, Paths and vector tools, Filters and effects, Script-fu and automation, understanding different file formats, Exporting for web and print.	25

Continuous Assessment:

Sr. No	Active Learning Activities	Marks
1	**Design Challenge** Faculty provide a theme or concept for a design project (e.g., poster, digital artwork) and challenge students individually to create a design using various GIMP tools and upload on GMIU web portal.	10

2	**Image Editing Scavenger Hunt** Compile a list of specific images editing tasks (e.g., remove red-eye, add a watermark, create a collage) individually and after completion of allocation task student need to upload their image on GMIU web portal.	10
3	**Tool Exploration Challenge** Faculty assign each student a specific GIMP tool. Students research and create an Image on their assigned tool and upload on GMIU web portal.	10
4	**Scientific Poster Design Challenge** Faculty assign two students in group a scientific topic relevant to their course. Students research and gather content for the poster, including text, images, and graphs and upload on GMIU web portal.	10
5	**Animated GIF Storyboard** Ask students to create a storyboard outlining a simple story or concept using GIMP. Students bring their storyboard to life by creating an animated GIF and upload on GMIU web portal.	10
	Total	50

Suggested Specification table with Marks (Theory): NA

Distribution of Theory Marks (Revised Bloom's Taxonomy)						
Level	Remembrance (R)	Understanding (U)	Application (A)	Analyze (N)	Evaluate (E)	Create (C)
Weightage %	NA	NA	NA	NA	NA	NA

Course Outcome:

After learning the course the students should be able to:	
CO1	Understand fundamental image editing tasks, including cropping, resizing, and adjusting brightness and contrast.
CO2	Perform selection techniques and understand the use of layers for organizing and editing images.
CO3	Add and manipulate text in designs, exploring various fonts and basic text effects.
CO4	Acquire skills in advanced editing techniques, such as cloning, healing brush usage, and perspective adjustments.
CO5	Apply a range of filters and effects for creative image manipulation and enhancement.

List of Practical

Sr. No	Description	Unit No	Hrs.
1	Exploring GIMP Features with different Graphic Designing tool.	1	2
2	Perform basic usage of essential tools for selection, painting, text insertion, and transformations.	2	2
3	Create Image using with layers, including duplication, opacity adjustments, merging, and layer interaction.	2	2
4	Use different layer masks, blending modes, and their creative applications.	2	2
5	Learn how to create and manage layer groups to organize and control multiple layers simultaneously.	2	2
6	Make basic image adjustments for tone and color correction.	2	4
7	Retouching and removing imperfections, essential for enhancing the overall quality of images.	2	2
8	Create and open files, add text, and format text within GIMP.	3	2
9	Apply text effects and styles to enhance the visual impact of text in their designs.	3	2
10	Optimize image size while maintaining an acceptable level of image quality.	3	4
11	Use additional techniques for effectively reducing file sizes through compression.	3	2
12	Saving images with transparency and understand the appropriate file formats for such images.	3	2
13	Exploring of the Toolbox and its various tools.	4	2
14	Perform image manipulation using various Selection Tools.	4	4
15	Perform image manipulation using Brush Tools and adding text.	4	2
16	Apply various Transform Tools for creative image manipulation.	4	2
17	Perform experience with Color Tools and the Color Picker in different scenarios.	4	2

18	Understand the role of Image Structure Related Dialogs in managing layers, paths, channels, and undo history.	4	4
19	Use various elements within GIMP using Image Management Related Dialogs.	4	2
20	Implement advanced blur filters, understanding how they can be creatively applied.	5	4
21	Implement advanced color filters to manipulate and enhance the color palette of an image.	5	2
22	Perform light effects filters to an image.	5	2
23	Create basic animations using GIMP's animation filters.	5	2
24	Create an Image using paths and vector tools for precise design work.	5	2
25	Understand Script-fu and automation.	5	2
	Total		60

Instructional Method:

The course delivery method will depend upon the requirement of content and need of students. The teacher in addition to conventional teaching method by black board, may also use any of tools such as demonstration, role play, Quiz, brainstorming, MOOCs etc.

From the content 10% topics are suggested for flipped mode instruction.

Students will use supplementary resources such as online videos, NPTEL/SWAYAM videos, e-courses, Virtual Laboratory.

The internal evaluation will be done on the basis of Active Learning Assignment.

Practical/Viva examination will be conducted at the end of semester for evaluation of performance of students in laboratory.

Reference Books:

[1] GIMP 2.10 for Photographers, Klaus Goelker, Rocky Nook.
[2] The Book of GIMP: A Complete Guide to Nearly Everything, Olivier Lecarme and Karine Delvare, No Starch Press.
[3] GIMP Bible, Jason van Gumster, Wiley.