

**SHORT TERM VOCATIONAL
CERTIFICATE COURSE**

**GRAPHIC DESIGNING & WEB DEVELOPMENT
(6 Months Duration)**

Prepared by

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GRAPHIC DESIGNING & WEB DEVELOPMENT

Name of the course : GRAPHIC DESIGNING & WEB DEVELOPMENT

Sector : IT

Course Code : GDWD

Entry Qualification : SSC

Prerequisites : Basic understanding of HTML/CSS, computer literacy, creativity, problem-solving skills, attention to detail, and motivation.

Terminal competence : Proficiency in HTML, CSS, JavaScript, responsive design, and basic understanding of graphic design principles

DURATION:

6 Months - (40 Hours: English + Course: 200 Hours)

Introduction of the course: This course offers a fast-paced exploration of essential web design concepts, equipping you with the skills to create professional and user-friendly websites in a condensed timeframe.

Objectives:

- To understand the fundamentals of HTML markup and CSS styling to create well-structured and visually appealing web pages.
- To learn the basics of JavaScript programming to add interactivity and dynamic functionality to web pages.
- To familiarize yourself with essential design tools such as Adobe Photoshop for creating mock ups and graphics for web design projects
- To develop problem-solving skills to troubleshoot issues and implement solutions in web design projects.

Skills:

- Adobe Photoshop
- HTML and CSS Proficiency
- JavaScript Basics
- Graphic Design Fundamentals
- Word Processing
- Effective time management skills
- Ability to create a portfolio showcasing your web design projects

SYLLABUS (THEORY)

I. Adobe Photoshop

Introduction to Adobe Photoshop-Understanding of image resolution and quality-Interface layout -Overview selection of tools-Introduction to layer management-image retouching tools-Overview of type tools-Basic image editing techniques-Understanding of color corrections-Working with image menu-Study of layer masks and compositing-Introduction to basic image filtering and effects-Working with view menu-Importing & Exporting Documents.

II. Hypertext Markup Language (HTML)

Introduction to HTML and web development-HTML elements and tags-Document structure (head, body, headings, paragraphs, etc.)-Formatting text and content (bold, italic, underline, etc.)-Creating links and images-Lists -Tables-Forms for user input-Semantic elements (header, footer, nav, main, etc.)-CSS for styling HTML pages-HTML5 new features (video, audio, canvas, etc.)

III. Cascading Style Sheets (CSS)

Introduction to CSS and its purpose-Cascading style sheet types -CSS selectors-The box model (margin, border, padding)-The CSS display and positioning properties-CSS text formatting (font size, color, font family, etc.)-CSS display and positioning properties-CSS Backgrounds-CSS gradients-CSS transitions and animations-CSS Flexbox and CSS Grid-Media queries for responsive design

IV. JAVASCRIPT

Introduction to JavaScript-JavaScript Overview -JavaScript Syntax-Data types and Variables -Operators-Conditional statements (if/else)-Loops (for, while)-Functions-Arrays-DOM-Error handling.

V. Frameworks for Web Technologies

JavaScript frameworks-React.js-Angular.js-Node.js

CSS frameworks: -Bootstrap-Foundation

Server-side frameworks: -Ruby on Rails-Django (Python)-Laravel (PHP)

Databases and ORMs: MongoDB-Cassandra

Content Management Systems (CMS): WordPress-Drupal

VI. Introduction to Bootstrap

Introduction-Browsers and devices-Layout-Bootstrap tables-Media Objects-Bootstrap alerts-Image Thumbnails-Bootstrap Navigation Bar-Components

SYLLABUS(PRACTICAL)

- PHOTOSHOP
- HTML
- CSS
- JAVA SCRIPT
- BOOTSTRAP

SCHEME OF INSTRUCTION/MODULE:

1. Communicative English: 40 hours

2. Course : 200 hours

Duration of Course	Theory		On the Job Training		Total	
	Hours	weightage	Hours	weightage	Hours	weightage
1 Module (06 months)	60	30%	140	70%	200	100%

SYLLABUS (THEORY)

1. PHOTOSHOP : 15 Hrs
2. HTML : 10 Hrs
3. CSS : 10 Hrs
4. JAVASCRIPT : 10 Hrs
5. FRAMEWORKS FOR WEB TECHNOLOGIES : 05 Hrs
- 6.INTRODUCTION TO BOOTSTRAP : 10 Hrs

ON THE JOB TRAINING/PRACTICAL

1. PHOTOSHOP	: 40 Hrs
2. HTML	: 20 Hrs
3. CSS	: 20 Hrs
4. JAVASCRIPT	: 25 Hrs
5. FRAMEWORKS	: 15 Hrs
6. BOOTSTRAP	: 25 Hrs

LIST OF EQUIPMENT/SOFTWARES

- Computers
- Printer
- Scanner
- Projector
- Photoshop Software
- Antivirus

Qualifications of Teaching Faculty:

1. Graduation from any recognized university with an aggregate of 55% marks in a relevant field such as computer science, graphic designing, web development or a related discipline.

2. Experience working as a Graphic designer or web developer in the industry is valuable for providing real-world insights and practical knowledge to students.

Reference books/ Internet links:

1. Computer Graphics & Animation - I Year Intermediate Text book Published by the Telugu Akademi, Himayatnagar, Hyderabad

Division of Marks:

Theory: 100 Max. Marks

1. Communicative English	: 20 marks
2. Short Questions	: 6 x 5m = 30 marks
3. Long Questions	: 4 x 10m = 40 marks
4. Multiple Choice Questions	: 10 x 1 = 10 marks

Practical: 100 Max. Marks

1. External	: 40 marks
2. Record/ Mini Project	: 10 marks
3. Internship (OJT)	: 50 marks

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TIME : 3 HOURS

MAX MARKS: 100

**GRAPHIC DESIGNING & WEB DEVELOPMENT
MODEL QUESTION PAPER (THEORY)**

SECTION- A

COMMUNICATIVE ENGLISH

20 MARKS

SECTION- B

Note: a) Answer ALL questions.

b) Each question carries **5 Marks**.

6X5M=30 MARKS

1. Write about various tools in Photoshop.
2. Explain various types of lists in HTML (OL, UL, DL)
3. Write about text decoration properties.
4. Explain about CSS gradients with proper examples.
5. Explain about merits and demerits of JavaScript.
6. Explain box model in CSS.

SECTION- C

Note: a) Answer any **Four** questions.

b) Each question carries **10 Marks**.

4X10M=40 MARKS

1. Explain about Interface of Photoshop.
2. What are forms? Explain about the form controls with proper examples.
3. What is the difference between internal, external and inline style Sheets?
4. Explain about CSS animations with proper examples.
5. Explain Bootstrap alerts. How will you create a Bootstrap Dismissal Alert?

SECTION-D

10X1=10 Marks

1. What is the purpose of the Dodge tool in Photoshop?

- a) **To add brightness to an image**
- b) To darken areas of an image
- c) To remove imperfections from an image
- d) To adjust the color balance of an image

2. Which Photoshop feature is used to adjust the hue, saturation, and brightness of specific colors in an image?

- a) Levels b) Curves c) Color Balance d) Hue/Saturation

3. What does HTML stand for?

- a) Hyper Transfer Markup Language b) Hyper Text Markup Language
- c) High Text Markup Language d) Hyperlinks and Text Markup

4. Which tag is used to define an unordered list in HTML?

- a) b) c) d) <ulist>

5. What is the correct CSS syntax to change the color of a text to blue?

- a) text-color: blue; b) color: blue; c) text-style: blue; d) font-color: blue;

6. Which CSS property is used to control the spacing between lines of text?

- a) line-height b) text-spacing c) font-spacing d) line-spacing

7. Which keyword is used to declare variables in JavaScript?

- a) var b) let c) const d) variable

8. What will the following JavaScript code output: `console.log(5 + "5");`

- a) 10 b) 55 c) 5 + "5" d) Syntax Error

9. Which class in Bootstrap is used to create a responsive, fixed-width container?

- a) container-fluid b) container c) container-fixed d) fixed-container

10. Which class in Bootstrap is used to create a responsive navigation bar?

- a) nav b) navbar c) navigation d) nav-bar

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GRAPHIC DESIGNING & WEB DEVELOPMENT
MODEL QUESTION PAPER (PRACTICAL)

Note: a) Answer ALL questions.

b) Each question carries **10 Marks.**

4X10=40 MARKS

1. How to design a Geometric Poster in Photoshop?
2. Write and demonstrate CSS animations.
3. Create a monthly calendar using basic HTML tags.
4. Write and demonstrate Inline, Internal, External Style sheets.

Record/Mini Project & Viva

10 Marks

Internship / OJT

50 Marks