

GRAPHICS DESIGN & POST PRODUCTION SKILL COURSE

Graphics Design & Post Production Skill Course Program to become creative professionals for today's media and design industry. The course covers graphic design, print layouts, digital ads, and channel packaging for web, film, and TV. Students learn digital graphics, image editing, animation, live footage, sound, and interactive media tools. It helps build the artistic skills needed to create engaging visuals for entertainment, education, and corporate communication.

Duration : 6 Months

This course brings the perfect blend of classroom learning and industrial learning to match the dynamic nature of the industry. 6 months of classroom delivery, covering every aspect of Graphics Design including elective specialisation and new age software, kept at par with the latest in technology.

Softwares Covered



Adobe Photoshop



Adobe Illustrator



CorelDRAW



Adobe After Effects



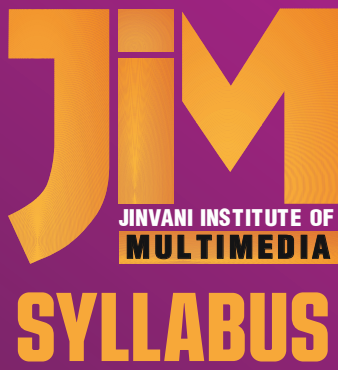
Adobe Premiere Pro



EDIUS



Cinema 4D



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Adobe Photoshop – 7 Classes

Photoshop is used for image editing, retouching, and creating graphic assets. Classes cover essential tools, layers, corrections, compositions, and export basics.

Adobe Illustrator – 7 Classes

Illustrator is for vector-based designs like logos and illustrations. Training includes pen tool, shape building, typography, color setup, and print-ready exports.

CorelDRAW – 10 Classes

CorelDRAW is used for print layouts such as brochures, banners, visiting cards, and flex designs. Sessions include vector drawing, layout design, and print preparation.

Adobe After Effects – 20 Classes

After Effects is for motion graphics and VFX. Classes cover text animation, logo animation, compositing, green screen, transitions, and motion workflows.

Adobe Premiere Pro – 10 Classes

Premiere Pro is used for professional video editing. Training includes timeline editing, color correction, audio cleanup, transitions, multicam basics, and export formats.

EDIUS – 5 Classes

EDIUS is a fast broadcast editing software. Sessions include quick timeline edits, titling, basic color correction, and TV-ready export settings.

Cinema 4D – 15 Classes

Cinema 4D is for 3D motion graphics and modeling. Classes cover basic modeling, lighting, texturing, MoGraph tools, camera animation, and rendering.

For Full Syllabus And Complete Course Information, Please Visit

www.jimedu.com

"This syllabus belongs to a private training program and is not approved by UGC/AICTE or any government body."