

UI/UX



ILLUSTRATOR

Getting to Know the work Area

- Overview
- Working with Panels
- Working with the tools panel
- Understanding Rulers
- Finding Resources

Selection and Aligning

- Selecting objects
- Aligning Objects
- Working with Groups
- Arrange Objects
- Distributing Objects

Creating and Editing Shapes

- Working with basic shapes
- Creating ellipses and polygons
- Changing Stroke width and alignment Joining paths
- Combining and editing shapes
- Working with the pathfinder
- Using Live Trace

Transforming Objects

- Working with artboards
- Scaling, reflecting, rotating, distorting and shearing objects
- Working with rulers and guides
- Changing Perspective
- Using free distort
- Transforming Content

Drawing

- Using the pen tool
- Using the Pencil and brush tools
- Drawing Curves
- Editing a Path
- Coloring and Painting

Color modes

- Editing a Swatch
- Using Patterns
- Working with Live Paint
- Using Gradients

Working with Type

- Threading text
- Changing fonts size and color
- Using styles
- Warping text
- Text on a path

- Creating Outlines
- Wrapping text around an object
- Sampling text

Working with Layers

- Creating Layers
- Moving Objects and Layers
- Creating clipping masks
- Merging Layers

Working with Brushes

- Using Calligraphic Brushes
- Editing a brush
- Using Art Brushes
- Creating a pattern brush
- Creating custom brushes

Using Effects, Appearance Attributes and Graphic Styles

- Using and editing effects
- Using appearance attributes
- Creating and saving graphic styles
- Applying an appearance to a layer
- Applying a Photoshop effect

Working with Symbols

- Creating Symbols
- Editing Symbols
- Using Symbols tools
- Symbols and Flash

PHOTOSHOP

Getting to Know the Work Area

- The Photoshop Environment
- Creating Custom Workspaces
- Opening Images
- Using the File Browser
- Image Magnification
- Viewing Document Information
- Moving the Image
- Undoing Mistakes and the History Palette
- Using the options bar and other panels
- Using the Tools
- Displaying Drawing Guides
- Setting Preferences

Photoshop Image Manipulation

- Opening an Image in Photoshop
- Creating images in Photoshop Saving
- images in Photoshop
- Basic image editing
- Cropping an Image
- Bitmap Images
- Vector Images
- Image Size and Resolution Settings
- Scanning Images
- Placing Files
- Supported import and export formats

Transforms

- Using free transform
- Move
- Rotate
- Scale
- Skew Distort
- Perspective
- Flip-vertical, horizontal

- Invert
- Rotate 180, 90ocw, 90occw

Working with selections

- Using the quick selection tool
- Moving a selected area
- Manipulating selection
- Refining the edges of a selection

Layer Basics

- About Layers-fill and adjustment Layers
- Using the Layers Palette
- Creating Layers
- Deleting Layers
- Moving Layers
- Layer Opacity
- Locking Layers
- Layer modes and blending options
- Apply Layers Style
- Flattening and saving file

Photoshop Tools

- Parts of the Toolbox
- Toolbox shortcuts
- Tool Options
- Marquees Tool
- Magic wand Tool
- Lassos Tool
- Move Tool
- Crop Tool
- Slice Tools
- Healing Brush Tool
- Pattern Stamp Tool
- Clone Stamp Tool
- Patch Tool
- Pencil Tool
- Paintbrush Tool
- Color Replacement Tool
- Eraser Tools
- History brushes Tool
- Gradient Tool
- Paint bucket Tool
- Burn-dodge-sponge Tool
- Blur-sharpen-smudge Tool
- Shapes-line-rectangle-polygon Tool
- Path selection Tool
- Pen Tool
- Type Tools
- 3D Tool
- Hand-Zoom Tool
- Foreground and Background colors

Color Basics

- Color Modes and Models
- Color Management
- Foreground and Background colors
- Using the Color Picker
- Selecting colors with the Eyedropper Tool
- Selecting colors with the Swatches Palette

Masks and channels

- Editing a mask
- Applying a filter effect to a masked selection
- Creating a Gradient mask

Text editing and special effects

- About the type Layer
- Creating horizontal and vertical type
- Using horizontal and vertical type mask tools
- Using character palette for text editing
- Creating text warp
- Rasterizing type
- Converting type to Shapes
- Adding effect to text

Actions

- Using the action palette
- Recording action
- Playing action
- Editing action
- Loading a saved action

Photoshop Special effects and Filters

- About special effects
- Using filters
- Basic filters
- Filter Combinations

Creating Links within an image

- Slicing and image in Photoshop
- Saving linked images in an HTML file
- How to convert PSD file to HTML and CSS

Animating GIF Images for the Web

- Animating by hiding and showing layers
- Animating with layer opacity and position
- Using masks to create animations

About UX

- Concept of UX
- Trends in UX
- What is User Interaction
- Mental Model
- Cognitive Model in UX
- Emerging Technologies in UX
- What is UX Design and Where is Used

Elements of UX Design

- Elements used in User Experience Design.
- How it Work Together.
- What is Big Picture?
- What is Persona in UX Design
- 6 Stages used to design in UX
- Heuristic Evaluation
- Introduction and Definition on 6 Stages of Design Process
- 6 Design Steps in UX
- Why we used 6 Stages in UX
- Competitor Analysis in 6D

Heuristic Evaluation

- 10 Usability Heuristic Evaluation Law for UX Design
- How we used Heuristic Evaluation
- Case Studies of Competitor

User Research

- Benefits and Introduction on User Research
- Elements that used in User Research
- Process in User Research
- User Interview
- Modern Day User Research Methods

UX Design Process

- What is Research in User Experience Design?
- Tools and Method used for Research
- User Needs and its Goals
- Know about Business Goals
- How to deliver a research and its phases.

UX Design Process

- Visual Design Principles
- Information Design and Data Visualization
- Interaction Design
- Information Architecture
- Wire framing & Storyboarding
- Elements and Widgets
- Screen Design and Layouts
- Hands-on Assignments and Quiz

UX Design Process

- Design Testing Methods and Techniques.
- Usability Testing – Types and Process
- Create plan for the Usability
- What is Tests?
- What is Prototype and how we design it.
- Various Prototyping Tools
- How to prepare Usability Testing?
- How to understand & refine Usability Test Results?

UX Improvement Process

- Understanding the Usability Test findings
- Applying the Usability Test feedback in
- improving the design

UX Delivery Process

- How to communicate with implementation team
- UX Deliverables and its process

Figma

Getting set up

- Create a Figma account
- Can I work offline with Figma?
- Download the Figma desktop app
- Access local fonts on your computer
- Connect Tools
- Getting Started with Imports

Creating New Files & Designing on a Grid

- Creating a new file
- Setting up frames (other apps call these artboards)
- Adding text
- Creating colored backgrounds for text columns

Importing & Cropping Photos

- Importing & cropping photos
- Adding a drop shadow
- Rounding corners

Vector Graphics, Colors, Shadows, & More

- Importing & modifying vector graphics
- Aligning & distributing layers
- Layer opacity vs. fill opacity
- Reusing colors (color styles)
- Adding a drop shadow

Text Styles

- Opening Sketch files in Figma
- Handling missing fonts
- Creating, editing, & organizing text style

Working with Components (Elements)

- Creating & editing components
- Overriding content in one instance vs. globally updating all components
- Detaching from a component

Turning a Design into a Clickable Prototype

- Linking between frames (artboards)
- Previewing the prototype
- Creating an overlay
- Fixing the position of elements so they don't scroll

Exporting Assets for Web: SVG, JPEG, & PNG

- Exporting individual
- assets Exporting frames (artboards)

Sharing Figma Files: Commenting, Testing, Developers, etc.

- Sharing a Figma file
- Sharing a Prototype
- Commenting on shared files
- Viewing a prototype for user testing
- Specs for developers

Auto Layout: Introduction

- Using Tidy Up for Even Spacing
- Using Auto Layout
- Alignment Constraints
- Spacing, Rearranging, & Adding Items with Auto Layout

Auto Layout: Deeper Dive

- Nesting Auto Layouts Auto Layout
- Spacing & Padding
- Auto Layout Sizing & Constraints
- Negative Sacing & Stacking Order
- Absolute Positioning Elements

Linking Up/Down a Page, Scrollable Areas, & Hyperlinks

- Making Links that Scroll Up/Down a Page
- Making the Navbar Fixed to the Screen
- Adjusting the Position & Speed of the Scroll
- Creating a Scrollable Area Within a Page
- Adding Hyperlinks

Intro to Smart Animate

- The Basics of Smart Animate
- Different Kinds of Easing

Parallax Animation

- Setting Up the Parallax Assets
- Building the Parallax Animation

Component Properties & Variants

- Component Properties (Text, Boolean, Instance Swap, & Variant)
- Creating & Using Component Variants

Hovers & Overlays

- Adding a Hover State to a Button (Using Variants)
- Opening a Pop-Up (Using an Overlay)

Team Libraries (Shared Libraries)

- Publishing a Team Library
- Using Components in a Team Library
- Using Styles in a Team Library
- Swapping Team Libraries

The outcomes of UI UX are:

- Better understanding of what user needs and wants
- Clear understanding of the business goals
- Understanding of the process to create a product or service
- Knowledge on how to make a product or service more usable, understandable and desirable
- Knowledge how to make a product or service more accessible for people with disabilities
- Knowledge on how to measure success of product and services
- You will have a better understanding of how to navigate the interface and other features
- You will feel more confident using the UI

HTML 4.0

What is Markup Language

Basic Structure of HTML

Document Overview

- The Structure Tags
- Getting Started With HTML
- Writing the Code
- Head Section
- Meta Tags
- External Link Tags
- HTML Tags
- HEAD Tags
- Title Tags
- Body Tags
- Displaying a web page in a web Browser

HTML Elements

- Block level elements
- Inline elements
- Empty elements

Working with Forms

- Creating a Form
- Form Tag
- POST and GET Method
- Text Input, Text Area, Checkbox, Image Input and Radio
- Select Option
- Option Group
- File Upload and Hidden Fields
- Submit Button, Reset Button
- Relation between HTML Form and PHP

Adding Special Characters

Block Oriented Elements

- Defining Paragraphs and new Lines
- Inserting Spaces
- Perforating the Text
- Changing Background Color

List

- Ordered List
- Unordered List
- Definition List

Attributes of List

- Using Type attribute with Unordered list
- Using Stat attribute with Ordered List
- Some other elements
- Visual Markup

Uniform Resource Locators

- Types of URLs
- Absolute URLs
- Relative URLs
- Document-Relative URLs
- Server-relative URLs

Hypertext Links

- Why links fail?

Images

- Adding Images
- Adding Border to an image

Tables

- How to create table
- Adding Border to a Table
- Apply Formatting Features to Table
- Merge row and columns

Introduction to style Sheets

- How style sheets work
- Style Sheet Structure

Changing the Background

- Changing the color of the text
- Changing the front
- Changing the Indent of the text
- Changing the Line Spacing
- Hide a Style Sheet

Creating Style Classes

- Div
- Span
- Frame
- Layer
- Meta
- HTML Frames
- Frame
- iframe

HTML5

- Introduction to HTML5
- Introduction to HTML5
- What's new in HTML5

HTML5 Syntax

- The DOCTYPE
- The <script> tag
- The <link> tag
- HTML5 Document

New input Elements

- Color
- Date
- Datetime
- datetime-local
- email
- month
- number
- range
- search
- tel
- time
- url
- week

New Input attributes

- autofocus
- formaction
- formmethod
- formnovalidate
- height and width
- list
- min and max
- multiple
- pattern (regexp)
- placeholder
- required
- step

Audio and Video

- <audio>
- <video>
- <source>

New Structural Elements

- <details>
- <dialog>
- <summary>
- <meter>
- <main>
- <header>&<footer>
- <section>
- <aside>
- <figure>

SVG

- What is SVG?
- SVG Advantages
- SVG in HTML
- SVG Shapes
- SVG Text
- SVG Stroke properties
- SVG Animation

Canvas

- What is canvas?
- Lines
- Curves
- Paths
- Shapes
- Color, gradients
- Image
- Arc
- Text
- Shadow

HTML5 APIs

- Google Map
- Drag & Drop

CSS

- CSS Introduction
- CSS Syntax
- CSS Id & Class
- Types of CSS links

Colors and Backgrounds

- color
- background-color
- background-image
- background-repeat
- background-position
- background-attachment
- background

Text and Fonts

- font
- font-family
- font-size
- font-weight
- font-style
- line-height
- letter-spacing
- word-spacing

CSS Box Model

- CSS Border
- CSS Outline
- CSS Margin
- CSS Padding

CSS Advanced

- CSS Grouping/Nesting
- CSS Dimension
- CSS Display
- CSS Positioning
- CSS Floating
- CSS Align
- CSS Pseudo-class
- CSS Pseudo-element
- CSS Navigation Bar
- CSS Image Gallery
- CSS Image Opacity
- CSS Attribute Selectors
- Styling Links

CSS 3.0

Introduction to CSS3.0

What's new in CSS 3.0

Border

- border-image
- border-radius

CSS Shadows

- Text-shadow
- Box-shadow

Background

- background-clip
- background-size
- background-origin
- background-image

Outline

Transitions

- transition
- transition-delay
- transition-duration
- transition-property

Transform

2D Transforms

- transform
- matrix()
- translate(x,y)
- scale(x,y)
- rotate(angle)
- skew(x-angle,y-angle)

3D Transforms

- transform
- transform-style
- perspective
- transform-origin

Animations

- @keyframes
- animation
- animation-direction
- animation-duration
- animation-name

Selectors

- CSS combinations
- Pseudo Elements

Gradients

- Linear Gradients
- Radial Gradients

Multiple Columns

- column-count
- column-fill
- column-gap
- column-width
- columns
- column-rule
- column-rule-color
- column-rule-style
- column-rule-width

User Interface

- resize
- box-sizing
- outline-offset

CSS Filters

- Blur
- Brightness
- Contrast
- Grayscale
- Hue-rotate
- Invert
- Opacity
- Saturate
- Sepia
- Drop-shadow

Media Query

- What is Responsive Web Design
- Intro to the Viewport
- The Viewport Tag
- Media Queries
- Fluid Layouts
- Tablet Styles
- Mobile Styles
- Making a Mobile Drop-down Menu
- Responsive Images & Polyfills

Web Fonts

- @font-face
- font-family
- src
- font-stretch
- font-style
- font-weight

Flexbox

- flex-grow
- flex-shrink
- flex-basis
- flex
- flex-wrap
- flex-direction
- flex-flow
- justify-content
- align-items
- order

Forms

- form objects
- creating a form
- creating a jump menu

Behaviors

- set text of status bar
- open browser window behavior

Inserting Media Objects

- linking to sounds
- embedding sounds
- inserting flash
- content inserting director content

JAVASCRIPT

Introduction to JavaScript

- Syntax
- Statements
- Comments

Enabling in various browsers

Popup Boxes

- Alert
- Confirm
- Prompt

Variables

Operators

- Arithmetic
- Assignment
- Comparison
- Logical
- Conditional

Conditional Statements

- if
- if...else
- if...else if...else
- Switch

Loops

- while
- do...while
- for
- for...in Statement
- Break
- Continue

Functions

- User-defined Functions
 - Function Syntax
 - Function with Arguments
 - Returning Values from Functions
- Built-in Functions
 - parseInt and parseFloat

Events

- Introduction
- Mouse Events
- Keyboard Events
- Form Events
- Document/Window Events

Cookies

Page redirection

Built-in Objects

- Introduction
- Number

- Strings
- Math
- Arrays
- Associative Array
- Array Properties and Methods
- Date
- Boolean
- Regexp

Advanced javascript

- Form Validations
 - Basics of Form Validation
 - Validating Radio Buttons
 - Validating Checkboxes
 - Validating Select Menus
 - Validating Textareas

JS Document Object Model (DOM)

- Introduction
- DOM HTML
- DOM CSS
- DOM Events

JS Browser Object Model (BOM)

- JS Cookies
- JS Window
- JS Location
- JS Popups
- JS Time

Introduction to OOP concept

Jquery

What is JQuery?

Overview of JQuery features

Using JQuery links

JQuery Selectors

JQuery Events

JQuery Effects

- Hide() & show()
- Fade()
- Slide()
- Animate()
- Callback function
- Chaining

JQuery HTML

- Get() & Set()
- Add() & Remove()
- CSS()
- Dimensions()

JQuery Traversing

- Parent() & children()
- Next() & Prev()
- Find()

Jquery AJAX

Image slider using JQuery plugins

Form Validation

