



Graphics Design **BROCHURE**

Course Outline, Class Schedule, Cost & System Requirement

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Our mission is to provide a practical and affordable training experience that meets each student's interests, abilities and needs within a robust curricular framework while inspiring creativity.

Welcome to Orange VFX Training School

Dear Prospective Student,

Thank you for showing interest or applying for our training courses on: 3D Animation Jumpstart, 3D Character Design, 3D Character Acting, Motion Graphics, Video Editing, Broadcast Design, Cinematography and 3D Digital Sculpting.

You have made the right choice. Orange is Nigeria's leading provider of 3D animation, motion graphics, training and visual effects services. As our student you will enjoy the benefits of learning from seasoned professionals with lots of experience. We employ a practical hands-on approach to learning.

We strive to promote and support student development and organizational effectiveness byproviding high-quality educational training. Our courses are practical and designed to meet individual, group or departmental, and institutional needs and objectives. We work hard to enhance individual learning and development as the means for creating a better workplace environment and for building a stronger industry in West Africa.

Once again thank you for choosing Orange. We hope you have an awesome learning experience.

Best regards,

Richard Oboh

RichardEO

Creative Director/Corporate Head



STUDY IN EUROPE

ABOUT

GRAPHICS DESIGN

Start Creating Stunning Designs in 3 weeks

Graphic Design is all around us! Words and pictures, the building blocks of graphic design are the elements that carry the majority of the content in both the digital world and the printed world. As graphic design becomes more visible and prevalent in our lives, graphic design as a practice becomes more important in our culture. Through visual examples, this course will teach you the fundamental principles of graphic design. Beyond the basics, you will also learn tips and tricks to become a professional graphics designer.

Who is this course designed for?

This class is appropriate for those who are new to design generally or those who have basic knowledge and are willing to raising the bar on what they know already. This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class. Upon successful completion of this course, students will be expected to

- Demonstrate a thorough understanding of the elements of graphic design.
- 2. Understand and communicate in the language of graphic design.
- 3. Use of software such as Corel Draw, Photoshop and the Internet.
- 4. Students will learn to solve problems using critical thinking.
- 5. Approach briefs from the real world perpective.

At the end of this course you will have learned how to explore and investigate visual representation through a range of image-making techniques; have understand basic principles of working with shape, color and pattern; been exposed to the language and skills of typography; You will have a core set of graphic design skills that you can apply to your own projects.

Duration

3 weeks

Price

N120,000

Days

Mondays to Fridays

Time

9am-11am, 11am-1pm, 1pm-3pm, 3pm-5pm, 5pm-7pm(evening)

Study Mode

Full Time (Weekdays 9am-5pm) or Evening (5pm-7pm) and Weekend (on request 10am-4pm)

Software

Photshop, Corel Draw, Illustrator



System Requirements

Students should bring their laptops which should meet or exceed the following hardware configurations.



- Windows® 8, Windows® 7, Vista or XP
- 32-bit/64-bit Intel or AMD multi-core processor
- 2 GB of RAM minimum (8 GB recommended)
- 16 GB of free disk space for installation
- Qualified hardware-accelerated OpenGL® graphics card
- 3-button mouse

General Requirements

Basic knowledge of the Windows/Mac operating system. Requirements: Basic knowledge of Adobe After Effects

Will I get a certificate at the end of my training?

Students will qualify for a certificate of training only if the pass the assessment exam at the end of the training course. Final score is based on attendance (10%), tests (30%) and a final examination (60%) based on the standard grading system.

Course Outline

This course will indeed teach you how to you to MAKE design! If you want to be a designer you have to be a maker, a communicator; so this course will offer you lots of opportunities to get your hands dirty with exercises and with more practical projects. Students will be given challenging real world projects and assignments typical of the graphic design industry. High quality work is expected and students will be given opportunities to redo work until it meets standards specified during instruction.



INTRODUCTION TO THE GRAPHIC DESIGN **INDUSTRY/EQUIPMENT**

- History of Graphic Design
- Future of Graphic Design
- Equipments:
 - Computer Scanner
 - Camera
 - Digital tablet
 - Printer

ELEMENTS OF DESIGN

- Color
- Line
- Shape
- Form
- Texture

PRINCIPLES OF DESIGN • Balance

- Contrast
- Emphasis/Dominance
- Harmonv
- Movement/Rhythm
- Proportion
- Repetition/Pattern
- Unity
- Variety.

Course Outline

TYPOGRAPHY

- Anatomy of a letter
- Typefaces
- Typographic Measurement
- Typographic Standards
- Typographic Guidelines

CREATING DESIGNS FOR PRINT & WEB

- Design Poster/Flyers, Magazine Cover and CD Cover
- Formats
- Resolution
- Raster Vs Vector

LOGO DESIGN

- Understanding logo design
- Dynamics of an effective logo
- Designing a Logo
- Difference between logo design, corporate identity and branding.

PHOTO EDITING/ **MANIPULATION**

- Cropping out images
- Photo Retouching
- Photo compositions
- Assignment/Fictitious briefs

FINAL EXAM, STUDENT • Recapitulation & questions, **ASSESSMENT AND GRADUATION**

- •Getting jobs and being successful as a graphic designer
- Final Project

Sample Student Work





Book Cover Design











Flyer Design





CONTACT

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