



Karmaveer Bhaurao Patil University, Satara

Syllabus for

Diploma Program

Graphic Designing

Under

Faculty of Interdisciplinary Studies

With effect from Academic Year 2025-2026

Syllabus of III Year Diploma Program (Part Time)
Name of Diploma Program: Diploma in Graphic Designing

Preamble:

1. Combines art and technology to communicate visually.
2. Prepares students for careers in print, digital, and multimedia design.
3. Develops creativity, technical skills, and visual communication.

Program Objectives of the Course:

1. To increase the employability of students.
2. Provide foundational knowledge of design principles, visual communication, color theory, typography, and layout. Teach fundamentals of design, colour theory, and typography.
3. Train in software like Photoshop, Illustrator, and InDesign.
4. Encourage creativity and problem-solving through practical projects.
5. Prepare students for industry roles or freelance careers.

Program Outcomes:

1. Apply design principles to create effective visuals.
2. Use graphic design software professionally.
3. Design content for print, web, and digital platforms.
4. Understand client needs and develop suitable design solutions.

Course Structure

Total No. of Courses: 15 (Theory: 6, Practical: 6, Project:3)


Theory and Practical: Semester, Project: Annual


CT: Course Theory, CL: Course Lab, CP: Course Project, D: Diploma, * : First Letter Name of Subject/Department


Year	Semester	Course No.	Course Code	Contact Hours	Credits (1Credit=15 H)	Total Marks
1	I	CT I	DCAT 101	30	2	75
		CL I	DCAL 101	60	2	75
	II	CT II	DCAT 202	30	2	75
		CL II	DCAL 202	60	2	75
	Annual	CP I	DCAP 101	30	1	50
	Total			210	9	350
2	III	CT III	DCAT 303	30	2	75
		CL III	DCAL 303	60	2	75
	IV	CT IV	DCAT 404	30	2	75
		CL IV	DCAL 404	60	2	75
	Annual	CP II	DCAP 202	30	1	50
	Industrial and or Incubation and or Research and or Field Training			30	1	-
Total			240	10	350	
3	V	CT V	DCAT 505	30	2	75
		CLV	DCAL 505	60	2	75
	VI	CT VI	DCAT 606	30	2	75
		CL VI	DCAL 606	60	2	75
	Annual	CP III	DCAP 303	60	2	100
	Industrial and or Incubation and or Research and or Field Training			30	1	-
Total			270	11	400	
Total				720	30	1100


Evaluation Pattern:

Theory Assessments					Practical Assessments			
Internal Evaluation			End Semester Evaluation		Internal Evaluation		End Semester Evaluation	
DISE	Attendance	Total	ESE	Total	PDISE	Attendance	PDESE	Total
30	05	35	40	75	30	05	40	75

	Karmaveer Bhaurao Patil University, Satara (A State Public University Est. u/s 3(6) of MPUA 2016) Faculty of Interdisciplinary Studies		
	Yashwantrao Chavan Institute of Science, Satara		
	Board of Studies in Vocational Education		
	Programme: Diploma	Semester - V	
	Type : Diploma Course	Marks: 35/40	
	Credits : 2/2	From: A. Y. 2025-26	
Name of the Course: Introduction Basic Illustrator			
Course Objectives: 1) Navigate Illustrator and where to find all the tools and features. 2) Study the landscapes such as buildings and houses with ease using perspective 3) Learn the drawings, business cards, brochures, or anything you want using Adobe Illustrator. 4) Learn the basics of working with Illustrator CC through a combination of instructor-led demonstration.			
Course Outcomes: 1)Understand the elements that make up the Illustrator workspace 2) Learn the basic and essential techniques to work with objects. 3) Understand how to set up a new document. 4) Draw basic shapes using the shape tools.			
Module	Title and Contents		Hrs
Module -1:	Module -1: Introduction to Adobe Illustrator 1.1 Workspace basics, Customizing the workspace 1.2 Tools, Tool galleries, Improved user interface 1.3 Art board overview, Rulers, grids, guides, and crop marks 1.4 Using multiple art boards Viewing artwork 1.5 About Perspective Grid, Perspective drawing.		15
Module -2:	Module -2: Drawing Tools & Color & Painting 2.1 About color Selecting colors, Using and creating swatches, Color groups, Adjusting colors 2.2 About painting, Painting with fills and strokes, Live Paint groups, Brushes, Transparency and blending modes 2.3 Gradient panel and Gradient tool overview, Meshes, Patterns Selecting objects 2.4 Grouping and expanding objects, Moving, aligning, and distributing objects, Rotating and reflecting objects		15
Reference Books:- 1) Adobe illustrator user Guide, 2007. 2) Chris Botello (2020) Adobe Illustrator Classroom in a Book. 3) Deke McClelland (2021) Adobe Illustrator CC: The Definitive Guide. 4) Ted Alspach (2021) Illustrator CC 2021 For Dummies. 5) William S. Chua (2021) Illustrator Essentials: The Beginner’s Guide to Adobe Illustrator.			
Evaluation Pattern:			
Total Marks: 35/40			
Internal Continuous Evaluation: • Internal Work -1 ISE – 30 Marks • Internal Work -2 Attendance- 05 Marks		End Semester Examination: • Question -1 – Attempt any five – 10 Marks • Question -2 – Write a short notes (Any four)- 20 Marks • Question -3 – Solve any one – 10 Marks	

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	Yashavantrao Chavan Institute of Science, Satara		
	Board of Studies in Vocational Education		
	Programme: Diploma	Semester -V	
	Type: Diploma Course	Marks: 35/40	
	Credits: 2 /2	From: A. Y. 2025-26	
Name of the Course: DCAL 505: Introduction to Basic Illustrator			
Course Objectives: <div>1) Apply advanced techniques to create complex shapes. 2) Design scalable vector artwork for print and digital. 3) Utilize layers, groups, and artboards for organization. 4) Create and manipulate custom brushes for illustration. 5) Implement effective color schemes in digital illustrations.</div>			
Course Outcomes: <div>1) Create and manipulate vector shapes using Illustrator tools. 2) Use advanced drawing techniques like Bézier curves. 3) Apply color theory effectively in digital artwork. 4) Complete a full illustration project from concept to finish.</div>			
Module	Title and Contents	Hrs.	
Section I:	List of Practical <div>1) Create and Save a New Document in Multiple Sizes 2) Customize the Illustrator Workspace 3) Design a Vector Badge Using Basic Shapes 4) Draw a House Illustration Using Shape Tools 5) Practice with the Selection and Direct Selection Tools 6) Create a Simple Logo Using the Pen Tool 7) Transform and Align Multiple Objects 8) Design a Minimal Icon Set (3–5 Icons). 9) Apply Fills, Strokes, and Color Swatche. 10) Create a Gradient Background Poster. 11) Use Pathfinder to Create a Custom Shape. 12) Illustrate a Simple Flat Character or Avatar. 13) Layer Management and Naming Practice. 14) Design a Business Card Layout. 15) Export Artwork for Print and Web in Different Formats</div>	30	
Reference Books :- <div>1) Ted Alspach (2021) Illustrator CC 2021 For Dummies. 2) William S. Chua (2021) Illustrator Essentials: The Beginner’s Guide to Adobe Illustrator. 3) Brian Wood (2018) Adobe Illustrator CC Classroom in a Book. 4) Lynette Kent (2019) Adobe Illustrator For Beginners.</div>			
Evaluation Pattern:			
Total Marks: 35/40			
Internal Continuous Evaluation: <div>• Internal Work -1 ISE – 30 Marks • Internal Work -2 Attendance- 05 Marks</div>		End Semester Examination: <div>• Question -1 – 10 Marks • Question -2 – 10 Marks • Question -3 – 05 Marks • Question -4 – 05 Marks • Question -5 – Journal 10 Marks</div>	

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	Programme: Diploma	Semester - VI	
	Type : Diploma Course	Marks: 35/40	
	Credits : 2/2	From: A. Y. 2025-26	
Name of the Course: Introduction Advance Illustrator			
Course Objectives: 1) Navigate Illustrator and where to find all the tools and features. 2) Study the landscapes such as buildings and houses with ease using perspective 3) Learn the drawings, business cards, brochures, or anything you want using Adobe Illustrator. 4) Learn the basics of working with Illustrator CC through a combination of instructor-led demonstration.			
Course Outcomes: 1) Understand the elements that make up the Illustrator workspace 2) Learn the basic and essential techniques to work with objects. 3) Understand how to set up a new document. 4) Draw basic shapes using the shape tools.			
Module	Title and Contents	Hrs	
Module -1:	Module -1: Advanced Illustration Techniques Layers & Type a. About layers, Locking, hiding, and deleting objects b. Duplicating objects, Transforming objects c. Scaling, shearing, and distorting objects 1.2 Reshape object: Crop images, Transform objects 1.3 , Cut,Divide and trim objects, puppet warp 1.4 Create text: Font and typography format type paragraphs, special characters 1.5 Create a type on a path, character and paragraph styles	15	
Module -2:	Module -2: Effects & output, Printing 2.1 Creating special effects, Appearance attributes, working with effects 2.2 Create a drop shadow, Drop shadows, glows, and feathering 2.3 Creating sketches and mosaics, Graphic styles 2.4 , Printing prepare for Printing. Setup documents for printing 2.5 Change the page size and orientation 2.6 Print with color management, post script printing. Print presets.	15	
Reference Books:- 1) Adobe illustrator user Guide, 2007. 2) Chris Botello (2020) Adobe Illustrator Classroom in a Book. 3) Deke McClelland (2021) Adobe Illustrator CC: The Definitive Guide. 4) Ted Alspach (2021) Illustrator CC 2021 For Dummies. 5) William S. Chua (2021) Illustrator Essentials: The Beginner’s Guide to Adobe Illustrator.			
Evaluation Pattern:			
Total Marks: 35/40			
Internal Continuous Evaluation: • Internal Work -1 ISE – 30 Marks • Internal Work -2 Attendance- 05 Marks		End Semester Examination: • Question -1 – Attempt any five – 10 Marks • Question -2 – Write a short notes (Any four)- 20 Marks • Question -3 – Solve any one – 10 Marks	

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	Programme: Diploma	Semester -VI	
	Type: Diploma Course	Marks: 35/40	
	Credits: 2/2	From: A. Y. 2025-26	
Name of the Course: DCAL 606: Introduction to advance Illustrator			
Course Objectives: 1) Apply advanced techniques to create complex shapes. 2) Design scalable vector artwork for print and digital. 3) Utilize layers, groups, and artboards for organization. 4) Create and manipulate custom brushes for illustration.			
Course Outcomes: 1) Create and manipulate vector shapes using Illustrator tools. 2) Use advanced drawing techniques like Bézier curves. 3) Apply color theory effectively in digital artwork. 4) Complete a full illustration project from concept to finish.			
Module	Title and Contents		Module
Section I:	List of Practical 1) Create and Save a New Document in Multiple Sizes 2) Customize the Illustrator Workspace 3) Design a Vector Badge Using Basic Shapes 4) Draw a House Illustration Using Shape Tools 5) Practice with the Selection and Direct Selection Tools 6) Create a Simple Logo Using the Pen Tool 7) Transform and Align Multiple Objects 8) Design a Minimal Icon Set (3–5 Icons). 9) Apply Fills, Strokes, and Color Swatche. 10) Create a Gradient Background Poster. 11) Use Pathfinder to Create a Custom Shape. 12) Illustrate a Simple Flat Character or Avatar. 13) Layer Management and Naming Practice. 14) Design a Business Card Layout. 15) Export Artwork for Print and Web in Different Formats		30
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Evaluation Pattern:			
Total Marks: 35/40			
Internal Continuous Evaluation: <ul style="list-style-type: none">Internal Work -1 ISE – 30 MarksInternal Work -2 Attendance- 05 Marks		End Semester Examination: <ul style="list-style-type: none">Question -1 – 10 MarksQuestion -2 – 10 MarksQuestion -3 – 05 MarksQuestion -4 – 05 MarksQuestion -5 – Journal 10 Marks	