Graphic & UX-UI Design

06 MONTHS

DURATION

Modules

This is the 12-months professional design and UX-UI course that is designed to take you from a beginner to a job-ready designer. You'll learn industry-standard tools, creative thinking, and practical skills through hands-on projects, real-world assignments, and expert guidance. By the end, you'll have a strong portfolio and the confidence to start your career.

Module 1
Visual Design Foundations
Explore core principles of design, typography, color theory, and visual hierarchy to build a strong creative foundation.

Module 2
Graphic Design & Branding
Create impactful brand identities, logos, and marketing materials using industry-standard tools.

Module 3
Motion Graphics
Learn to bring designs to life with animation, transitions, and basic video editing techniques.

Module 4
Portfolio Development
Build a professional portfolio showcasing your best work to attract clients and employers.

Clickart BENEFITS

100% PLACEMENT ASSISTANCE

ISO CERTIFIED

LIVE SESSIONS

PRO INSTRUCTORS

Why Choose Us

Sofia Martinez
Graphic Design Instructor

I've been teaching graphic design for over 8 years, and I love helping students find their creative voice. In this class, we'll focus on practical skills, real-world projects, and personalized feedback to help you grow with confidence.

Daniel Perez
UX-UI Design Instructor

I'm passionate about creating user-friendly digital experiences that look great and work seamlessly. In this course, we'll explore design principles, tools, and real-world projects to help you build a strong UX-UI portfolio.

Hannah Bennett
Motion Graphics Instructor

I've been teaching graphic design for over 8 years, and I love helping students find their creative voice. In this class, we'll focus on practical skills, real-world projects, and personalized feedback to help you grow with confidence.

Graphic Design Curriculum

12 Weeks

01 Vector Vibes
Duration: 1 Week
Objectives:
- Introduction to Graphic Design and Adobe Illustrator
- Understanding Vector Graphics
- Basic Shapes and Tools
- Creating Your First Logo

02 Master Pen
Duration: 1 Week
Objectives:
- Understanding the Pen Tool
- Creating Curves, Anchors, and Paths
- Tracing Images
- Creating Professional Icons

03 Typo Expert
Duration: 1 Week
Objectives:
- Exploring Typography in Illustrator
- Working with Text Styles and Effects
- Creating Text-Based Designs
- Introduction to Kerning, Tracking, and Leading

04 Pixels Perfect
Duration: 1 Week
Objectives:
- Introduction to Adobe Photoshop
- Understanding Pixels vs. Vectors
- Working with Layers and Layer Masks
- Basic Photo Editing and Retouching

05 Retouch Like a Pro
Duration: 1 Week
Objectives:
- Advanced Photo Retouching Techniques
- Color Correction and Color Grading
- Frequency Separation
- Creating Realistic Composites

06 Digital Artistry
Duration: 1 Week
Objectives:
- Introduction to Digital Painting
- Using Brushes and Custom Brushes
- Creating Digital Illustrations
- Working with Texture and Patterns

07 Corel Creativity
Duration: 1 Week
Objectives:
- Introduction to CorelDRAW and Its Interface
- Creating Vector Illustrations and Designs
- Working with Text and Typography
- Using Effects, Fills, and Patterns

08 Design Precision
Duration: 1 Week
Objectives:
- Advanced Vector Illustration Techniques
- Creating Complex Shapes and Objects
- Working with Layers and Masks
- Exporting Files for Print and Web

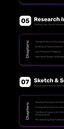
09 Layout Like a Pro
Duration: 1 Week
Objectives:
- Introduction to Adobe InDesign and Its Interface
- Creating Multi-Page Documents
- Working with Text and Typography
- Basic Formatting and Styles

10 Creative Identity
Duration: 1 Week
Objectives:
- Understanding the Basics of Brand Identity Design
- Creating a Brand Style Guide
- Designing Business Cards and Stationery
- Presenting Your Work

11 Polish and Present
Duration: 1 Week
Objectives:
- Applying Design Principles to Real-World Projects
- Creating a Portfolio-Ready Piece
- Preparing for Graduation and Next Steps

12 Portfolio Showcase
Duration: 1 Week
Objectives:
- Finalizing Portfolio Pieces
- Creating a Resume and Cover Letter
- Preparing for Interviews
- Graduation and Next Steps

UX & UI



UX-UI Design Curriculum

14 Weeks

01 The Basics
Duration: 1 Week
Objectives:
- Introduction to UX-UI Design and Its Importance
- Understanding the User-Centered Design Process
- Setting Up Your Design Environment

02 Foundations First!
Duration: 1 Week
Objectives:
- Design Principles: Hierarchy, Balance, and Contrast
- Design Principles: Typography, Color Theory, and Layout
- Practice: Applying Principles to Real-World Examples

03 Dive Deep
Duration: 1 Week
Objectives:
- Advanced Design Principles
- Creating Wireframes and Prototypes
- Introduction to Design Tools (Figma, Adobe XD, Sketch)

04 Practicals
Duration: 1 Week
Objectives:
- Prototyping Techniques
- Usability Testing Basics
- Practice: Conducting Usability Sessions and Analyzing Results

05 Research Insights
Duration: 1 Week
Objectives:
- Building Blocks of User Design
- Creating Wireframes
- User Research Mapping
- Introduction to Prototyping Tools

06 Visual Storytelling
Duration: 1 Week
Objectives:
- Creating and Presenting UX Deliverables
- Interview Techniques for Gathering Insights
- Advanced Design Tools Training
- Practice: Creating Interactive Prototypes

07 Sketch & Scribble
Duration: 1 Week
Objectives:
- Building Responsive and Accessible Designs
- Typography and Color Theory for Digital Products
- Introduction to Design Systems
- Creating a Mini Design System

08 UI Fundamentals
Duration: 1 Week
Objectives:
- Introduction to UI Design
- Typography and Color Theory
- Designing Buttons, Forms, and Interactive Elements
- Advanced Prototyping Techniques

09 Advanced UI Theory
Duration: 1 Week
Objectives:
- Design Systems and Style Guides
- Creating Responsive Designs
- Introduction to Motion Design

10 Layout Like a Pro
Duration: 1 Week
Objectives:
- Advanced UI Patterns
- Micro-interactions and Animations
- Final Project Preparation and Peer Review
- Portfolio Development Tips

11 Polish and Present
Duration: 1 Week
Objectives:
- Finalizing Your Portfolio
- Preparing for Job Interviews
- Networking and Personal Branding Strategies
- Graduation and Next Steps

12 Design Jam
Duration: 1 Week
Objectives:
- Applying Design Principles to Real-World Projects
- Creating a Portfolio-Ready Piece
- Preparing for Job Interviews
- Graduation Project

13 Pitch Perfect!
Duration: 1 Week
Objectives:
- Finalizing Your Portfolio
- Presentation Techniques
- Mock Interviews and Feedback
- Preparing for Graduation and Beyond

14 Graduation
Duration: 1 Week
Objectives:
- Graduation Ceremony
- Final Project Presentations and Peer Feedback
- Career Planning and Next Steps
- Celebration and Networking

100% PLACEMENT ASSISTANCE