

UNIT 1 - Digital and Graphic Design Principles

- 2.1.1.a. [Digital and Graphic Design Introduction](#)
- 2.1.1.b. [Digital and Graphic Design](#)
- 2.1.1.c. [Image Formats and File Types](#)
- 2.1.1.d. [Steps of the Graphic Design Process](#)
- 2.1.1.e. [Ideas generation techniques](#)

UNIT 2 - Digital Design for Printed Materials

- 2.2.1.a. [How to create a new document in Photoshop](#)
- 2.2.1.a. [Photoshop Tools](#)
- 2.2.1.a. [Choosing colours](#)
- 2.2.1.a. [Converting colour modes](#)
- 2.2.1.a. [Layer opacity and blending](#)
- 2.2.1.a. [The Photoshop Workspace](#)
- 2.2.1.a. [Using Layer Masks](#)
- 2.2.1.a. [Using Photoshop Layers](#)
- 2.2.1.a. [Opening files](#)
- 2.2.1.a. [Resizing Images in photoshop](#)
- 2.2.2.a. [Creating new documents](#)
- 2.2.2.a. [Drawing lines and shapes](#)
- 2.2.2.a. [Selecting Colours](#)
- 2.2.2.a. [Stacking and Grouping Objects](#)
- 2.2.2.a. [The properties panel](#)

- 2.2.2.a. [The Tools Panel](#)
- 2.2.2.a. [Using Artboards](#)
- 2.2.2.a. [Using Brushes](#)
- 2.2.2.a. [Using Fills and Strokes](#)
- 2.2.2.a. [Using Gradients](#)
- 2.2.2.a. [Using Image Trace](#)
- 2.2.2.a. [Using Layers](#)
- 2.2.2.a. [Using rulers, grids and guides](#)
- 2.2.2.a. [Using the pen tool](#)
- 2.2.1.c. [Creating new documents](#)
- 2.2.1.c. [Creating Text Frames](#)
- 2.2.1.c. [Exporting and Packaging InDesign Documents](#)
- 2.2.1.c. [Flowing text across columns](#)
- 2.2.1.c. [Pages and Spreads](#)
- 2.2.1.c. [Placing and Linking Images and Graphics](#)
- 2.2.1.c. [The InDesign Workspace](#)
- 2.2.1.c. [The Toolbar](#)
- 2.2.1.c. [Using Master Pages](#)
- 2.2.1.c. [Using Paragraph and Character Styles](#)
- 2.2.1.c. [Wrapping text around objects](#)
- 2.2.1.d. [Designing Branding Products](#)
- 2.2.1.e. [Designing Flyers, Posters and Online Adverts](#)

UNIT 3 - Digital Design of materials for web and social media

- 2.3.1.a. [Techniques for creation of images for web](#)
- 2.3.1.b. [Creating simple animation products for the web](#)
- 2.3.1.b. [Creating simple animation products for the web - using GIPHY](#)
- 2.3.1.b. [Creating simple animation products for the web \(GIFs, infographics\)](#)

UNIT 4 - Copyright and related rights & laws in a project

- 2.4.1.a. [Trademarking logos and branding](#)
- 2.4.1.b. [Protecting images online](#)
- 2.4.1.c. [Protecting images and digital content](#)