

**PROGRAM /COURSE STRUCTURE & SYLLABUS**

**as per the Choice Based Credit System (CBCS)  
designed in accordance with  
Learning Outcomes-Based Curriculum  
Framework(LOCF)**

**of National Education Policy (NEP) 2020  
for Undergraduate Program in  
COMPUTER APPLICATION**

**B.A. HONOURS IN  
COMPUTER APPLICATION PROGRAMME  
AS PER NEP 2020**

**(Effective from June-2023)**

**SEMESTER 6- THIRD YEAR B.A.**  
**Discipline specific course – Minor**

Semester	Course No	Title of Course	Paper Name	Topic	Credit Total [04]	
					Theory	Practical.
<b>6</b>	<b>DSC-C COMP -364</b>	Computer Applications	<b>Introduction to Graphics software</b>	<b>Illustrator</b>	<b>50%</b>	<b>50%</b>

**Teaching Methodology:** lectures, practical sessions, demonstrations, group work, and assignments—specifically designed for Arts/Commerce students

GUJARAT UNIVERSITY  
COMPUTER SYLLABUS FOR **B.A.**

**SEMESTER – VI**

**Title of Course: COMPUTER APPLICATIONS**

**Discipline specific course –Minor**

**MAJOR COURSE CODE: DSC-C COMP -364**

**COURSE NAME: Introduction to Graphics software**

**Objectives:**

1. Introduce students to **digital design concepts and vector-based graphics**.
2. Develop creative and technical skills to use **Adobe Illustrator** effectively.
3. Integrate **design theory** with **practical assignments** for professional outcomes.
4. Encourage **portfolio development**, visual storytelling, and digital communication.
5. Build employable skills in **graphic design, branding, and digital media industries**.

**Unit 1: Getting Started with Illustrator**

- **Visual Communication**
  - What visual communication is and why it's important in digital design.
  - Understanding how design conveys messages effectively.
- **Basic Design Principles**
  - Balance: arranging elements to create stability.
  - Contrast: using color, size, and shapes to highlight important elements.
  - Alignment: organizing objects to make designs neat and professional.
  - Hierarchy: guiding viewers' attention through size, color, and placement.
- **Color Theory and Typography**
  - Understanding primary, secondary, and complementary colors.
  - Basics of typography: fonts, sizes, spacing, and readability.
- **Introduction to Illustrator**
  - Purpose of Illustrator and its role in creating vector graphics.
  - Key differences between vector and raster images.
- **Exploring the Interface**
  - Understanding tools, panels, workspaces, and artboards.
  - Navigating menus, toolbars, and screen layouts.
- **Starting a Project**
  - Creating a new document with correct dimensions and resolution.
  - Opening existing files, saving, and importing images.



## COMPUTER APPLICATIONS-**Minor**

### Unit 2: Working with Shapes, Symbols, colours, Gradients, and Patterns

- **Basic Drawing Tools**
  - Selection Tool, Direct Selection Tool, Pen Tool, Shape Builder Tool, Lasso Tool, Magic Wand Tool.
  - Drawing shapes, paths, and lines accurately.
- **Manipulating Shapes**
  - Moving, rotating, scaling, and aligning objects.
  - Grouping and layering objects to manage complex designs.
- **Working with Colors**
  - Applying colors, gradients, and patterns.
  - Understanding color modes: RGB (digital), CMYK (print), and Pantone (special colors).
- **Symbols**
  - Creating, editing, and reusing symbols to save time.
- **Working with Text**
  - Adding text using Point Type, Area Type, and Path Type.
  - Formatting text with Character and Paragraph styles.
- **Practical Application**
  - Designing simple layouts like flyers, posters, or brochure pages.

### Unit 3: Brushes, Effects, and Advanced Text

- **Brushes**
  - Types of brushes: Calligraphic, Scatter, Art, Pattern, and Blob Brush.
  - Applying and reshaping brush strokes.
- **Illustrator Effects**
  - Stylize, Distort, Transform, Warp, 3D effects, and converting objects to shapes.
  - Using effects to create visual interest in designs.
- **Automation Tools**
  - Using Actions, Presets, and Templates to save time and maintain consistency.
- **Advanced Text Handling**
  - Wrapping text around objects.
  - Using Character and Paragraph panels for professional styling.
  - Working with text on a path or in shapes.

**COMPUTER APPLICATIONS- Minor****Unit 4: Organizing, Styling, and Exporting and File management**

- **Organizing Objects**
  - Using Layers panel for structure.
  - Working with rulers, guides, and grids for precise alignment.
- **Graphic Styles**
  - Creating and applying consistent styles for colors, strokes, and effects.
- **Automation for Efficiency**
  - Using Actions and Presets to simplify repetitive tasks.
- **File Management**
  - Saving projects in AI, EPS, PDF, SVG, PNG, JPG.
  - Preparing files for web and print.
- **Exporting and Output**
  - Choosing the right file format depending on the project (web, print, or client delivery).
  - Saving, printing, and exporting projects with correct settings.

**Practical / Skill-Based Exercises:**

1. **Poster Design (College Event, A4)**
  - Create layout using shapes, text, and colors.
  - Apply alignment, hierarchy, contrast, and typography principles.
2. **Artboard Practice**
  - Create multiple artboards in a single document.
  - Place and organize different graphic elements on each.
3. **College Logo Design**
  - Use Pen Tool, Shape Builder, Pathfinder.
  - Apply gradients, transparency, and symbols.
  - Export as PNG and PDF.
4. **Advertisement / Banner (2 Column x 6 cm)**
  - Use shapes, text, and colors creatively.
  - Practice grouping, layering, and transformations.
5. **Visiting Card Design**
  - Use text on path and formatting tools.
  - Practice typography: font, size, alignment, kerning.
  - Export for print (PDF) and web (PNG).
6. **Two-Fold Brochure (A4)**
  - Design layout with multiple layers and clipping masks.
  - Incorporate images and icons; export in multiple formats.
7. **A8 Poster**
  - Apply Illustrator effects: stylize, distort, transform.
  - Use brushes and graphic styles.
8. **6 x 3 ft Event Banner**
  - Work with multiple artboards.
  - Apply advanced brushes, effects, and typography.
  - Export print-ready PDF.
9. **College Logo with Effects**
  - Apply 3D, wrap, and reshape effects.

- Refine using Pen Tool and Shape Builder.
- 10. **Portfolio Compilation**
  - Collect 5–6 best works (posters, banners, brochures, logos).
  - Organize in single document or presentation.
  - Export as PDF for submission or presentation.

### **Text and Reference Books:**

- Illustrator CS6, Dreamtech Pres, New Delhi, INDIA
- Computer Application –V, Dr. Vimal Pandya, HK Arts College Publisher, Ahmedabad
- Adobe Illustrator Classroom in a Book – Brian Wood (Adobe Press)
- Graphic Design School: The Principles and Practice of Graphic Design – David Dabner et al.
- The Non-Designer’s Design Book – Robin Williams
- Adobe Illustrator CS6 Classroom in a Book, by Adobe Creative Team, Adobe
- Creative Design with with Illustrator, Kevin Tallon,

### **Online free Books /Resources**

- [https://helpx.adobe.com/pdf/illustrator\\_reference.pdf?utm\\_source=chatgpt.com](https://helpx.adobe.com/pdf/illustrator_reference.pdf?utm_source=chatgpt.com)
- <https://www.youtube.com/watch?v=lb8UBwu3yGA>
- <https://www.adobe.com/africa/learn/illustrator>
- Adobe Education Exchange
- Behance Learning Hub
- Coursera / Skillshare Graphic Design Modules

### **MOOC Courses**

- <https://www.udemy.com/course/adobe-illustrator-cc-essentials-training/?couponCode=25BBPMXNVD35>
- <https://www.youtube.com/playlist?list=PLYfCBK8IplO4X-jM1Rp43wAIdpP2XNGwP>

### **Course Outcome:**

1. Use **Adobe Illustrator tools** to create and edit digital graphics.
2. Apply **design principles** like color, layout, and typography effectively.
3. Design **posters, banners, brochures, logos, and visiting cards**.
4. Organize complex artwork using **layers, groups, and symbols**.
5. Export work for **print and digital media** in professional formats.
6. Build a **digital portfolio** showcasing creative and technical skills.
7. Follow **copyright and ethical practices** in digital design.
8. Present and communicate their design ideas clearly.

### **Mode of Evaluation:**

The competent authority of Gujarat University has established a pattern for the assessment/evaluation of Theory and Practical examinations. Adherence to this pattern is mandatory.

### **Assessment Tools:**

For the purpose of internal evaluation, the following assignments (anyone) may be assigned to students.

- Basics of graphics
- Understand graphics and Illustrator its fundamental principles.
- Familiarize with graphics and Illustrator environment and basic functionalities.
- Create a simple example of graphics and Illustrator

### **FBLD (Flip Blended Learning Design Template)**

- Any One Unit from the above syllabus can be discussed by the faculty through online mode.
- Online mode can be SWAYAM MOOC Course or any other suggested by the UGC or Gujarat University.

**NOTE:**

1. The norms including workload of any type of computer subjects (Major/Minor/Multi-Disciplinary/Soft Skill /Ability Enhancement course) in B.A./B.Com. Shall be considered based on the below-mentioned ratio of computer students per batch due to having technical subjects.
2. The duration of each Theory and Practical session is 55 minutes.
3. The maximum batch size for any computer related subject in any division of each semester for theory session is 60 students.
4. Contact Hours: 45–60 hours (lectures, practicals, and self-study).
5. The batch size of practical session for any computer related subject in any semester is 15-20 students.
6. Any type of computer related subject can be offered in English / Gujarati or both Mediums.
7. The Theory and Practical sessions (workload) shall be applicable for English and Gujarati (both) medium separately.
8. The number of Minimum / Maximum of practical sessions shall be considered as per the framework and credits defined under the policy NEP 2020.
9. Minimum of 75% attendance is required to appear for the practical examination.
10. Minimum practical exercises must be completed by students before the examination.
11. The submission of computer journal for the respective subjects is mandatory for all the students of computer.
12. The certified journal by the competent authority of the college needs to be presented by students at the time of practical examination.
13. The submission of assignments and presentation is mandatory as per the norms laid down by the competent authority of Gujarat University under NEP 2020.
14. Students must appear in both the theory and practical examination of each term in the Internal and External examination.
15. The evaluation pattern for the weightage in Internal and External examination shall be considered as per the policy framed by Gujarat University.