

# ILLUSTRATOR - STUDENT COURSE STRUCTURE

24 classes organised into 5 sequential modules. Class topics, AI-use notes and project names are based on the supplied course outline; teaching details have been developed around those items.

## MODULE 1 - ILLUSTRATOR FOUNDATIONS

### Module description

Build core Illustrator skills across workspace setup, selection, vector drawing, shape construction and illustration.

### Learning objectives

- Understand the Illustrator workspace and document setup.
- Work confidently with selections, shapes and vector paths.
- Construct and refine vector artwork using core drawing tools.
- Apply basic illustration techniques to create clean vector work.

| CLASS 01 - Illustrator Fundamentals                                                                         | Duration: 2 hours                  |
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| Learning topics: Interface & Workspace • Artboards & Rulers • Preferences • Vector vs Raster • File Formats | AI use: ChatGPT, Gemini            |
| Practical notes: Establish a clear understanding of the Illustrator workspace and core vector workflow.     | <b>Project: Creative Moodboard</b> |

| PROJECT DETAILS                                                                                                                                                                                                                                                     | Estimated effort: 3 hours                                                                                                                                |
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| Project description: Create and save a moodboard using Illustrator fundamentals and organised visual references.                                                                                                                                                    | Deliverables: <ul style="list-style-type: none"><li>• Finished project file</li><li>• Exported presentation/outputs appropriate to the project</li></ul> |
| Evaluation criteria: <ul style="list-style-type: none"><li>• Correct application of class techniques</li><li>• Visual clarity and consistency</li><li>• Technical completeness and file organisation</li><li>• Completion of the stated project objective</li></ul> | Assessment: Project review                                                                                                                               |

| CLASS 02 - Selection & Shape Tools                                                                   | Duration: 2 hours                |
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| Learning topics: Selection Tools • Direct Selection • Magic Wand, Lasso, Shape • Align & Distribute  | AI use: Gemini                   |
| Practical notes: Use selection and shape tools to construct and align simple geometric compositions. | <b>Project: Geometric Poster</b> |

| PROJECT DETAILS                                                                                                                                                                                                                                                     | Estimated effort: 3 hours                                                                                                                                |
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| Project description: Create a clean geometric poster using shape construction, selection and alignment tools.                                                                                                                                                       | Deliverables: <ul style="list-style-type: none"><li>• Finished project file</li><li>• Exported presentation/outputs appropriate to the project</li></ul> |
| Evaluation criteria: <ul style="list-style-type: none"><li>• Correct application of class techniques</li><li>• Visual clarity and consistency</li><li>• Technical completeness and file organisation</li><li>• Completion of the stated project objective</li></ul> | Assessment: Project review                                                                                                                               |

| CLASS 03 - Pen Tool & Precision                                                                 | Duration: 2 hours         |
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| Learning topics: Pen Tool • Curvature Tool • Anchor Points • Paths • Join, Split, Scissors      | AI use: None              |
| Practical notes: Build precision vector paths using Illustrator drawing and path-editing tools. | <b>Project: Icon Pack</b> |

| PROJECT DETAILS | Estimated effort: 4 hours |
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| Project description: Create a small icon pack using controlled paths and anchor-point editing.                                                                                                                                                                           | Deliverables: <ul style="list-style-type: none"> <li>• Finished project file</li> <li>• Exported presentation/outputs appropriate to the project</li> </ul> |
| Evaluation criteria: <ul style="list-style-type: none"> <li>• Correct application of class techniques</li> <li>• Visual clarity and consistency</li> <li>• Technical completeness and file organisation</li> <li>• Completion of the stated project objective</li> </ul> | Assessment: Project review                                                                                                                                  |

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| <b>CLASS 04 - Pathfinder &amp; Shape Builder</b>                                          | <b>Duration: 2 hours</b>   |
| Learning topics: Pathfinder • Shape Builder • Compound Paths • Expand • Offset Path       | AI use: None               |
| Practical notes: Combine, divide and modify vector shapes to create more complex artwork. | <b>Project: 2D Scenery</b> |

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| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                                   | <b>Estimated effort: 4 hours</b>                                                                                                                            |
| Project description: Construct a 2D scenery composition from simple vector shapes using Pathfinder and Shape Builder.                                                                                                                                                    | Deliverables: <ul style="list-style-type: none"> <li>• Finished project file</li> <li>• Exported presentation/outputs appropriate to the project</li> </ul> |
| Evaluation criteria: <ul style="list-style-type: none"> <li>• Correct application of class techniques</li> <li>• Visual clarity and consistency</li> <li>• Technical completeness and file organisation</li> <li>• Completion of the stated project objective</li> </ul> | Assessment: Project review                                                                                                                                  |

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| <b>CLASS 05 - Drawing &amp; Illustration</b>                                                          | <b>Duration: 2 hours</b>               |
| Learning topics: Pencil, Brush, Blob Brush • Smooth, Eraser • Width Tool • Warp & Puppet Warp         | AI use: Adobe Firefly                  |
| Practical notes: Explore Illustrator drawing and distortion tools for expressive vector illustration. | <b>Project: Character Illustration</b> |

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| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                                   | <b>Estimated effort: 4 hours</b>                                                                                                                            |
| Project description: Create a character illustration using vector drawing, brush and controlled distortion tools.                                                                                                                                                        | Deliverables: <ul style="list-style-type: none"> <li>• Finished project file</li> <li>• Exported presentation/outputs appropriate to the project</li> </ul> |
| Evaluation criteria: <ul style="list-style-type: none"> <li>• Correct application of class techniques</li> <li>• Visual clarity and consistency</li> <li>• Technical completeness and file organisation</li> <li>• Completion of the stated project objective</li> </ul> | Assessment: Project review                                                                                                                                  |

# MODULE 2 - DESIGN & CREATION

## Module description

Develop design skills across colour, typography, logos, brand identity, character design and vector portrait work.

## Learning objectives

- Build consistent colour and appearance systems.
- Apply typography and logo construction principles.
- Develop coherent brand and character assets.
- Create refined vector artwork from references.

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| <b>CLASS 06 - Colour &amp; Appearance</b>                                                                                   | <b>Duration: 2 hours</b>              |
| Learning topics: Fill, Stroke, Swatches & Global Colors • Gradients, Gradient Mesh • Graphic Styles • Transparency, Recolor | AI use: Adobe Color, Colors           |
| Practical notes: Build colour and appearance systems using swatches, gradients, styles and recolouring.                     | <b>Project: Brand Colour Guide UI</b> |

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| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                              | <b>Estimated effort: 3 hours</b>                                                                                                                         |
| Project description: Create a brand colour guide showing a structured colour palette and appearance choices.                                                                                                                                                        | Deliverables: <ul style="list-style-type: none"><li>• Finished project file</li><li>• Exported presentation/outputs appropriate to the project</li></ul> |
| Evaluation criteria: <ul style="list-style-type: none"><li>• Correct application of class techniques</li><li>• Visual clarity and consistency</li><li>• Technical completeness and file organisation</li><li>• Completion of the stated project objective</li></ul> | Assessment: Project review                                                                                                                               |

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| <b>CLASS 07 - Live Paint &amp; Recolor Artwork</b>                                        | <b>Duration: 2 hours</b>           |
| Learning topics: Live Paint Bucket • Live Paint Selection • Recolor Artwork • Blend Tool  | AI use: None                       |
| Practical notes: Apply Live Paint and recolouring techniques to build and refine artwork. | <b>Project: Creative Packaging</b> |

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| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                              | <b>Estimated effort: 4 hours</b>                                                                                                                         |
| Project description: Create a packaging artwork concept using Live Paint, recolouring and blending.                                                                                                                                                                 | Deliverables: <ul style="list-style-type: none"><li>• Finished project file</li><li>• Exported presentation/outputs appropriate to the project</li></ul> |
| Evaluation criteria: <ul style="list-style-type: none"><li>• Correct application of class techniques</li><li>• Visual clarity and consistency</li><li>• Technical completeness and file organisation</li><li>• Completion of the stated project objective</li></ul> | Assessment: Project review                                                                                                                               |

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| <b>CLASS 08 - Typography Design</b>                                                                    | <b>Duration: 2 hours</b>          |
| Learning topics: Character & Paragraph • Area Type, Type on Path • OpenType & Glyphs • Font Pairing    | AI use: Google Fonts              |
| Practical notes: Use Illustrator typography controls to create clear and expressive type compositions. | <b>Project: Typography Slides</b> |

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| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                              | <b>Estimated effort: 3 hours</b>                                                                                                                         |
| Project description: Create a set of typography slides demonstrating hierarchy, pairing and type treatments.                                                                                                                                                        | Deliverables: <ul style="list-style-type: none"><li>• Finished project file</li><li>• Exported presentation/outputs appropriate to the project</li></ul> |
| Evaluation criteria: <ul style="list-style-type: none"><li>• Correct application of class techniques</li><li>• Visual clarity and consistency</li><li>• Technical completeness and file organisation</li><li>• Completion of the stated project objective</li></ul> | Assessment: Project review                                                                                                                               |

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| <b>CLASS 09 - Logo Design Principles</b>                                                                                                                                                                                                                                 | <b>Duration: 2 hours</b>                                                                                                                                    |
| Learning topics: Logo Types • Grid System • Negative Space • Scalability • Responsive Logos                                                                                                                                                                              | AI use: None                                                                                                                                                |
| Practical notes: Understand core logo construction principles including grids, negative space and scalability.                                                                                                                                                           | <b>Project: Logo</b>                                                                                                                                        |
| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                                   | <b>Estimated effort: 4 hours</b>                                                                                                                            |
| Project description: Design a logo using a structured grid and consider its use at different sizes.                                                                                                                                                                      | Deliverables: <ul style="list-style-type: none"> <li>• Finished project file</li> <li>• Exported presentation/outputs appropriate to the project</li> </ul> |
| Evaluation criteria: <ul style="list-style-type: none"> <li>• Correct application of class techniques</li> <li>• Visual clarity and consistency</li> <li>• Technical completeness and file organisation</li> <li>• Completion of the stated project objective</li> </ul> | Assessment: Project review                                                                                                                                  |
| <b>CLASS 10 - Brand Identity Design</b>                                                                                                                                                                                                                                  | <b>Duration: 2 hours</b>                                                                                                                                    |
| Learning topics: Brand Colours, Typography • Brand Guidelines • Business Card, Letterhead, Envelope, Email Signature • Social Media Kit                                                                                                                                  | AI use: None                                                                                                                                                |
| Practical notes: Translate a brand concept into a consistent identity system and core brand assets.                                                                                                                                                                      | <b>Project: Complete Brand Identity</b>                                                                                                                     |
| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                                   | <b>Estimated effort: 5 hours</b>                                                                                                                            |
| Project description: Develop a compact brand identity set covering core stationery and digital brand elements.                                                                                                                                                           | Deliverables: <ul style="list-style-type: none"> <li>• Finished project file</li> <li>• Exported presentation/outputs appropriate to the project</li> </ul> |
| Evaluation criteria: <ul style="list-style-type: none"> <li>• Correct application of class techniques</li> <li>• Visual clarity and consistency</li> <li>• Technical completeness and file organisation</li> <li>• Completion of the stated project objective</li> </ul> | Assessment: Project review                                                                                                                                  |
| <b>CLASS 11 - Mascot &amp; Character</b>                                                                                                                                                                                                                                 | <b>Duration: 2 hours</b>                                                                                                                                    |
| Learning topics: Design • Character Construction • Expressions • Accessories • Pose Design                                                                                                                                                                               | AI use: None                                                                                                                                                |
| Practical notes: Develop a character through structure, expression, accessories and pose design.                                                                                                                                                                         | <b>Project: Mascot Character</b>                                                                                                                            |
| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                                   | <b>Estimated effort: 4 hours</b>                                                                                                                            |
| Project description: Create a mascot character with a defined appearance and supporting pose/expression treatment.                                                                                                                                                       | Deliverables: <ul style="list-style-type: none"> <li>• Finished project file</li> <li>• Exported presentation/outputs appropriate to the project</li> </ul> |
| Evaluation criteria: <ul style="list-style-type: none"> <li>• Correct application of class techniques</li> <li>• Visual clarity and consistency</li> <li>• Technical completeness and file organisation</li> <li>• Completion of the stated project objective</li> </ul> | Assessment: Project review                                                                                                                                  |
| <b>CLASS 12 - Vector Portrait &amp; Image Trace</b>                                                                                                                                                                                                                      | <b>Duration: 2 hours</b>                                                                                                                                    |
| Learning topics: Image Trace • Expand • Vector Portrait • Detailing                                                                                                                                                                                                      | AI use: None                                                                                                                                                |
| Practical notes: Convert reference imagery into editable vector artwork and refine the result.                                                                                                                                                                           | <b>Project: Vector Portrait</b>                                                                                                                             |
| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                                   | <b>Estimated effort: 4 hours</b>                                                                                                                            |
| Project description: Create a vector portrait using Image Trace, expansion and manual detailing.                                                                                                                                                                         | Deliverables: <ul style="list-style-type: none"> <li>• Finished project file</li> <li>• Exported presentation/outputs appropriate to the project</li> </ul> |

Evaluation criteria:

- Correct application of class techniques
- Visual clarity and consistency
- Technical completeness and file organisation
- Completion of the stated project objective

Assessment: Project review

# MODULE 3 - DESIGN APPLICATIONS

## Module description

Apply Illustrator skills to packaging, print, social media, infographics, isometric work and pattern design.

## Learning objectives

- Translate design skills into practical communication formats.
- Create print and digital campaign assets.
- Use data and visual hierarchy for information design.
- Develop dimensional and repeatable graphic systems.

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| <b>CLASS 13 - Packaging Design</b>                                                                                                                                                                                                                                  | <b>Duration: 2 hours</b>                                                                                                                                 |
| Learning topics: Diecuts, Labels & Stickers • Box Design, Barcode • Print & Margin                                                                                                                                                                                  | AI use: ChatGPT                                                                                                                                          |
| Practical notes: Apply vector design skills to packaging layouts, labels and production considerations.                                                                                                                                                             | <b>Project: Product Packaging</b>                                                                                                                        |
| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                              | <b>Estimated effort: 5 hours</b>                                                                                                                         |
| Project description: Create a packaging concept with dieline-aware layout, label elements and required product information.                                                                                                                                         | Deliverables: <ul style="list-style-type: none"><li>• Finished project file</li><li>• Exported presentation/outputs appropriate to the project</li></ul> |
| Evaluation criteria: <ul style="list-style-type: none"><li>• Correct application of class techniques</li><li>• Visual clarity and consistency</li><li>• Technical completeness and file organisation</li><li>• Completion of the stated project objective</li></ul> | Assessment: Project review                                                                                                                               |
| <b>CLASS 14 - Print Design</b>                                                                                                                                                                                                                                      | <b>Duration: 2 hours</b>                                                                                                                                 |
| Learning topics: Flyers, Brochures • Posters, Catalogue • Newsletter Ads • Hoardings                                                                                                                                                                                | AI use: None                                                                                                                                             |
| Practical notes: Create print-focused marketing layouts across common promotional formats.                                                                                                                                                                          | <b>Project: Marketing Kit</b>                                                                                                                            |
| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                              | <b>Estimated effort: 5 hours</b>                                                                                                                         |
| Project description: Develop a small marketing kit containing multiple print communication pieces.                                                                                                                                                                  | Deliverables: <ul style="list-style-type: none"><li>• Finished project file</li><li>• Exported presentation/outputs appropriate to the project</li></ul> |
| Evaluation criteria: <ul style="list-style-type: none"><li>• Correct application of class techniques</li><li>• Visual clarity and consistency</li><li>• Technical completeness and file organisation</li><li>• Completion of the stated project objective</li></ul> | Assessment: Project review                                                                                                                               |
| <b>CLASS 15 - Social Media Design</b>                                                                                                                                                                                                                               | <b>Duration: 2 hours</b>                                                                                                                                 |
| Learning topics: Instagram Posts, Carousels, Stories, Thumbnails • LinkedIn Banners                                                                                                                                                                                 | AI use: Adobe Express (Ideas & Assets)                                                                                                                   |
| Practical notes: Adapt design principles to social media formats and platform-specific layouts.                                                                                                                                                                     | <b>Project: Social Media Campaign</b>                                                                                                                    |
| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                              | <b>Estimated effort: 5 hours</b>                                                                                                                         |
| Project description: Create a cohesive social media campaign across multiple post and story formats.                                                                                                                                                                | Deliverables: <ul style="list-style-type: none"><li>• Finished project file</li><li>• Exported presentation/outputs appropriate to the project</li></ul> |
| Evaluation criteria: <ul style="list-style-type: none"><li>• Correct application of class techniques</li><li>• Visual clarity and consistency</li><li>• Technical completeness and file organisation</li><li>• Completion of the stated project objective</li></ul> | Assessment: Project review                                                                                                                               |
| <b>CLASS 16 - Infographics &amp; Data Visualization</b>                                                                                                                                                                                                             | <b>Duration: 2 hours</b>                                                                                                                                 |

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| Learning topics: Charts & Graphs • Icons & Elements, Timelines • Maps, Visual Hierarchy                   | AI use: ChatGPT (Data Story)     |
| Practical notes: Turn information into structured visual communication using charts, icons and hierarchy. | <b>Project: Data Infographic</b> |

| PROJECT DETAILS                                                                                                                                                                                                                                                          | Estimated effort: 5 hours                                                                                                                                   |
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| Project description: Design an infographic that presents information through a clear visual data story.                                                                                                                                                                  | Deliverables: <ul style="list-style-type: none"> <li>• Finished project file</li> <li>• Exported presentation/outputs appropriate to the project</li> </ul> |
| Evaluation criteria: <ul style="list-style-type: none"> <li>• Correct application of class techniques</li> <li>• Visual clarity and consistency</li> <li>• Technical completeness and file organisation</li> <li>• Completion of the stated project objective</li> </ul> | Assessment: Project review                                                                                                                                  |

| CLASS 17 - Isometric & 3D                                                                                   | Duration: 2 hours                      |
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| Learning topics: Illustration, Isometric Grid • 3D & Materials • Extrude & Inflate • Perspective Grid       | AI use: None                           |
| Practical notes: Create dimensional vector illustrations using isometric grids and Illustrator 3D features. | <b>Project: Isometric Illustration</b> |

| PROJECT DETAILS                                                                                                                                                                                                                                                          | Estimated effort: 5 hours                                                                                                                                   |
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| Project description: Develop an isometric illustration with consistent perspective and dimensional treatment.                                                                                                                                                            | Deliverables: <ul style="list-style-type: none"> <li>• Finished project file</li> <li>• Exported presentation/outputs appropriate to the project</li> </ul> |
| Evaluation criteria: <ul style="list-style-type: none"> <li>• Correct application of class techniques</li> <li>• Visual clarity and consistency</li> <li>• Technical completeness and file organisation</li> <li>• Completion of the stated project objective</li> </ul> | Assessment: Project review                                                                                                                                  |

| CLASS 18 - Patterns & Surface Design                                               | Duration: 2 hours                  |
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| Learning topics: Pattern Tool, Repeat • Symbols, Decorative Graphics               | AI use: Adobe Firefly              |
| Practical notes: Build repeatable surface patterns and decorative graphic systems. | <b>Project: Pattern Collection</b> |

| PROJECT DETAILS                                                                                                                                                                                                                                                          | Estimated effort: 4 hours                                                                                                                                   |
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| Project description: Create a small collection of coordinated patterns using Illustrator repeat and pattern features.                                                                                                                                                    | Deliverables: <ul style="list-style-type: none"> <li>• Finished project file</li> <li>• Exported presentation/outputs appropriate to the project</li> </ul> |
| Evaluation criteria: <ul style="list-style-type: none"> <li>• Correct application of class techniques</li> <li>• Visual clarity and consistency</li> <li>• Technical completeness and file organisation</li> <li>• Completion of the stated project objective</li> </ul> | Assessment: Project review                                                                                                                                  |

# MODULE 4 - ADVANCED PRODUCTION

## Module description

Prepare design presentations, production-ready exports and reusable asset libraries.

## Learning objectives

- Present design work clearly using mockups and layouts.
- Prepare files for print and digital delivery.
- Use Illustrator productivity features for reusable assets and exports.

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| <b>CLASS 19 - Mockups &amp; Presentations</b>                                                  | <b>Duration: 2 hours</b>                     |
| Learning topics: Smart Mockups • Product Presentation • Brand Presentation • Client Demos      | AI use: Adobe Express (Presentation Layouts) |
| Practical notes: Present completed design work in realistic mockups and client-facing layouts. | <b>Project: Brand Presentation</b>           |

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| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                              | <b>Estimated effort: 4 hours</b>                                                                                                                         |
| Project description: Create a presentation showing brand/design work in mockups and presentation boards.                                                                                                                                                            | Deliverables: <ul style="list-style-type: none"><li>• Finished project file</li><li>• Exported presentation/outputs appropriate to the project</li></ul> |
| Evaluation criteria: <ul style="list-style-type: none"><li>• Correct application of class techniques</li><li>• Visual clarity and consistency</li><li>• Technical completeness and file organisation</li><li>• Completion of the stated project objective</li></ul> | Assessment: Project review                                                                                                                               |

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| <b>CLASS 20 - Production Export</b>                                             | <b>Duration: 2 hours</b>         |
| Learning topics: AI, PDF, SVG, EPS • TIFF, JPEG, PNG • Spot Colours             | AI use: None                     |
| Practical notes: Prepare artwork for common print and digital delivery formats. | <b>Project: Delivery Package</b> |

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| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                              | <b>Estimated effort: 3 hours</b>                                                                                                                         |
| Project description: Create a delivery package containing correctly exported files for the required outputs.                                                                                                                                                        | Deliverables: <ul style="list-style-type: none"><li>• Finished project file</li><li>• Exported presentation/outputs appropriate to the project</li></ul> |
| Evaluation criteria: <ul style="list-style-type: none"><li>• Correct application of class techniques</li><li>• Visual clarity and consistency</li><li>• Technical completeness and file organisation</li><li>• Completion of the stated project objective</li></ul> | Assessment: Project review                                                                                                                               |

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| <b>CLASS 21 - Automation &amp; Efficiency</b>                                                                      | <b>Duration: 2 hours</b>     |
| Learning topics: Symbols & Libraries • Global Edits • Repeat Objects • Variables • Actions & Export                | AI use: None                 |
| Practical notes: Use Illustrator productivity features to organise reusable assets and streamline repetitive work. | <b>Project: Icon Library</b> |

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| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                              | <b>Estimated effort: 4 hours</b>                                                                                                                         |
| Project description: Build an organised icon library using reusable objects, libraries and export features.                                                                                                                                                         | Deliverables: <ul style="list-style-type: none"><li>• Finished project file</li><li>• Exported presentation/outputs appropriate to the project</li></ul> |
| Evaluation criteria: <ul style="list-style-type: none"><li>• Correct application of class techniques</li><li>• Visual clarity and consistency</li><li>• Technical completeness and file organisation</li><li>• Completion of the stated project objective</li></ul> | Assessment: Project review                                                                                                                               |



# MODULE 5 - AGENCY WORKFLOW & CAREER

## Module description

Apply the design process to agency-style, live-client and portfolio work.

## Learning objectives

- Follow a brief-to-delivery design workflow.
- Handle revisions and final delivery requirements.
- Organise work into a professional portfolio and career presentation.

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| <b>CLASS 22 - Agency Workflow</b>                                                                                                          | <b>Duration: 2 hours</b>            |
| Learning topics: Client Brief • Research & Moodboard • Concept Development • Iterations & Review • Final Delivery (Files, Formats, Assets) | AI use: ChatGPT, Gemini             |
| Practical notes: Follow a structured agency-style workflow from brief and research through iteration and delivery.                         | <b>Project: Ad Campaign Project</b> |

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| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                              | <b>Estimated effort: 6 hours</b>                                                                                                                         |
| Project description: Develop an advertising campaign concept through brief interpretation, research, design iterations and final packaging.                                                                                                                         | Deliverables: <ul style="list-style-type: none"><li>• Finished project file</li><li>• Exported presentation/outputs appropriate to the project</li></ul> |
| Evaluation criteria: <ul style="list-style-type: none"><li>• Correct application of class techniques</li><li>• Visual clarity and consistency</li><li>• Technical completeness and file organisation</li><li>• Completion of the stated project objective</li></ul> | Assessment: Project review                                                                                                                               |

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| <b>CLASS 23 - Live Client Project</b>                                                                        | <b>Duration: 2 hours</b>                  |
| Learning topics: Client Brief • Ideation • Revisions • Final Delivery                                        | AI use: Adobe Firefly (Assets & Textures) |
| Practical notes: Apply the Illustrator workflow to a client-style project with revisions and final delivery. | <b>Project: Live Client Project</b>       |

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| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                              | <b>Estimated effort: 8 hours</b>                                                                                                                         |
| Project description: Complete a live client project from brief through revisions to final files.                                                                                                                                                                    | Deliverables: <ul style="list-style-type: none"><li>• Finished project file</li><li>• Exported presentation/outputs appropriate to the project</li></ul> |
| Evaluation criteria: <ul style="list-style-type: none"><li>• Correct application of class techniques</li><li>• Visual clarity and consistency</li><li>• Technical completeness and file organisation</li><li>• Completion of the stated project objective</li></ul> | Assessment: Project review                                                                                                                               |

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| <b>CLASS 24 - Portfolio &amp; Career Readiness</b>                                                                                             | <b>Duration: 2 hours</b>           |
| Learning topics: Behance Portfolio • Resume Design • LinkedIn Optimization • Interview Preparation • Freelance Tips • Industry Insights (Q&A;) | AI use: None                       |
| Practical notes: Prepare completed work for portfolio presentation and basic career-readiness activities.                                      | <b>Project: Final Presentation</b> |

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| <b>PROJECT DETAILS</b>                                                                                                                                                                                                                                              | <b>Estimated effort: 5 hours</b>                                                                                                                         |
| Project description: Create and present a professional portfolio package using selected projects and career materials.                                                                                                                                              | Deliverables: <ul style="list-style-type: none"><li>• Finished project file</li><li>• Exported presentation/outputs appropriate to the project</li></ul> |
| Evaluation criteria: <ul style="list-style-type: none"><li>• Correct application of class techniques</li><li>• Visual clarity and consistency</li><li>• Technical completeness and file organisation</li><li>• Completion of the stated project objective</li></ul> | Assessment: Project review                                                                                                                               |