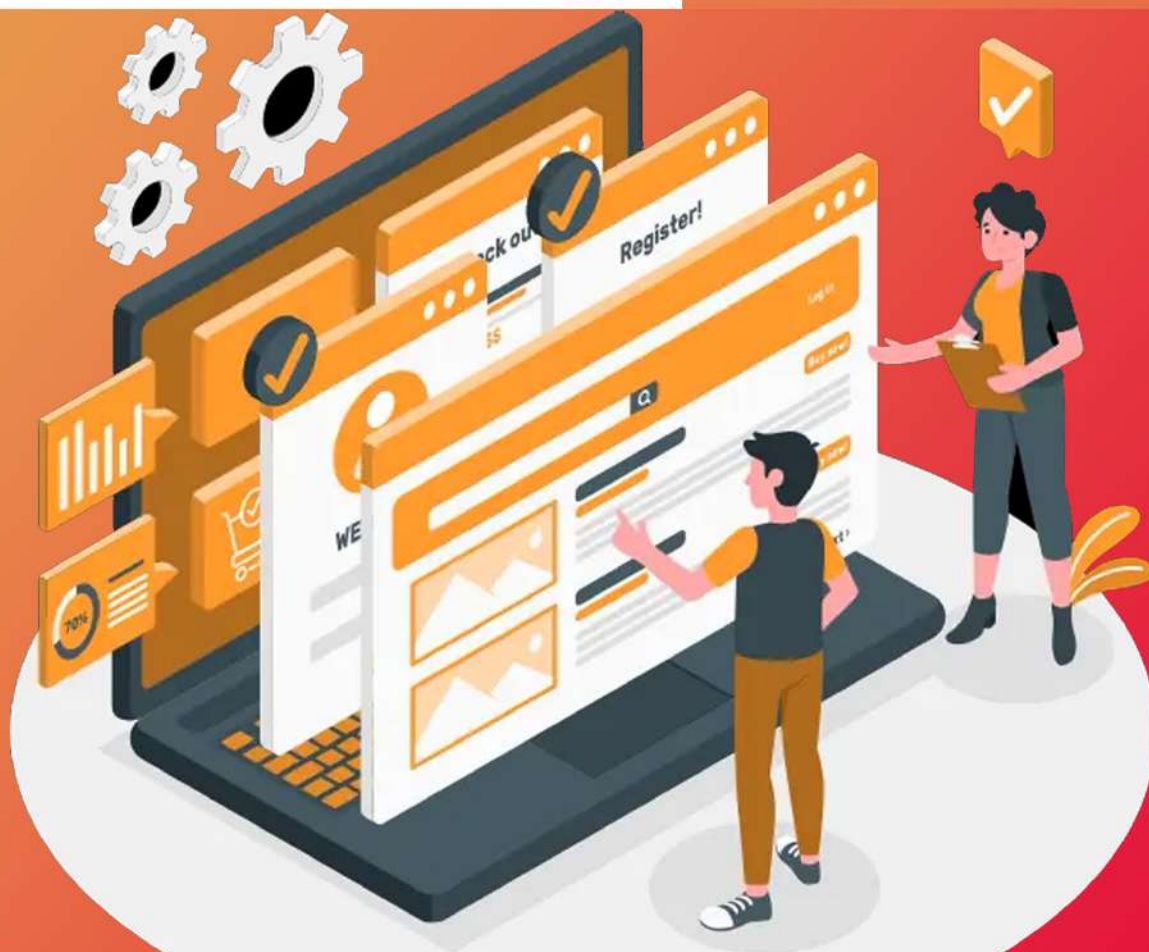




We Make Designers,

Not Only Software Operators

Designers | Product Designers | UX/UI Designers



Start your UI / UX Design Career  
at Saaz Studio



# ABOUT US

## SAAZ STUDIO

Saaz Studio is pioneers in the field of Graphics Design, Animation, Gaming and VFX since 2007. We are a complete Graphics Design and Animation Institute empowered by world class technology and highly rated courses to make professionals out of you. We have experienced faculty at the helm of guiding you throughout the curriculum of courses. The courses are designed keeping in mind the latest technologies and propensities of Graphics Design, Animation, Gaming and VFX Industry.

Kickstart your career with us, we provide you with inimitable skills required to survive in cut throat competition, where only the best survive. We provide the best in class training and equip you with all the technical and practical applications of concepts. Many of our students have already made a compelling mark in studios, media and entertainment industry. We take pride in having numerous success stories of glory of our students who are now placed in reputed companies and design houses.

As the name suggests, we have been mentoring Animation students in their path towards a successful career in the rapidly rising Graphics Design and Animation Industry. A lot of our students have had the best experiences to share, growth and to expand them by being a part of Saaz Studio.



### We know we are the Best

Saaz Studio has a strong relationship with the world of Art, Design and Animation, from 2007; we took a start with the passion of creativity, IT hub and experimentation. We have a strong belief in perfection, mastery of materials, savoir-fair and a digital marketing agency. Now, we are serving various clients with our strong vision of Graphics Design, Animation, advertisement, web Design and digital marketing that has brought beauty and progress in their lives & businesses. Apply Now Submit

## Mission Statement

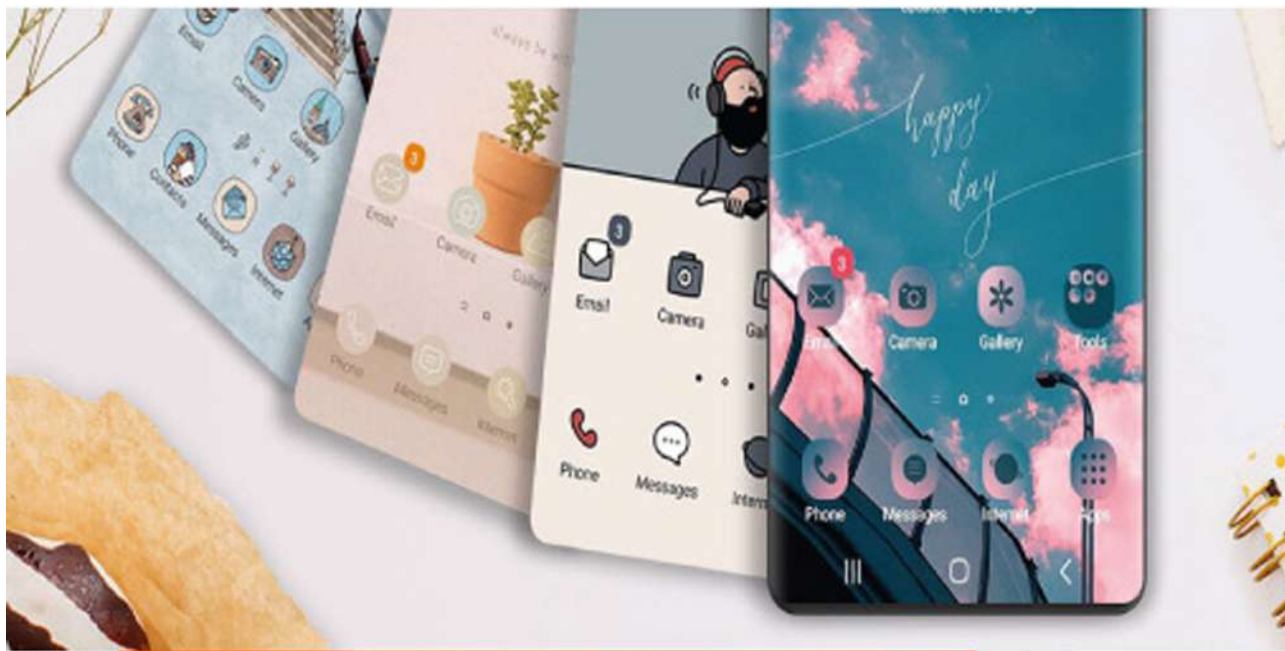
It is our mission, that Premier Graphics & Animation Institute to provide aspiring artists and designers with career preparation, combined with academic excellence for Degree, Diplomas and Certificate courses in the area of art & design.

## Why Join Saaz Studio?

- 1) Research and Industry based Curriculum
- 2) 1300 Practical Assessment
- 3) Live Project exposure in our own Production house
- 4) World class infrastructure
- 5) In House Internship
- 6) 100% Job Placement Assistance
- 7) Online Classes for out- side students
- 8) One to one online and offline classes
- 9) Flexible Classes Schedule
- 10) Free industrial seminar







# UI / UX Design

## 8<sup>th</sup> Month Diploma

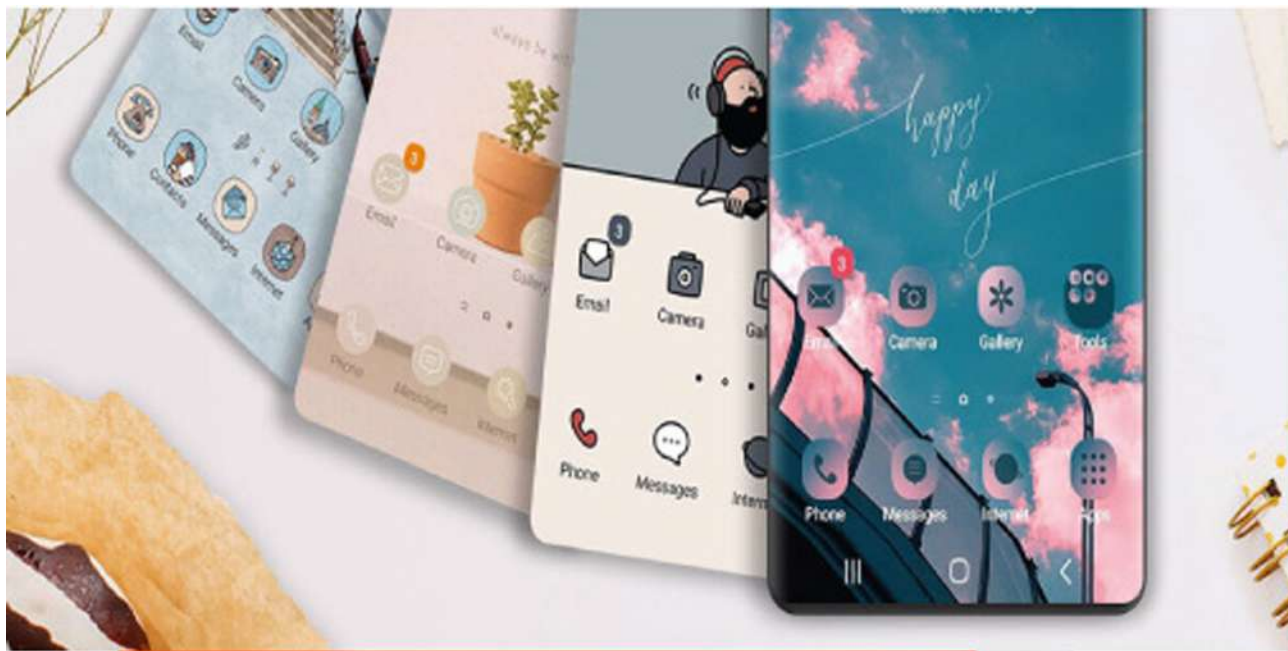
### Software for UI/UX Design

- 1) Adobe Illustrator
- 2) CorelDRAW
- 3) Adobe Photoshop
- 4) Adobe Premiere Pro
- 5) Figma

## COURSE OBJECTIVES

### This course will enable you to:

Our UI/UX Design Course has been designed for candidates who want to build a career in UI UX field. Saaz Studio has been contributing to bring the change and culture in design education space. We have been part of design industry and engage in providing curated industry specific UX/UI Training. We have gained national recognition with trainings and workshops conducted for top Corporates across India. We also conduct 2-day workshops across India on Graphic design and UI/UX design for participants interested in entering this field or those who want to increase their knowledge and gain certification to move on to next level in their existing UI/UX job. This program gives you all confidence and skills to achieve your goal of becoming great UI/UX Designers.



# UI / UX Design

## 8<sup>th</sup> Month Diploma

### METHOD OF INSTRUCTION

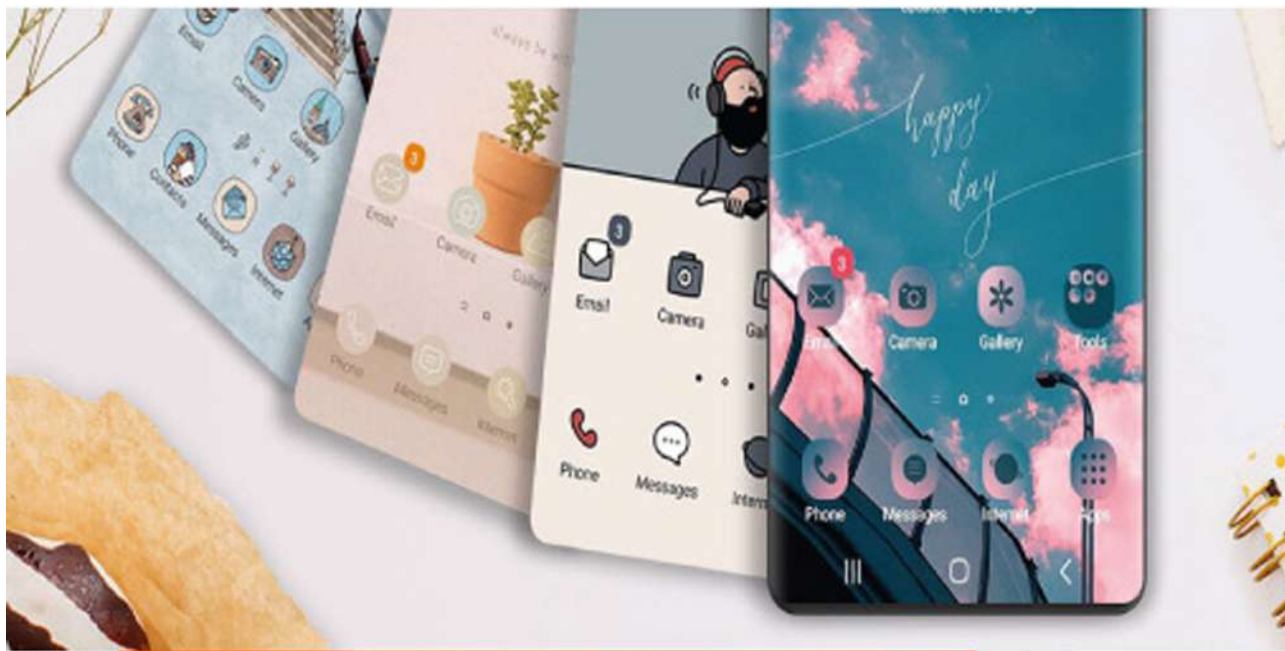
We use a Socratic method for training that involves a 100% hands-on workshop with interactive dialogues, role plays, case studies, debates, demos, Simulations and instructional games.

### WHO CAN ATTEND?

- 1) UI/UX Design Professionals
- 2) Information Architects
- 3) Graphics Designer
- 4) Visual Designer
- 5) Front End Developers
- 6) UI Developer
- 7) HTML Developers
- 8) Interaction Designer
- 9) UX Researcher
- 10) UI Testing and QA professionals
- 11) Software Developers
- 12) Any graduate who wants to move into UI UX
- 13) Roles Fresh Engineering/MBA Graduates







# UI / UX Design

## 8<sup>th</sup> Month Diploma

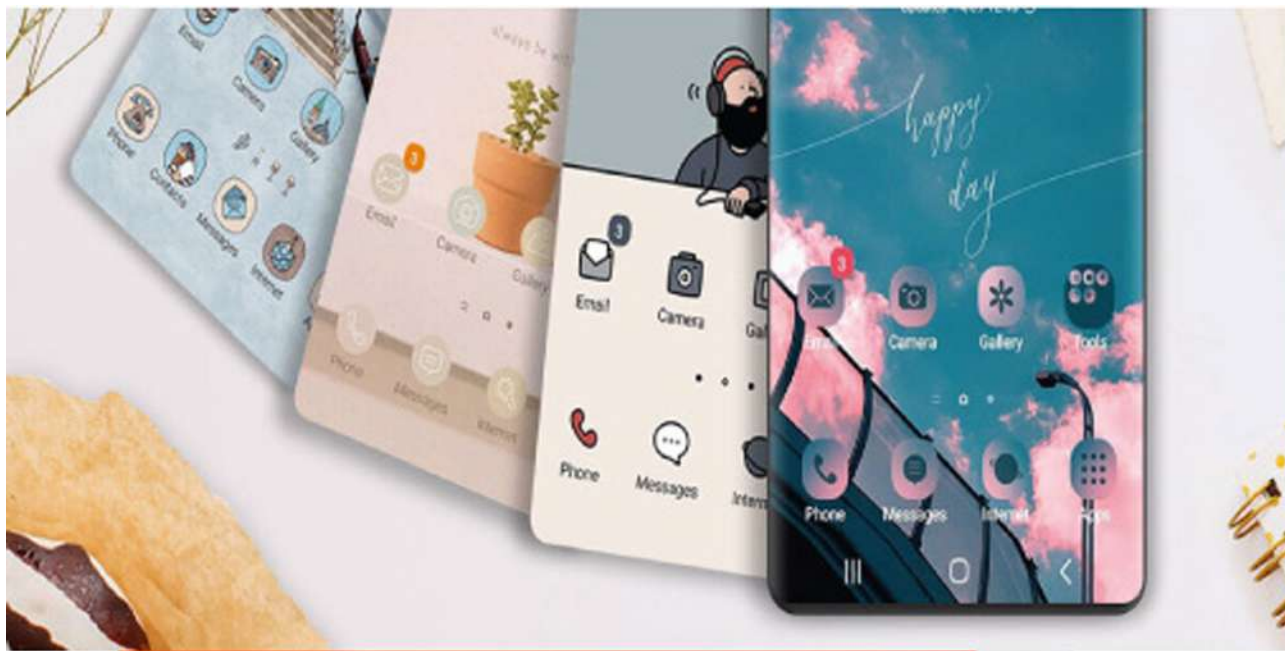
### INTRODUCTION TO UX (USER EXPERIENCE)

What is User Experience, Dynamic Nature of UX, Differences between UX and UI, Factors that Influence User Experience, Different Roles related to UX in Industry and Tools used for each role (Photoshop, Illustrator)

### COURSE OUTLINE

- 1) UX Designer
- 2) UI Designer
- 3) Visual Designer
- 4) UI Developer
- 5) Interaction Designer
- 6) UX Researcher





# UI / UX Design

## 8<sup>th</sup> Month Diploma

### DESIGN THINKING IN UX

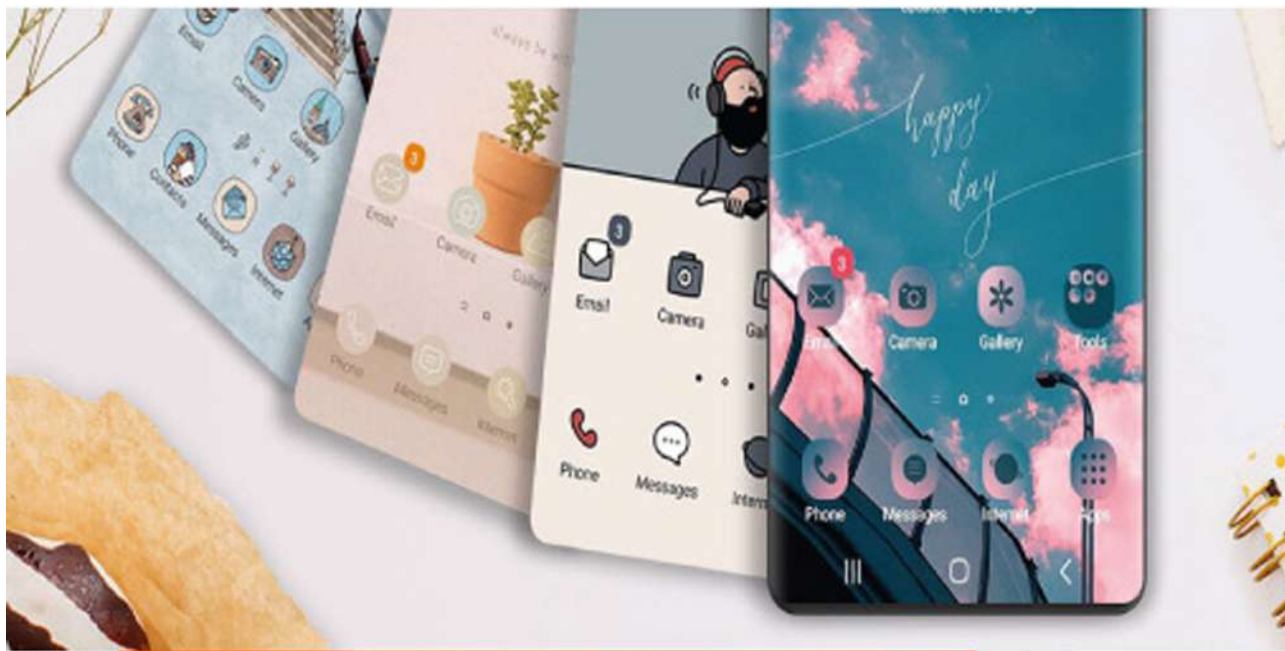
What is Design Thinking, How Design Thinking plays a role in UI UX Design, Stanford's d-schools' Phases of Design Thinking

### COURSE OUTLINE

- 1) Empathize
- 2) Define
- 3) Ideate
- 4) Prototype
- 5) Test







# UI / UX Design

## 8<sup>th</sup> Month Diploma

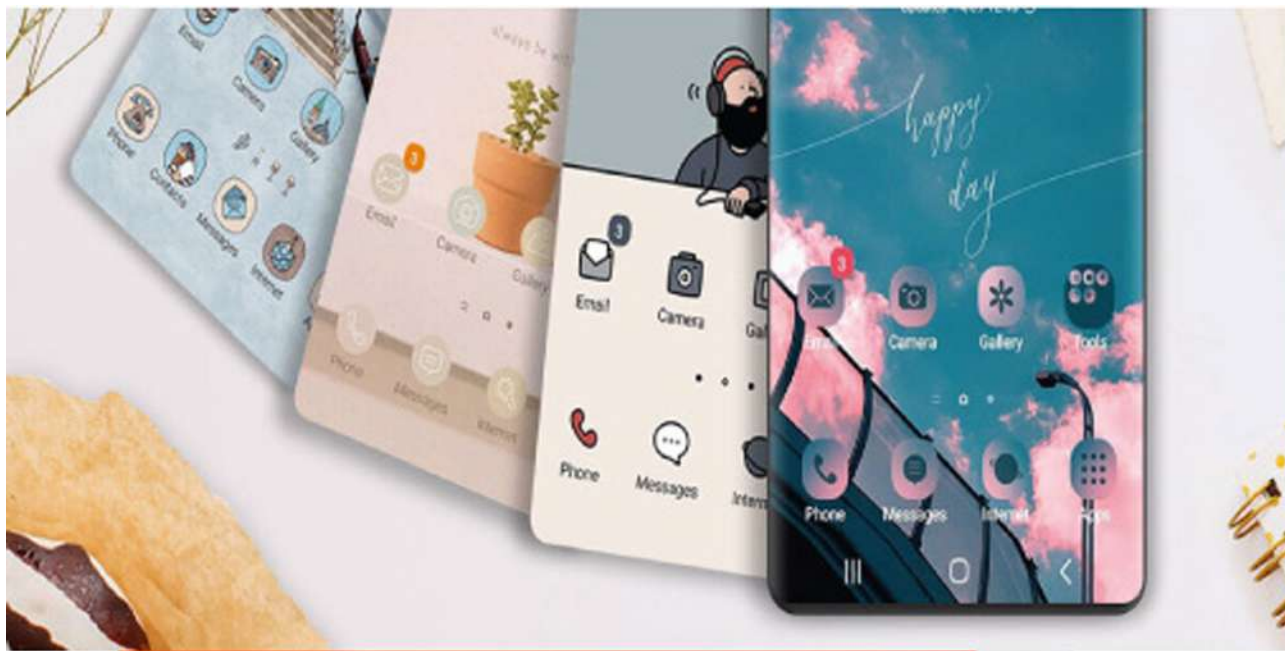
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### COURSE OUTLINE

- 1) UCD Process
- 2) Personas
- 3) Scenario Map
- 4) Customer Journey
- 5) Story Board
- 6) Use Case





# UI / UX Design

## 8<sup>th</sup> Month Diploma

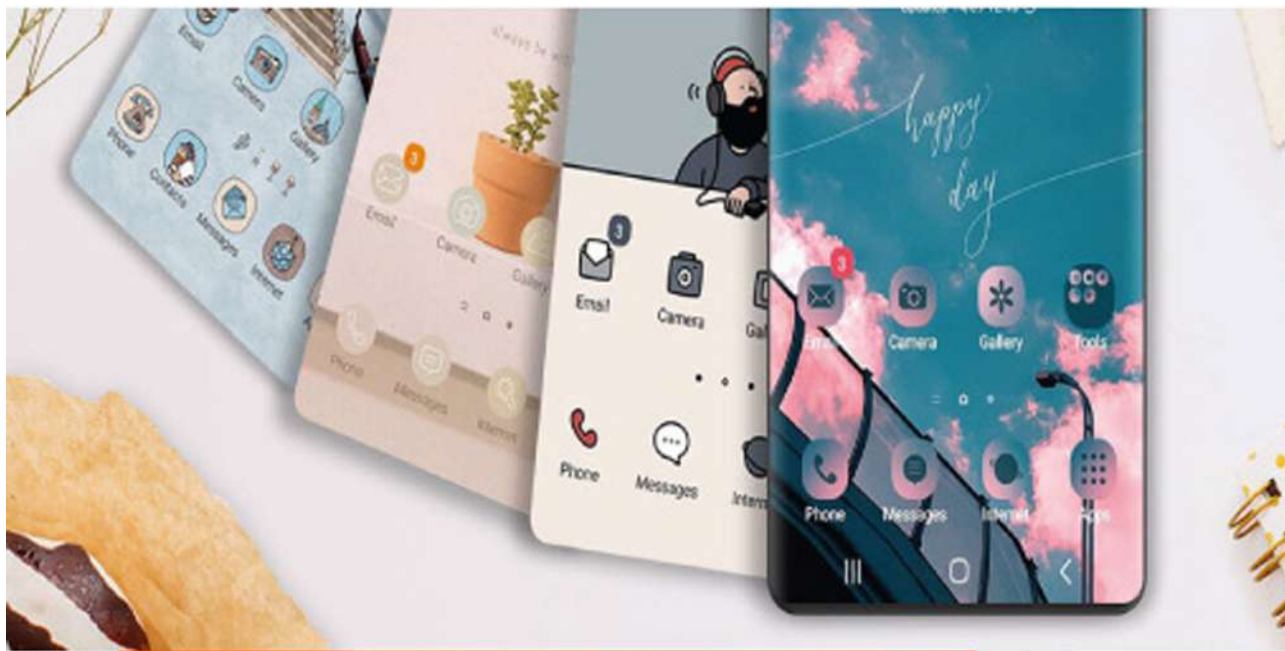
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In design we interact with various users to understand the user problems. Persona's helps us to define an ideal user for our solution. This fictional user is culmination of all the User Research we performed on our target User. Empathy Mapping is the next step after creating Persona. We identify what the user thinks, feels, sees or hear. This gives us an in-depth analysis of users' behavior and environment.

### USABILITY TESTING IN UX DESIGN

- 1) What is Usability Testing in UX Design?
- 2) How is Usability Testing carried out by UX designer?
- 3) A/B Testing (giving examples of how different companies like Google, Apple, Microsoft, Facebook carry out A/B Testing)
- 4) Case Study on Google Maps





# UI / UX Design

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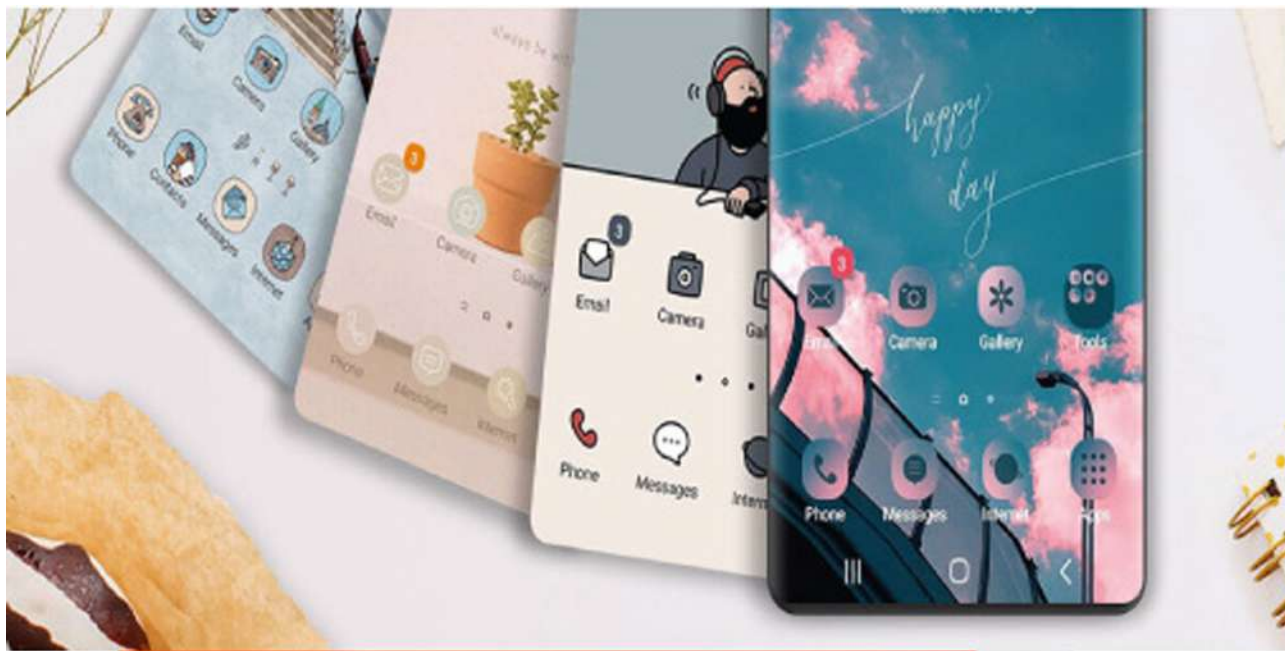
### UX RESEARCH METHODOLOGY

What is UX Research? Why is UX Research Important? Qualitative Data and Quantitative Data used in UX Research

### UX RESEARCH METHODOLOGY

- 1) Types of Research Methods
- 2) Expert Review
- 3) User Interview
- 3) Surveys and E-mail Surveys
- 4) Few more methods covered





# UI / UX Design

## 8<sup>th</sup> Month Diploma

### PROTOTYPING

As designs get finalized, we move to prototyping phase to create tap-able and clickable interactive prototypes to present to our stakeholders, customers and developers.

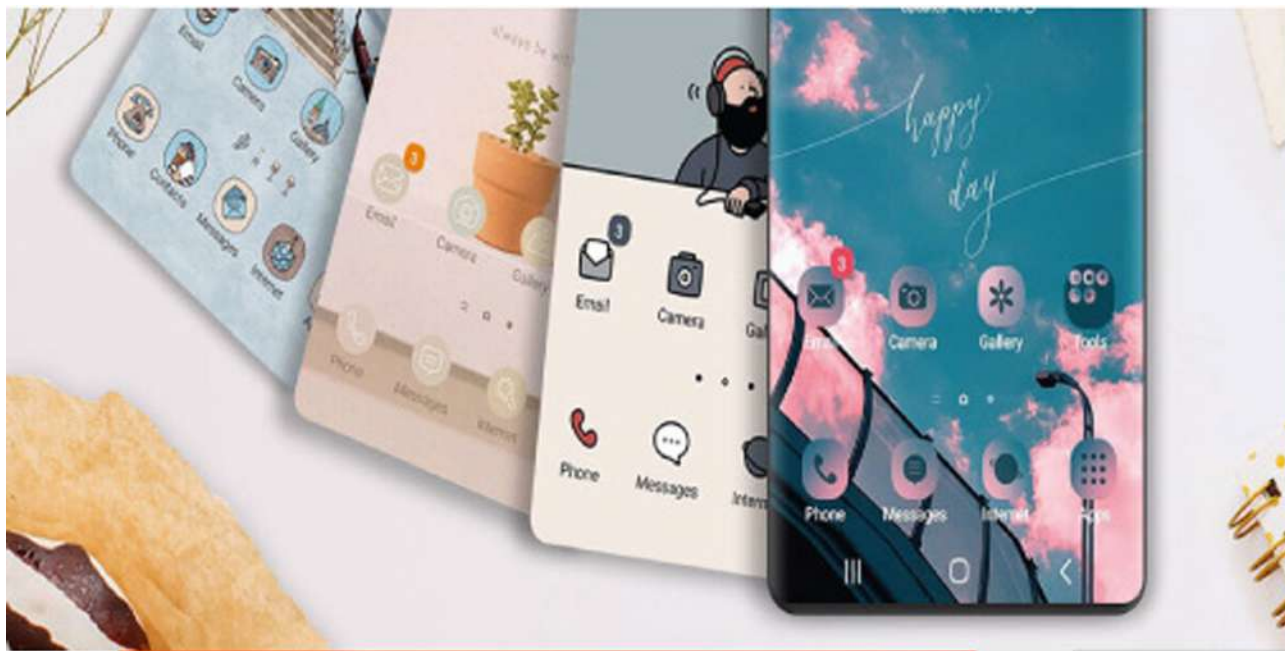
We help you understand what is a Prototype? How to create a Prototype? What interactions will you be showcasing in your prototype? What are your user flows? Benefits of Prototyping. Why prototyping needs to be an iterative process?

### PROTOTYPING

- 1) Fidelity of a Prototype
- 2) Low-Fidelity
- 3) Medium-Fidelity Prototypes
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# UI / UX Design

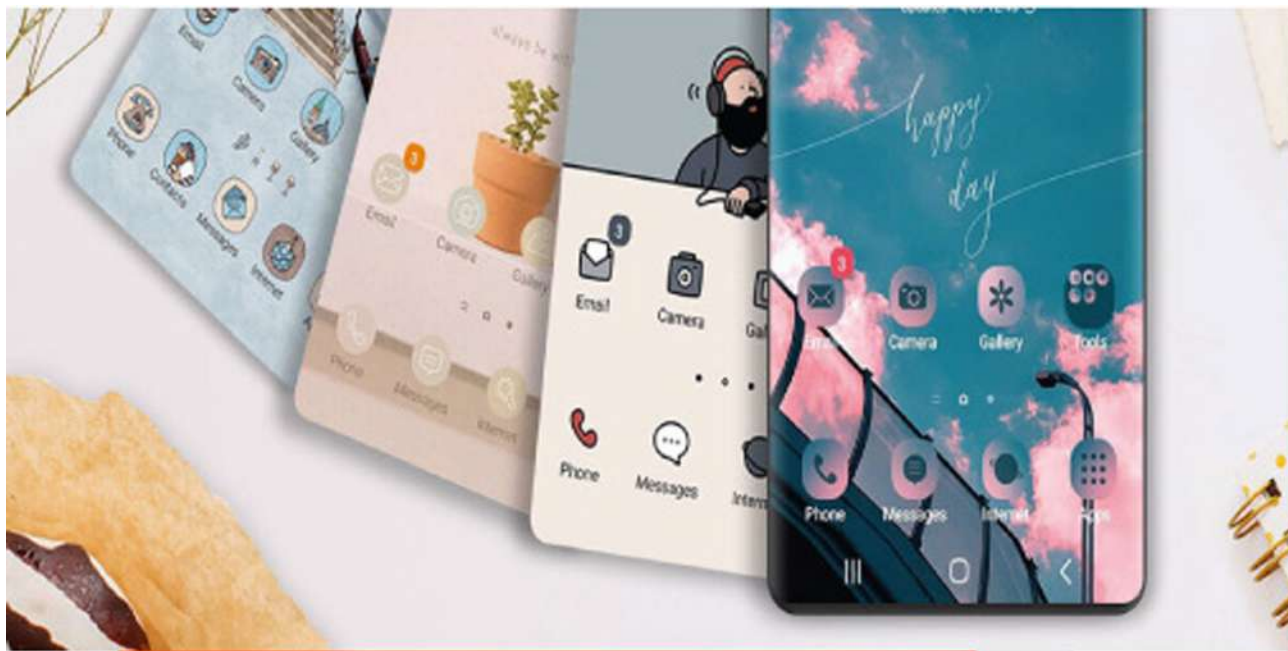
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### HEURISTIC EVALUATION

- 1) What is Heuristic Evaluation?
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### DESIGNING WEBSITES/APPS

Websites are equally important as Apps. In website we have a large canvas and different guidelines to create engaging websites. We will help you learn how to create product websites which are interactive and engaging to end users.



# UI / UX Design

## 1 year Diploma

### Software for UI/UX Design

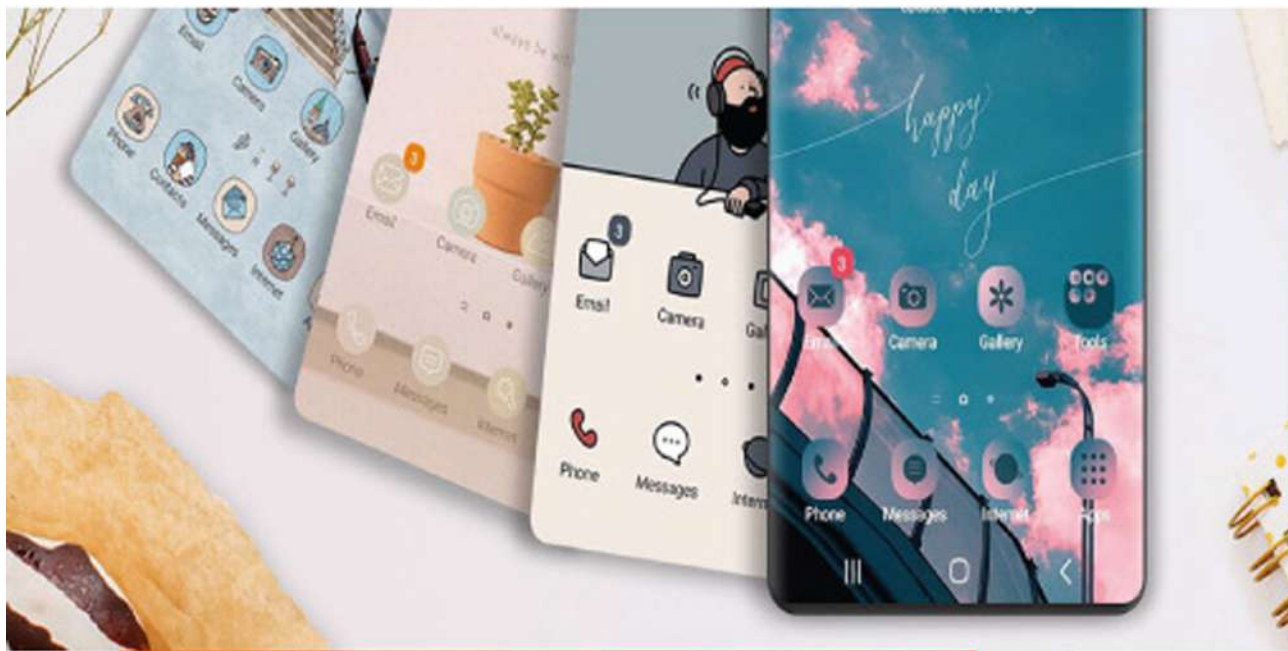
- |                       |               |
|-----------------------|---------------|
| 1) Adobe Illustrator  | 6) HTML5      |
| 2) CorelDRAW          | 7) CSS2, 3    |
| 3) Adobe Photoshop    | 8) JavaScript |
| 4) Adobe Premiere Pro | 9) Bootstrap  |
| 5) Figma              | 10) Wordpress |

## COURSE OBJECTIVES

### This course will enable you to:

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# UI / UX Design

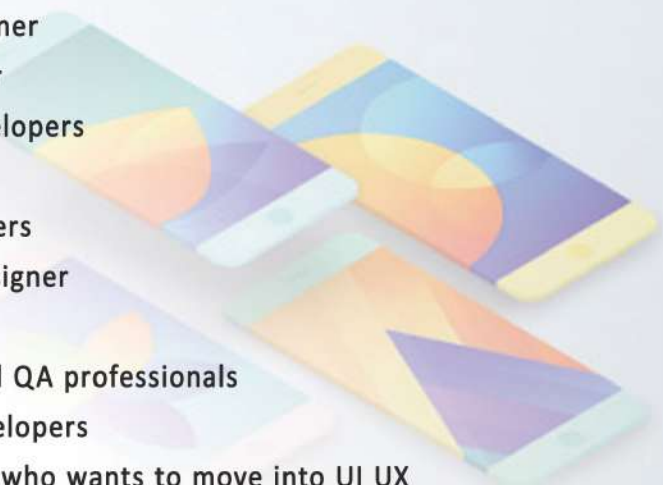
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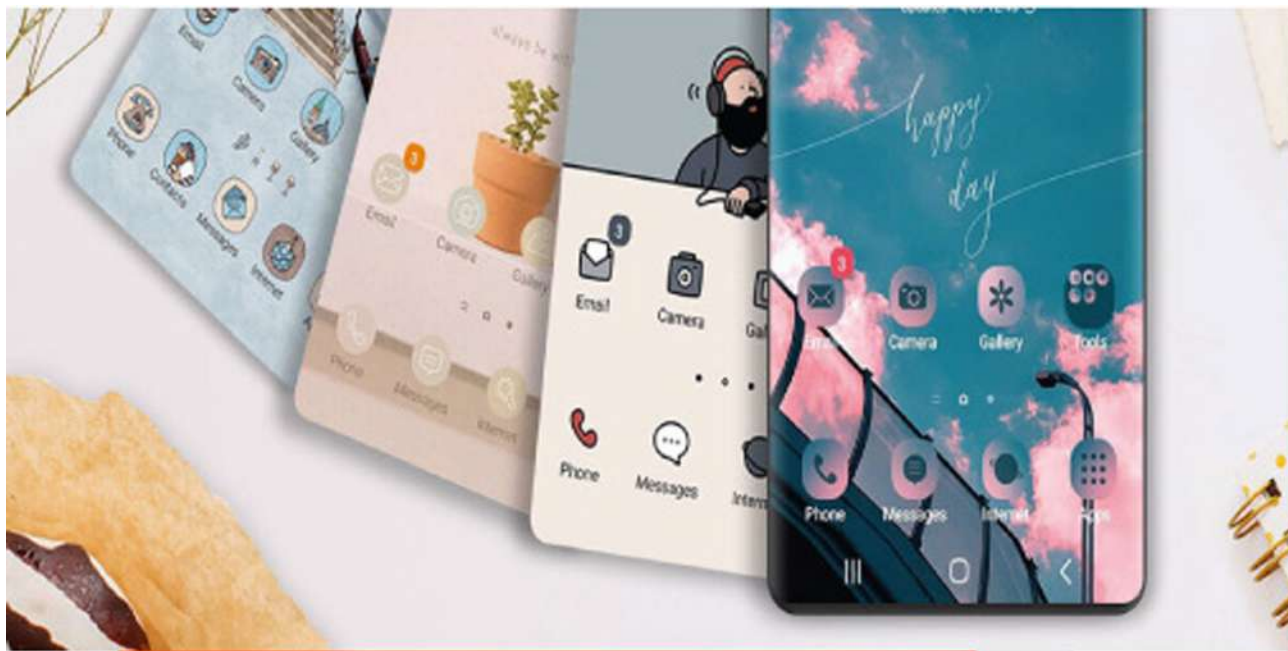
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# UI / UX Design

## 1 year Diploma

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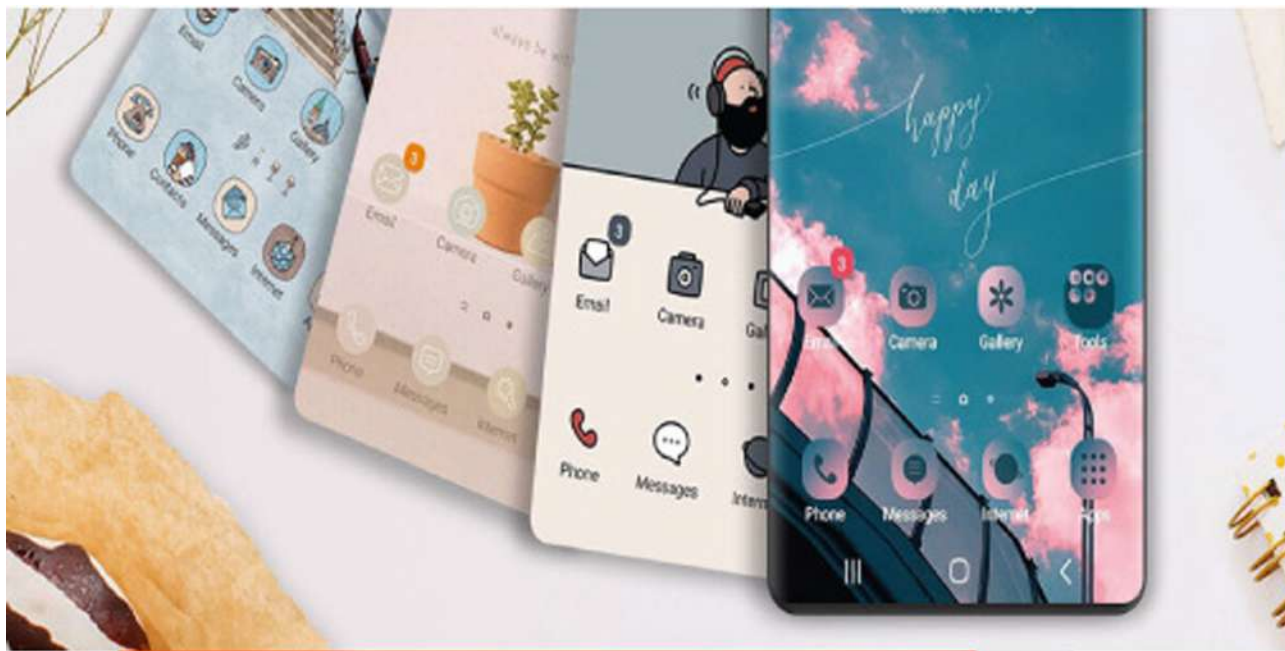
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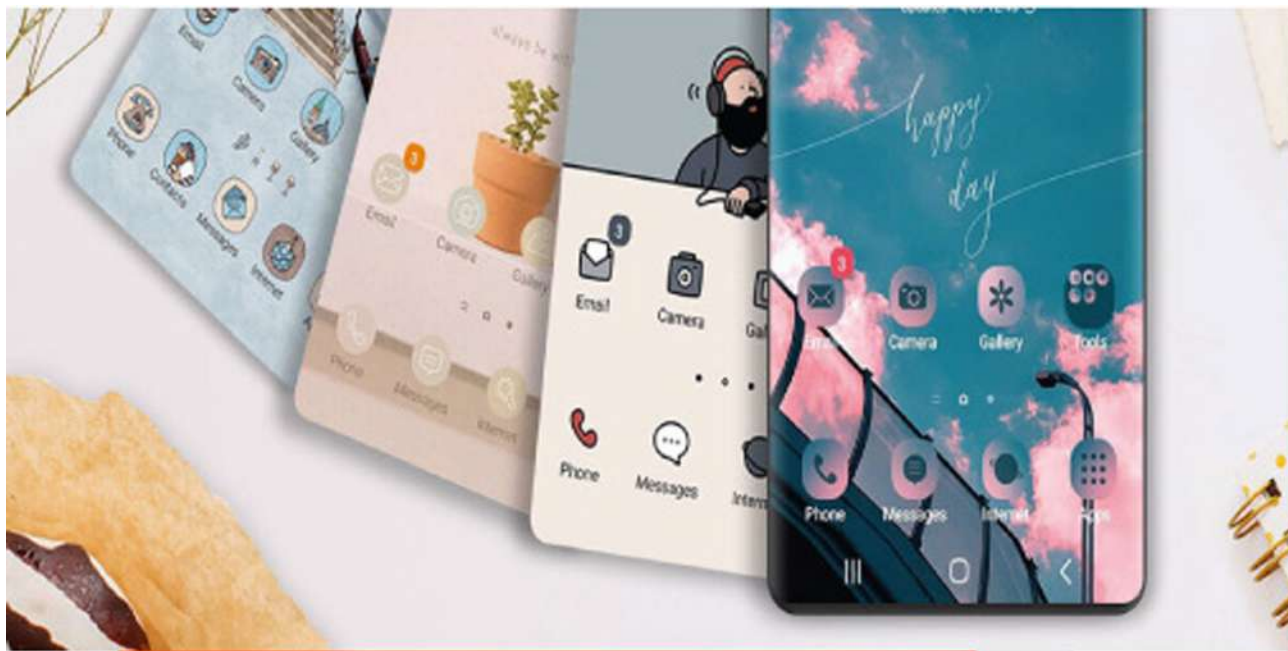
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# UI / UX Design

## 1 year Diploma

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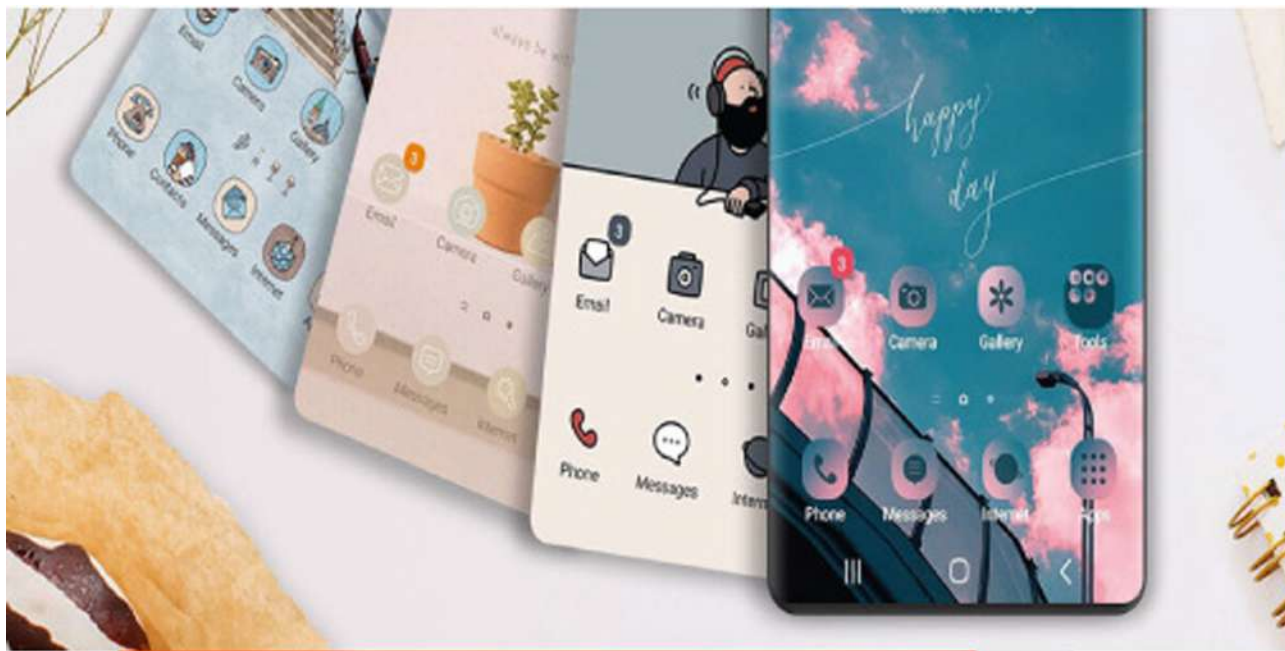
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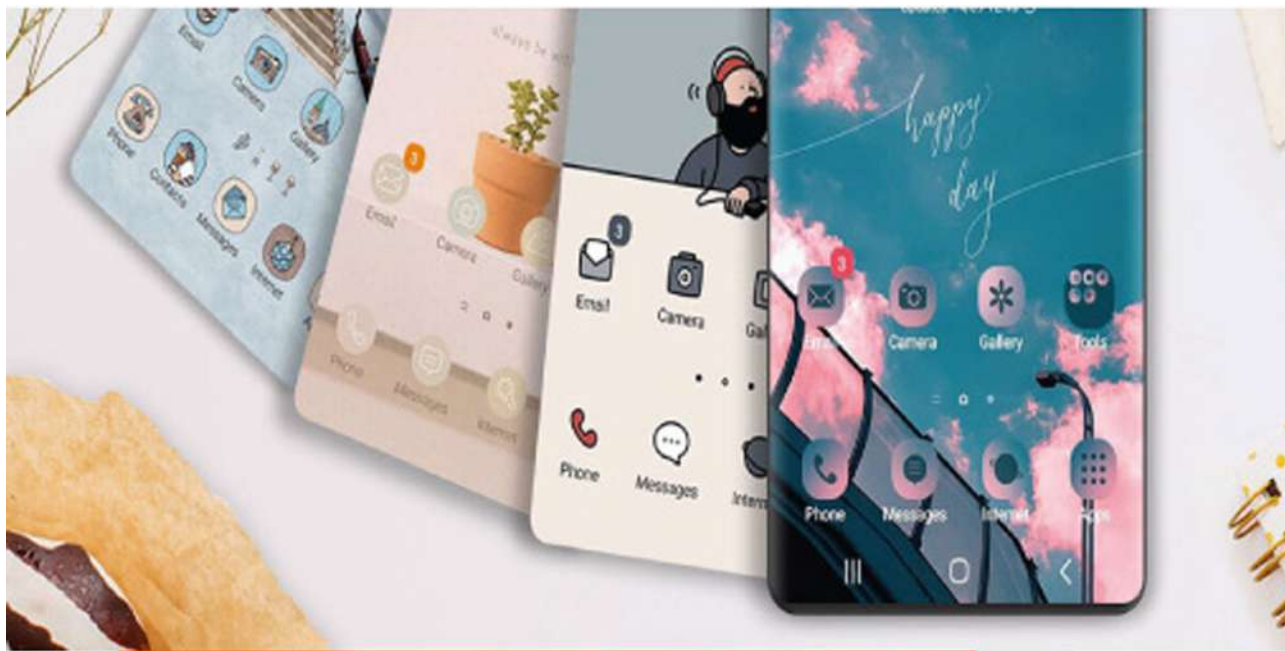
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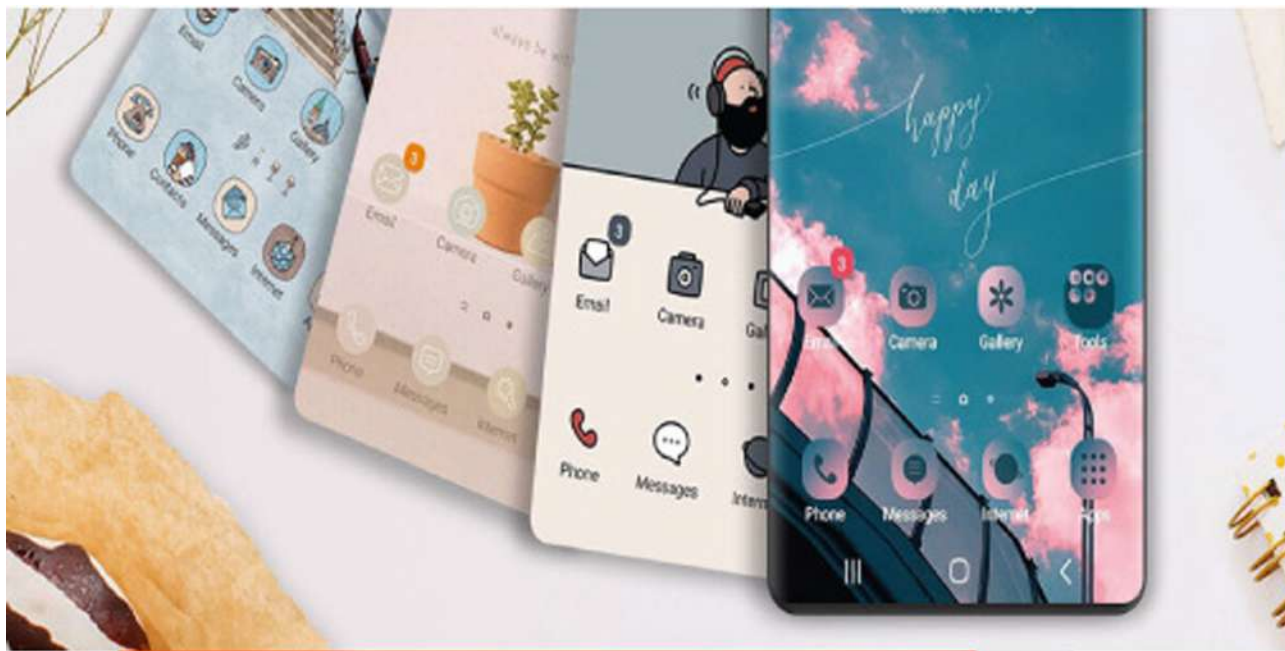
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# UI / UX Design

## 1 year Diploma

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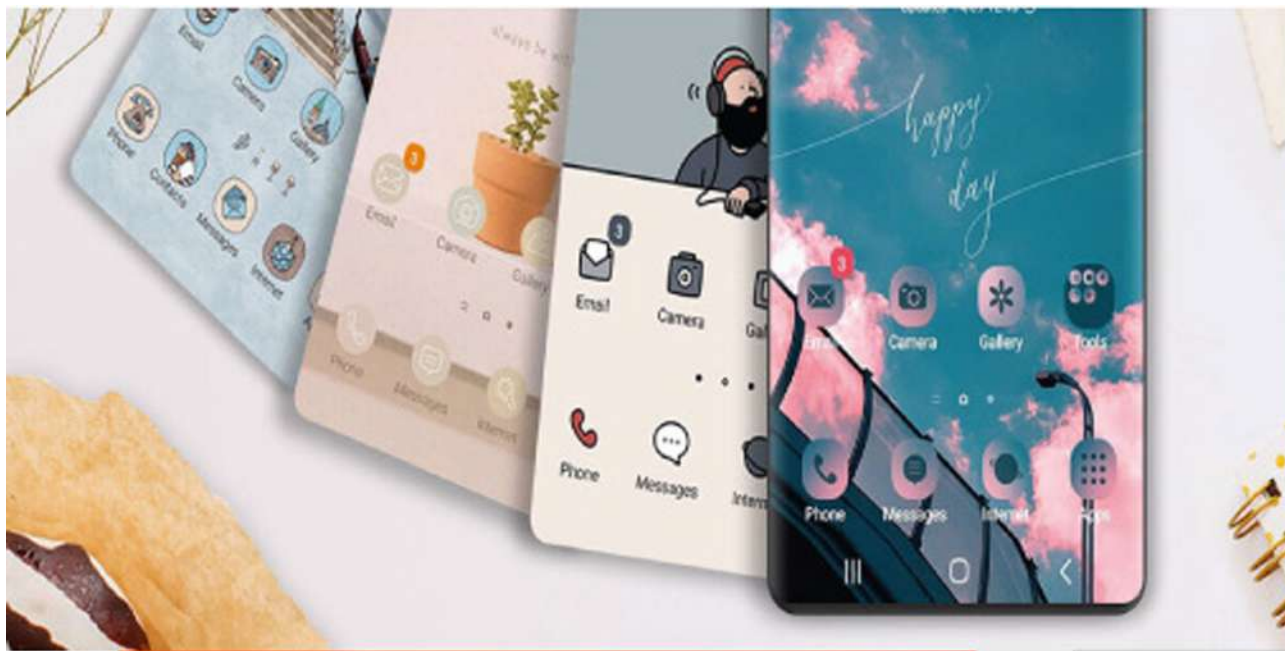
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# UI / UX Design

## 1 year Diploma

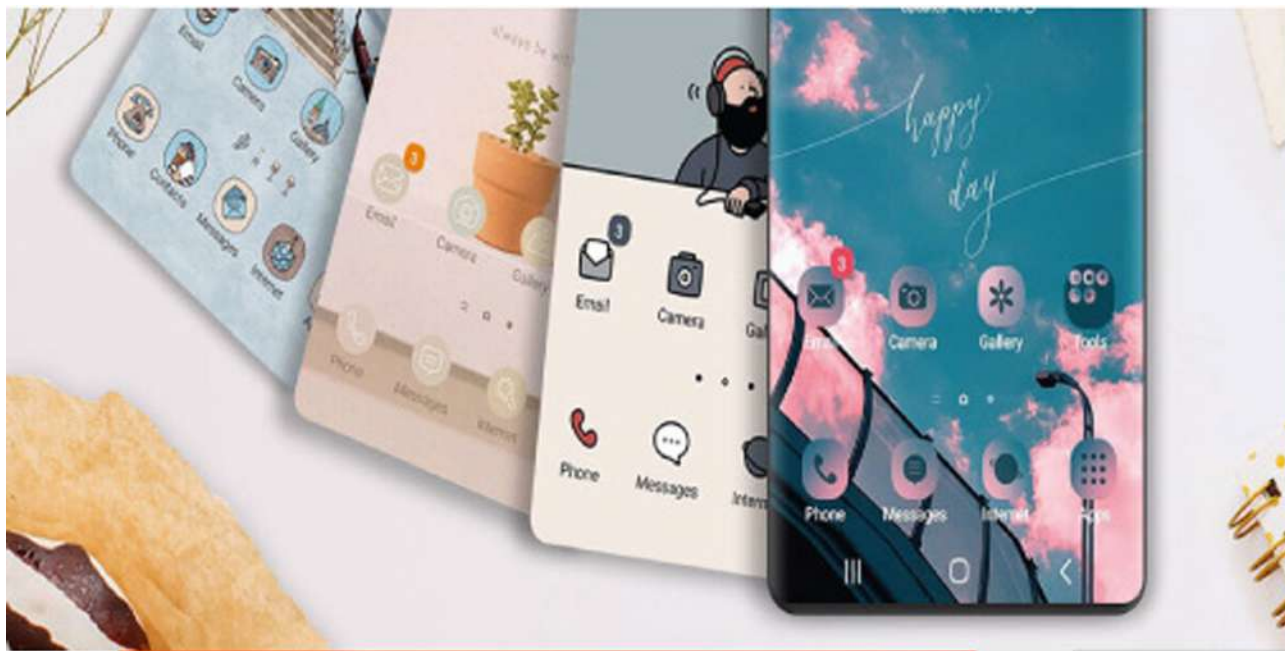
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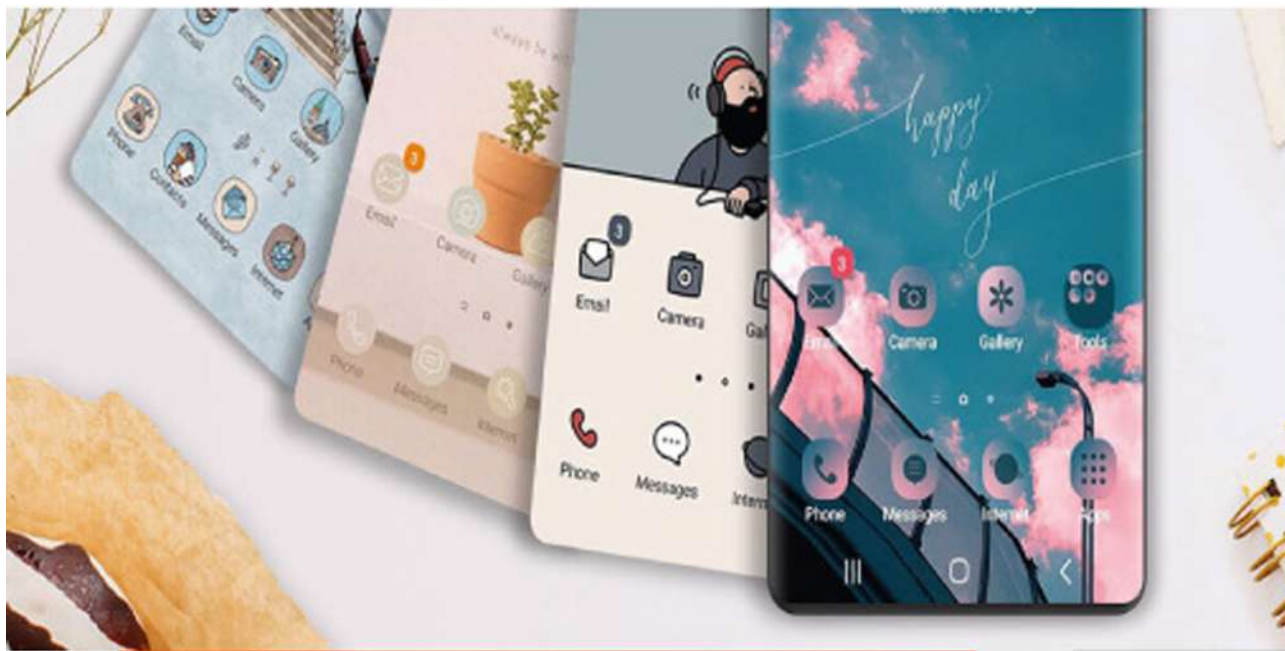
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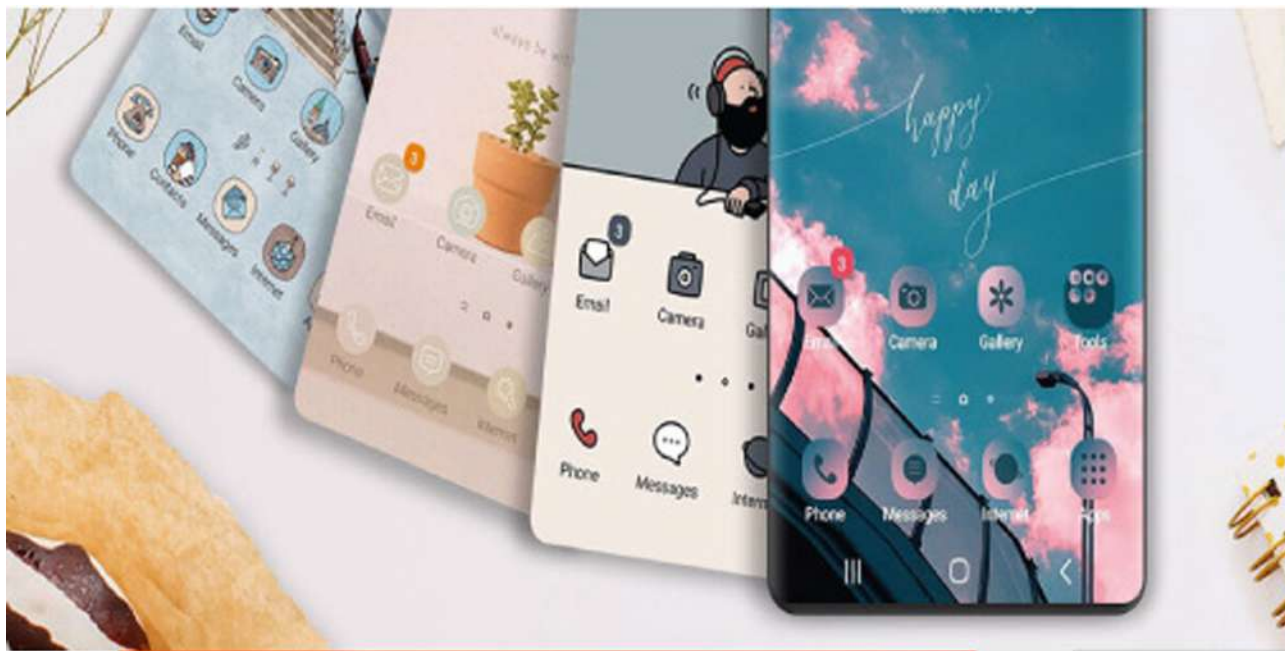
## 1 year Diploma

### HTML

- 1) What is HTML
- 2) Review of HTML Elements
- 3) Inserting Spaces and Line Breaks
- 4) What is an HTML Table
- 5) Creating a Hyperlink
- 6) Image Formats
- 7) Forms and Controls

- 1) What is a Web Browser
- 2) What are Versions of HTML
- 3) What can you Do with HTML
- 4) HTML Development Environments
- 5) Writing Code with a Text Editor
- 6) Rules of Syntax
- 7) Making your Code Readable
- 8) Building a Document
- 9) Using Colors
- 10) Adding Color to your Page
- 11) Using Headings
- 12) Using Paragraphs
- 13) Aligning Block-Level Elements
- 14) Displaying Preformatted Text
- 15) Formatting with Inline Elements
- 16) Controlling Fonts
- 17) Introducing List Elements
- 18) Creating Unordered Lists
- 19) Creating Ordered Lists
- 20) Nesting Lists
- 21) Building a Table
- 22) Cell Padding and Cell Spacing
- 23) Controlling Table and Cell Width
- 24) Aligning a Table on the Page
- 25) Aligning Tables and Text
- 26) Aligning Table Data
- 27) Spanning Columns and Rows
- 28) Understanding and Using URLs
- 29) Linking to a Web Document
- 30) Linking to a Local Document
- 31) Linking to Anchors
- 32) Opening a New Browser Window
- 33) Inserting Inline Images
- 34) Aligning Images
- 35) Using Images to Anchor Links
- 36) Sizing Images
- 37) Using Transparent Images
- 38) Using GIF Animation
- 39) Forms and Form Elements
- 40) Form Actions, Form Methods, Form Design





# UI / UX Design

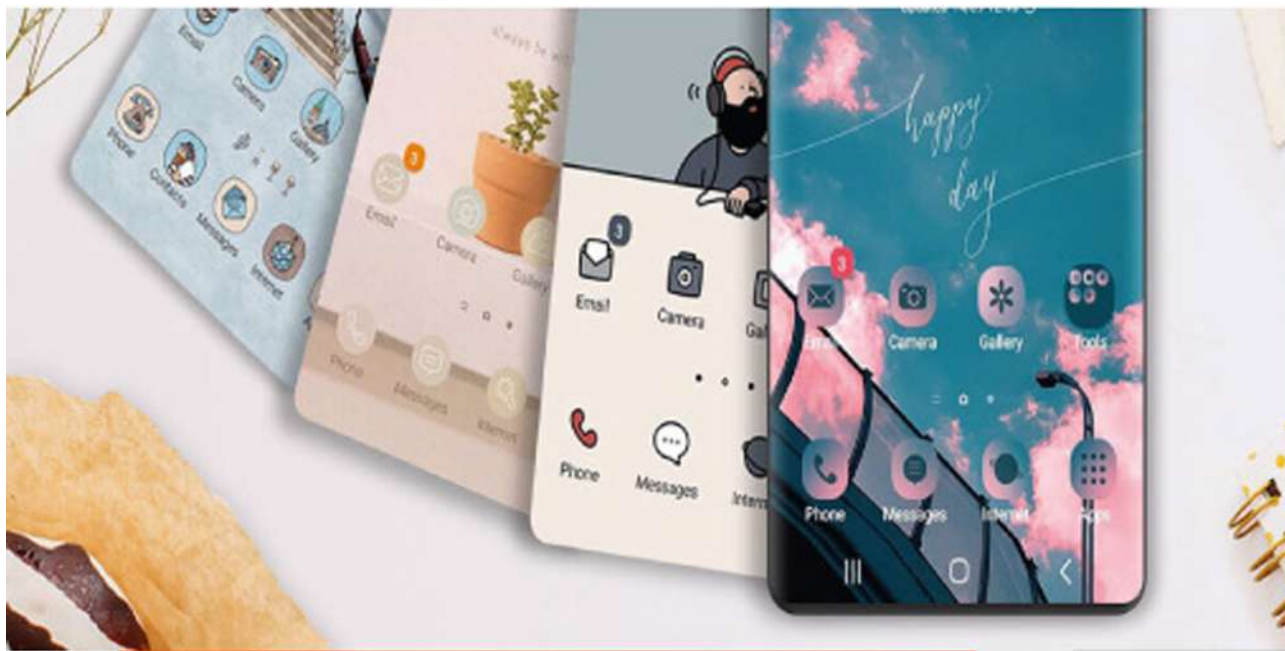
## 1 year Diploma

### HTML5

- 1) Introduction Html5
- 2) Html 5 - How We Got Here
- 3) Sections and Articles
- 4) Html5 Audio and Video
- 5) Html5 Forms
- 6) Html5 New Form Attributes
- 7) Html5 New Form Field Attributes

- 1) Laying out a page with HTML5
- 2) Page Structure
- 3) New HTML5 Structural Tags
- 4) Page Simplification
- 5) New Features of HTML5
- 6) The HTML5 Semantic Element
- 7) Current State of Browser Support
- 8) The section Tag
- 9) The article Tag
- 10) The header Tag
- 11) The Footer Tag
- 12) Supported Media Types
- 13) The audio Element
- 14) The video Element
- 15) New Input Types
- 16) Autocomplete
- 17) Novalidate
- 18) Required
- 19) Placeholder
- 20) Autofocus
- 21) Autocomplete
- 22) Form
- 23) Pattern





# UI / UX Design

## 1 year Diploma

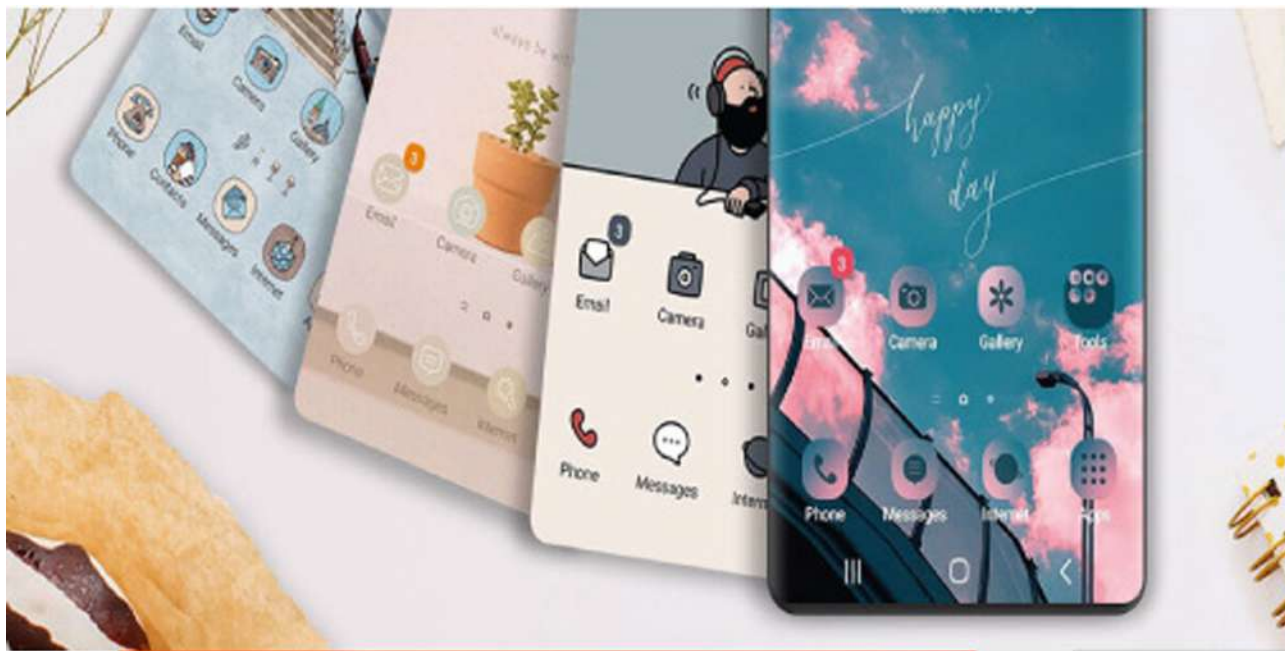
### CSS 2.0

- 1) Introduction of CSS
- 2) CSS Syntax
- 3) CSS Comments
- 4) CSS Types
- 5) CSS Selector
- 6) CSS Color
- 7) Background
- 8) CSS Margin
- 9) CSS Padding
- 10) Outline
- 11) CSS Height and Width
- 12) CSS Comments
- 13) CSS Display properties
- 14) CSS Position Properties
- 15) CSS Overflow
- 16) CSS Float and Clear
- 17) Pseudo Class and Element

- 1) Inline
- 2) Internal
- 3) External
- 4) ID
- 5) Class
- 6) Attribute
- 7) Grouping
- 8) Universal
- 9) RGB Value
- 10) Hex Value
- 11) Color Name
- 12) background-color
- 13) background-repeat
- 14) background-attachment
- 15) background position
- 16) background-size
- 17) background-image
- 18) Margin-top
- 19) Margin-bottom
- 20) Margin-left
- 21) Margin-Right
- 22) Padding -top
- 23) Padding -bottom
- 24) Padding -left
- 25) Padding -Right
- 26) Outline-style
- 27) Outline-color
- 28) Outline Width
- 29) Outline-Offset
- 30) Outline Shorthand Property







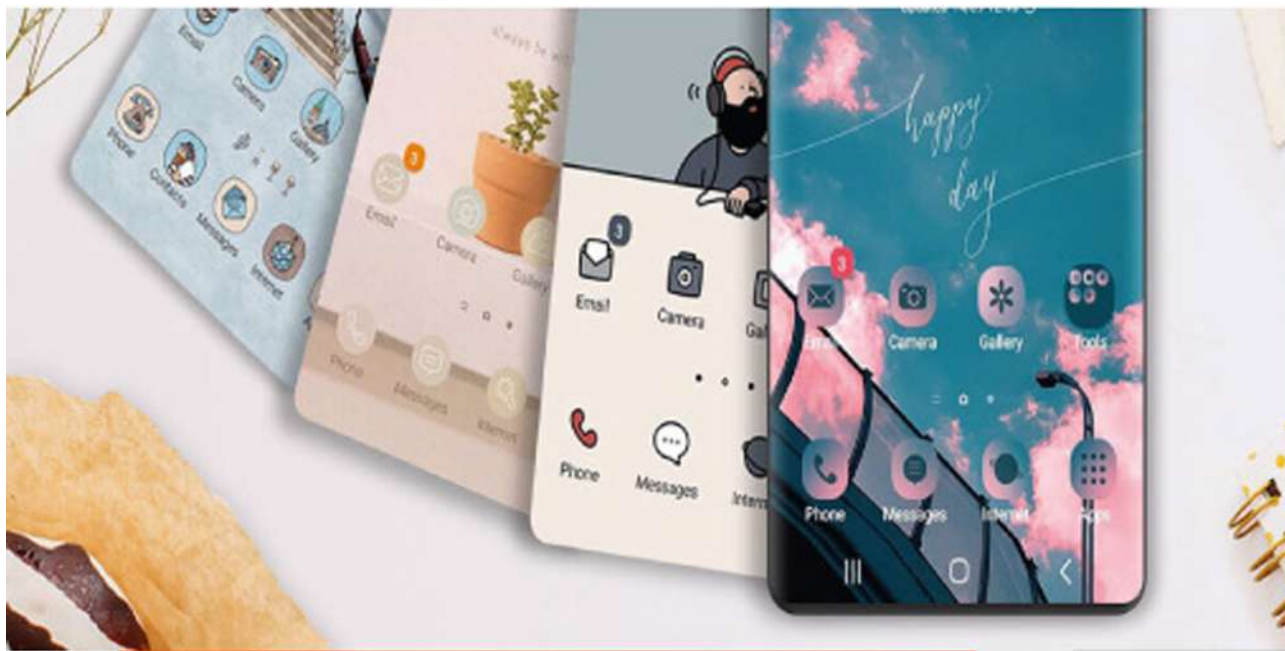
# UI / UX Design

## 1 year Diploma

### CSS 3.0

- |                          |                 |
|--------------------------|-----------------|
| 1) Introduction to CSS 3 | 10) CSS Filters |
| 2) CSS Shadows           | 11) Media Query |
| 3) CSS Comments          | 12) Web Fonts   |
| 4) Transitions           | 13) Flexbox     |
| 5) 2D Transforms         |                 |
| 6) Animations            |                 |
| 7) Selectors             |                 |
| 8) Gradients             |                 |
| 9) Gradients             |                 |

- |                             |                                    |                     |
|-----------------------------|------------------------------------|---------------------|
| 1) Border                   | 22) Linear Gradients               | 41) font-weight     |
| 2) border-radius            | 23) Radial Gradients               | 42) flex-grow       |
| 3) Text-shadow              | 24) resize                         | 43) flex-shrink     |
| 4) Box-shadow               | 25) box-sizing                     | 44) flex-basis      |
| 5) transition               | 26) outline-offset                 | 45) flex            |
| 6) transition-delay         | 27) Blur                           | 46) flex-wrap       |
| 7) transition-duration      | 28) Opacity                        | 47) flex-direction  |
| 8) transition-property      | 29) What is Responsive Web Design  | 48) flex-flow       |
| 9) transform                | 30) Intro to the Viewport          | 49) justify-content |
| 10) matrix ()               | 31) The Viewport Tag               | 50) align-items     |
| 11) translate (x, y)        | 32) Media Queries                  | 51) order           |
| 12) scale (x, y)            | 33) Tablet Styles                  |                     |
| 13) rotate(angle)           | 34) Mobile Styles                  |                     |
| 14) skew (x-angle, y-angle) | 35) Making a Mobile Drop-down Menu |                     |
| 15) @keyframes              | 36) @font-face                     |                     |
| 16) animation               | 37) font-family                    |                     |
| 17) animation-direction     | 38) src                            |                     |
| 18) animation-duration      | 39) font-stretch                   |                     |
| 19) animation-name          | 40) font-style                     |                     |
| 20) CSS combinations        |                                    |                     |
| 21) Pseudo Elements         |                                    |                     |



# UI / UX Design

## 1 year Diploma

### JAVASCRIPT

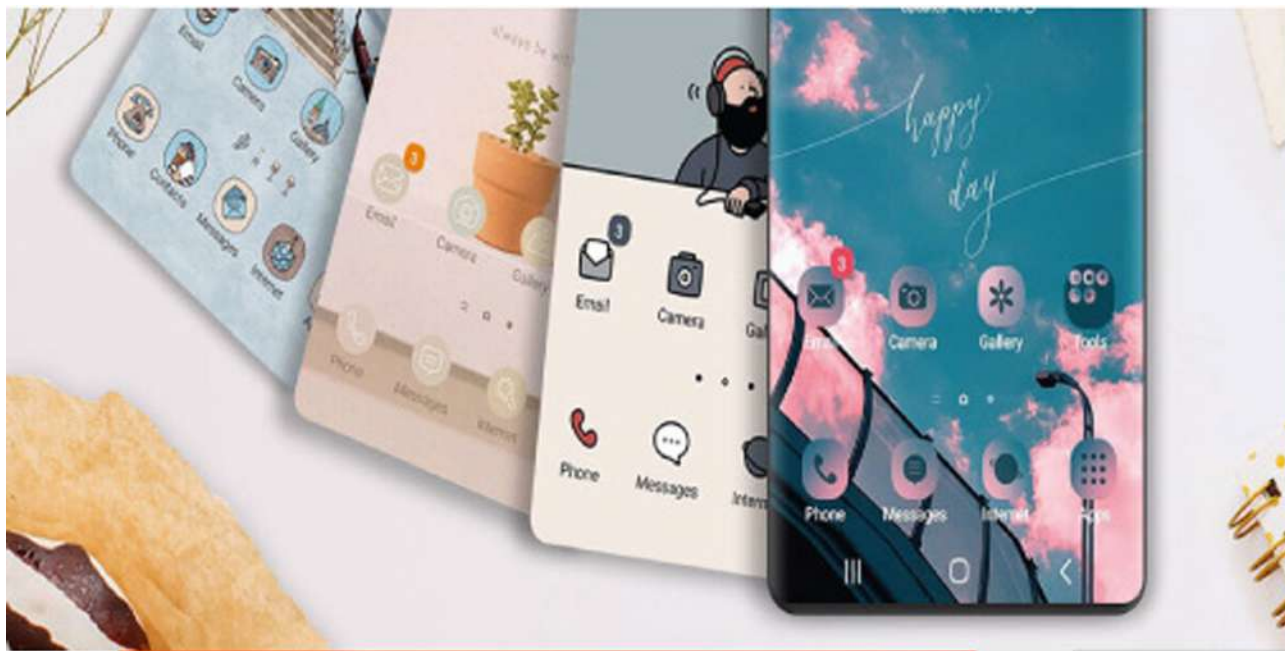
- 1) Introduction to JavaScript
- 2) Enabling in various browsers Popup Boxes
- 3) Variables
- 4) Operators
- 5) Conditional Statements
- 6) Functions
- 7) Events
- 8) Built-in Objects

- 1) Syntax
- 2) Statements
- 3) Comments
- 4) Alert
- 5) Confirm
- 6) Prompt
- 7) Variables
- 8) Arithmetic
- 9) Assignment
- 10) Comparison
- 11) Logical
- 12) Relational
- 13) Ternary
- 14) If else
- 15) if...else if...else
- 16) nested if
- 17) Switch
- 18) Loops
- 19) While
- 20) do...while
- 21) for

- 22) for...in Statement
- 23) Break
- 24) Continue
- 25) User-defined Functions
- 26) Function Syntax
- 27) Function with Arguments
- 28) Returning Values from Functions
- 29) Built-in Functions
- 30) Introduction
- 31) Mouse
- 32) Events
- 33) Keyboard Events
- 34) Form Events
- 35) Document/Window Events
- 36) Number
- 37) Strings
- 38) Math
- 39) Array
- 40) Date
- 41) Reg exp use in form validation







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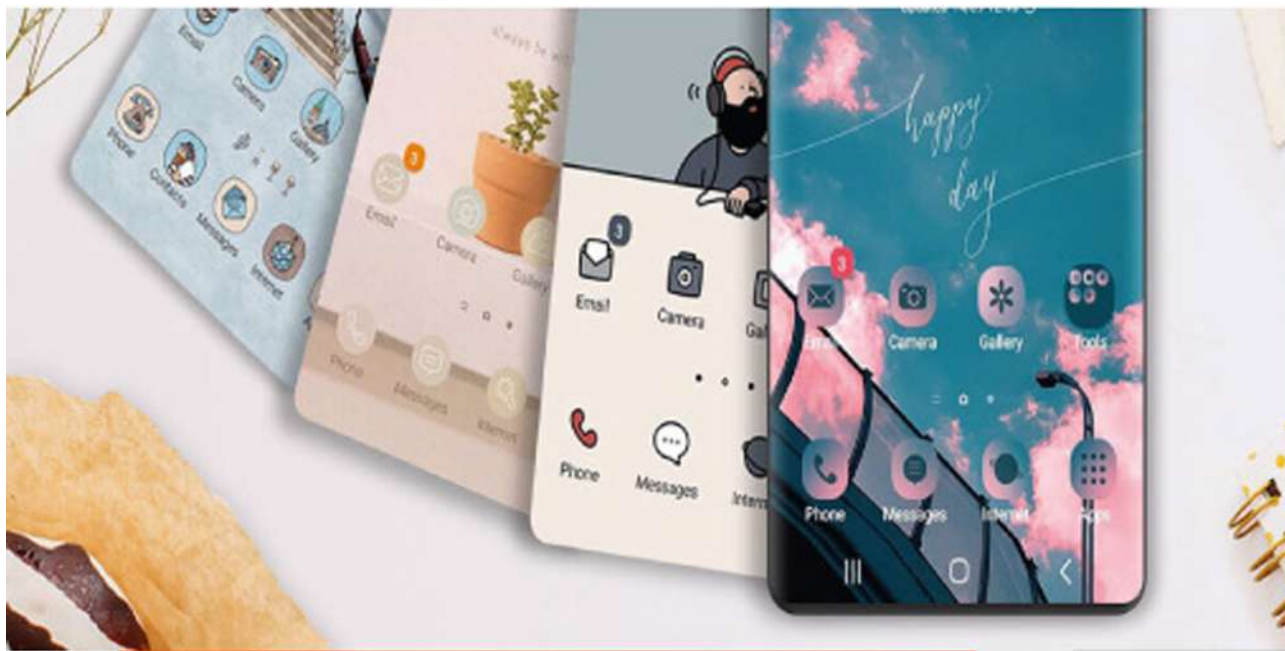
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### JQUERY

- 1) Getting Started with jQuery
- 2) Selecting Elements
- 3) Manipulating the Page
- 4) Traversing the DOM and Chaining
- 5) Handling Events
- 6) Enhancing with Animation Effects

- 1) JQuery Hide/show
- 2) jQuery toggle()
- 3) jQuery Slide method
- 4) jQuery Fade method
- 5) jQuery stop()
- 6) jQuery Callback and Chaining
- 7) jQuery text(),html() and val()
- 8) jQuery css()
- 9) jQuery addClass(),removeClass(),toggleClass()
- 10) jQuery Best Practices





# UI / UX Design

## 1 year Diploma

### BOOTSTRAP FRAMEWORK

- 1) Introduction Bootstrap
- 2) Layout with Bootstrap
- 3) Everyday Bootstrap
- 4) Bootstrap Component
- 5) Bootstrap and JavaScript

- 1) Introduction of Bootstrap
- 2) What needs for Bootstrap
- 3) Our First Web Page
- 4) What's Inside
- 5) Scripts and Styles
- 6) Bootstrap CDN Link
- 7) Summary
- 8) Introduction
- 9) Grid Layouts
- 10) Simple Layout
- 11) Fixed Grids
- 12) Responsive Design
- 13) Responsive Utilities
- 14) Summary
- 15) Introduction
- 16) Typography
- 17) Tables
- 18) Forms
- 19) Buttons
- 20) Images and Icons
- 21) Introductions
- 22) Drop down Menu
- 23) Buttons with Menus
- 24) Tabs and Pill
- 25) The Navbars
- 26) Badges
- 27) Summary
- 28) Introduction
- 29) More Buttons
- 30) Modals
- 31) Tooltips and Popovers
- 32) Carousel
- 33) Summary







**Saaz Studio Plot no.35, Anusaya Apartment,  
Manish Nagar railway crossing Rd,  
Manish Nagar Nagpur, Maharashtra - 440025.**

**☎ 932 498 1909 📞 866 922 2345**

**✉ info@saazstudio.in 🌐 www.saazstudio.in**

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