COURSE SYLLABUS

AI Design Bootcamp

Live instruction: Create graphic design and UI projects with Adobe Creative Cloud and Figma, explore AI image tools, and build web applications for your portfolio.

> Group classes (NYC) and onsite training are available for this course. For more information, email corporate@nobledesktop.com or visit: https://training-nyc.com/certificates/ai-design-bootcamp



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Course Outline

This package includes these courses

- Adobe Photoshop Bootcamp (18 Hours)
- Adobe Illustrator Bootcamp (18 Hours)
- Adobe InDesign Bootcamp (18 Hours)
- Graphic Design Portfolio Bootcamp (30 Hours)
- Figma Bootcamp (12 Hours)
- Figma Advanced (6 Hours)
- UI Design Bootcamp (30 Hours)
- UX Design Foundations (12 Hours)
- AI for Graphic Design (12 Hours)
- AI Coding Bootcamp with Claude Code (60 Hours)
- AI Design Portfolio Development (60 Hours)
- UX & UI Design Bootcamp (114 Hours)

Adobe Photoshop Bootcamp

A three-day comprehensive study of Photoshop. Students learn the fundamentals of retouching, color correcting, and enhancing images for both digital and print.

Adobe Illustrator Bootcamp

In this 18-hour bootcamp, you'll learn to create vector art for designs and websites, create perspective drawings, and more!

Adobe InDesign Bootcamp

Learn to create page layouts in Adobe InDesign, work with text and images, apply styles, and prepare documents for print or digital output.

Graphic Design Portfolio Bootcamp

Already know Photoshop, InDesign, or Illustrator? Expand your knowledge of design concepts and processes while producing stunning portfolio projects.

Figma Bootcamp

Get a solid understanding of Figma so you can create designs for different size screens, tap into the power of reusable design components, build clickable prototypes, add animations, export graphics, and much more.

Figma Advanced

- Explore Figma's advanced prototyping features with variables
- Use conditionals and variable modes to add advanced interactivity to prototypes
- Create design systems, including light and dark modes (using variable collections)

UI Design Bootcamp

- Learn UI design concepts & best practices
- Design webpages and apps with Figma
- Get 1-on-1 help and feedback on your design work so you can learn and improve
- Develop projects for your portfolio to showcase your work as a UI designer

UX Design Foundations

- What User Experience Design is
- How UX Designers work
- The overall UX Design process
- Learn UX research methods: user interviews, observations, heuristics, etc.
- UXD terminology and deliverables: personas, journey maps, scenarios, etc.
- Sketching and the Iterative Design Process
- How to document and present your work

AI for Graphic Design

- Learn how to use AI to improve your designs & workflow
- Create images with Adobe Firefly, Adobe's generative AI tool
- Leverage AI in Photoshop, Illustrator, InDesign, Acrobat, & more

AI Coding Bootcamp with Claude Code

Build web applications with Claude Code, GitHub, Next.js, Supabase, and APIs. Practice code review, debugging, design, testing, security checks, and deployment.

AI Design Portfolio Development

- Map out and scope design applications for your portfolio around your creative and career goals, with an instructor helping you narrow seven options down to three
- Develop a personalized portfolio website that includes project galleries, case studies, contact forms, asset uploads, hosting, and custom domains
- Produce interactive design tools such as design systems carrying editable tokens, component previews, and exportable design variables
- Assemble AI-driven creative tools, among them brand studios, social ad generators, pitch deck designers, and brand identity starter kits
- Construct motion and microinteraction tools that offer live previews, handoff specs developers can use, and refined user interactions
- Fold databases, authentication, APIs, file uploads, responsive design, accessibility, and production polish into the live applications in your portfolio

UX & UI Design Bootcamp

- Reach a deeper understanding of user needs by running interviews, surveys, competitive analysis, and usability testing
- Turn findings into design decisions by building information architecture, user flows, journey maps, and personas
- Produce finished UI screens, responsive layouts, and wireframes for both web and mobile interfaces
- Draw on accessibility standards, familiar UI patterns, and usability principles so the experiences you make stay clear and easy to use
- Assemble interactive prototypes, then revise your designs against project goals, usability findings, and feedback
- Write up your research, your process, and your finished solutions as a UX case study fit for a portfolio