




# Graphic Designing Road Map

## Graphic Design Principles

1. Line
2. Shape
3. Color Theory
4. Texture
5. Typography
6. Space
7. Image
8. Logo Design

## Master in Designing Software's

 Adobe Illustrator

(To create vector graphics)

 Adobe Photoshop

(Image creation, graphic design and photo editing software)

 Adobe InDesign



(Layout and page design software for print and digital media)

**Ae** After Effects

(Used for animation, visual effects, and motion picture compositing)

**Pr** Adobe Premiere Pro

(Video editing software for film, TV and the web)

**Xd** Adobe XD

(Used for creating wireframes, prototypes, and screen designs)

## For Portfolio and Inspiration

- Behance
- Dribbble

## Get Clients with these Freelance Websites

- Upwork
- Freelancer
- Fiverr
- 99designs



- Toptal
- Guru
- PeoplePerHour
- Dribbble
- LinkedIn
- DesignHill
- Twine

### Useful Websites for Designer

- [Unsplash](#) (For free photos that can be used for most commercial, personal projects, and for editorial use)
- [DaFont](#) (For free fonts)
- [Coolors](#) (For creating and collecting color palettes)
- [Flaticon](#) (For free icons)

### Resources to Learn Graphic Designing

- PiXimperfect: <https://www.youtube.com/c/PiXimperfect>



- GFXMentor: <https://www.youtube.com/c/GFXMentor>
- Will Paterson: <https://www.youtube.com/c/breakdesignsco>
- Satori Graphics: <https://www.youtube.com/c/SatoriGraphics>
- Dope Motions: <https://www.youtube.com/c/DOPEMOTIONS>
- The Futur: <https://www.youtube.com/c/thefuturishere>

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