SKILLSTACK SUITE

Graphic Design & Visual Communication — Module Summaries

The one thing to remember from each module, and how you know it landed.

One-page-per-module recap. Read this before you start a module and again after the build task — it is the fastest way to tell whether the module actually landed.

Module summaries

#	Module	The one thing to remember	Done when
1	Seeing before making	Naming what is wrong before trying to fix it.	Build task complete
2	Hierarchy	Deciding and enforcing what the eye hits first, second, third.	Build task complete
3	Typography	Pairing, scale, measure and leading that stay readable.	Build task complete
4	Colour	A restrained palette that passes contrast checks.	Build task complete
5	Space & alignment	Grids, margins and optical alignment.	Build task complete
6	Composition	Balance, focal points, and directing attention.	Build task complete
7	Imagery	Selecting, cropping and treating photography.	Build task complete
8	Brand systems	Turning one-off choices into a reusable system.	Build task complete
9	Layout for formats	What changes between social, slides, print and web.	Build task complete
10	Production workflow	File structure, naming, versioning and export presets.	Build task complete
11	Templates	Building templates others can use without breaking them.	Build task complete
12	Working with feedback	Presenting choices and iterating without redesigning.	Build task complete

If you only do five things

- Learn the critique vocabulary before the tools.
- Set the type scale and palette once, then stop deciding.
- Fix spacing before reaching for colour.
- Document the system on one page.
- Hand your template to someone else and watch it break.