

## AI for Design

### Overview

This course in AI design introduces graphic designers to ComfyUI, a powerful node-based interface for AI image generation along with powerful image editors like Nano Banana as well as 3D asset creators using AI. Students will learn to build workflows using these different AI models, write structured prompts, and use AI to enhance visual design and storytelling.

**Duration:** 13 Classes / once per week

### Contents

#### **Class 1 Introduction**

- Intro To Comfyui
- Node Based workflow logic

#### **Class 2 Prompting**

- Prompt Engineering
- Negative Prompting

#### **Class 3 Model, Loras and Checkpoint Management**

#### **Class 4 ControlNet**

- Building Workflow
- Controlling and condition Nodes

#### **Class 5-6 Image Editing and Upscaling**

- Masking, In-painting and outpainting
- Image Upscaling

### **Class 7 Visual Style Consistency**

- Style Transfer

### **Class 8 Case Study**

### **Class 9-10 Product Integration**

### **Class 11 Google Nano Banana**

- Integrating Nano Banana intro workflow

### **Class 12-13 Final Project**

#### **Grades**

Grades will be mainly focused on discussions, practical exercises, and case studies.

#### **Attendance**

It is expected to be attending in the class the whole course however one absence only is allowed.