

APPLICATION STANDARDS FOR VISUAL COMMUNICATION
Digital Graphic and Animation _ WORKSHEET

These are application standards that should be included in the DG Scope and Sequence

<p>Setting project requirements</p> <p>1.1 Identify the purpose, audience, and audience needs for preparing images.</p> <p>1.2 Demonstrate knowledge of standard copyright rules for images and image use.</p> <p>1.3 Demonstrate knowledge of project management tasks and responsibilities.</p> <p>1.4 Communicate with others (such as peers and clients) about design plans.</p> <p>Identifying design elements when preparing images</p> <p>2.1 Demonstrate knowledge of image resolution, image size, and image file format for web, video, and print.</p> <p>2.2 Demonstrate knowledge of design principles and image composition.</p> <p>2.3 Demonstrate knowledge of typography.</p> <p>2.4 Demonstrate knowledge of color correction.</p> <p>2.5 Demonstrate knowledge of image generating devices and resulting image types.</p>	
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Understanding Adobe Photoshop

3.1 Identify elements of the Photoshop user interface and demonstrate knowledge of their functions.

3.2 Understand key terminology of digital images.

3.3 Demonstrate knowledge of layers and masks.

3.4 Demonstrate knowledge of importing, exporting, organizing, and saving.

3.5 Demonstrate knowledge of producing and reusing images.

3.6 Demonstrate an understanding of and select the appropriate features and options required to implement a color management workflow.

Manipulating images

4.1 Demonstrate knowledge of working with selections and measurement.

4.2 Use Photoshop guides and rulers.

4.3 Transform images

4.4 Adjust the tonal range and correct color

4.5 Demonstrate knowledge of retouching and blending images.

4.6 Demonstrate knowledge of drawing and painting.

4.7 Demonstrate knowledge of type.

4.8 Demonstrate knowledge of filters.

Evaluating digital images

5.1 Demonstrate knowledge of preparing images for web, print, and video

Notes