

CUFIMA01A Produce and manipulate digital images

Release: 1



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Modification History

Not applicable.

Unit Descriptor

This unit describes the skills and knowledge required to produce and manipulate digital images for a multimedia production within the cultural industries.

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Application of the Unit

Not applicable.

Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Not applicable.

Employability Skills Information

Not applicable.

Elements and Performance Criteria Pre-Content

Not applicable.

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Elements and Performance Criteria

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Element

Performance Criteria

- 1 Assess digital camera qualities
- 1.1 Assess camera software compatibility with hardware systems and select appropriate software for the production
- 1.2 Match pixel resolution of the camera to the required quality and resolution of outcome
- 1.3 Check the RAM capacity of the camera to see that it is appropriate to the number of images required to be captured
- 1.4 Assess shutter speed, focal lengths and camera feature modes as suitable to the quality of and use of photographic image required
- 1.5 Handle and store lithium batteries in accordance with occupational health and safety requirements
- 2 Photograph and upload a digital image
- 2.1 Consider focus and exposure in operation of the digital camera to ensure capture of image meets production requirements
- 2.2 Ensure correct use of digital image software including entering and exiting the selected software
- 2.3 Save and retrieve digital photographs using designated file formats
- 2.4 Load and operate the digital camera in accordance with manufacturer's specifications and appropriate to the quality of image to be photographed
- 2.5 Upload the IBM-PC or Macintosh card interface/disk onto the relevant computer and save the image on hard disk
- 2.6 Create and store photographic image files of the computer in accordance with software procedures
- 2.7 Enhance, crop and alter photographic images electronically to deliver the required image
- 2.8 Check photographic images for fitness of purpose to comply with specifications

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- 3 Incorporate digital photography into a multimedia sequence
- 2.9 Assess photographic images for the relevant delivery mode (print, CD-ROM, visual appeal and effectiveness) and deliver appropriately
- 3.1 Create graphics that incorporate the principles of design using the designate software
- 3.2 Edit, enhance, amend and save digital images using the designated software
- 3.3 Combine digital images into a designated multimedia sequence
- 3.4 Integrate digital images into a designated multimedia sequence
- 3.5 Evaluate the outcome for visual impact, effectiveness and fitness for purpose

Required Skills and Knowledge

Not applicable.

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Evidence Guide

Underpinning skills and knowledge

Assessment must include evidence of essential knowledge of, and skills in:

basic principles of photography and visual design

knowledge of selected digital image software

ability to interpret a brief

knowledge of the limiting factors of computer hardware

knowledge of computers and computer operating systems

interpreting simple scripts (texts), specifications and instructions

interpreting and communicating production specifications

Linkages to other units

This unit has linkages to the following units and combined training delivery and/or assessment is recommended:

CUFMEM07A - Apply principles of visual design/communication to the development of a multimedia project

CUFMEM10A - Design and create a multimedia interface

Critical aspects of evidence

This unit of competence applies to a range of industry sectors. The focus of assessment will depend on the industry sector. Assessment must be customised to meet the needs of the particular sector in which performance is being assessed. Assessment should only address those variable circumstances, listed in the range of variables statements, which apply to the chosen context.

The following evidence is critical to the judgement of competence in this unit: ability to assess the capacity to upload and process digital image s using industry hardware and software, to deliver a designated quality of image outcome

Method and context of assessment

Assessment may take place on the job, off the job or a combination of both of theses.

Off the job assessment must be undertaken in a closely simulated workplace environment.

Assessment may incorporate a range of methods to assess performance and the application of essential underpinning knowledge, and might include:

practical demonstration (direct observation may need to occur on more than one occasion to establish consistency of performance)

role play

work samples or simulated workplace activities

oral questioning/interview aimed at the evaluating the process used in developing and realising the creative concept

projects/reports/logbooks

third party reports and authenticated prior achievements

portfolios of evidence which demonstrate the processes used in developing and realising the creative concept

Resource requirements

Assessment requires access to a range of resources and equipment currently used by the multimedia industry.

Underpinning skills and knowledge

Assessment must include evidence of essential knowledge of, and skills in:

basic principles of photography and visual design

knowledge of selected digital image software

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ability to interpret a brief

knowledge of the limiting factors of computer hardware

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Resource requirements

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Range Statement

Multimedia productions may include or be included in:

aspects or sections of film/video production:

feature

documentary

short film and/or video

animations

commercials

live or pre-recorder performances

music video

television production of any type (eg music, drama, comedy, variety, sport)

live or pre-recorded television production

educational product

game

promotional product

Information product

training product

e-commerce

a range of others

Equipment used:

appropriate hardware

software and communication packages

LANs

organisation's backup systems

Multimedia components:

2D Graphics

3D Graphics

videos

sound

text animation

scanned images

Industry standard software may include:

a wide range of programs, some current examples of which may be:

Photoshop

Pagemill

Frontpage

Dreamweaver

Flash

Director

Hyper Studio

NOTE: These programs are constantly being upgraded and replaced, and appropriate up-to-date programs should be selected.

Camera feature modes may include:

flash

scrollage

icon menu

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close-up

wide angle and telephoto capacity

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Camera feature modes may include:

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icon menu

close-up wide angle and telephoto capacity

Unit Sector(s)

Not applicable.

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