



Australian Government

ICPPRP2250 Produce graphics using graphics applications

Release: 1

ICPPRP2250 Produce graphics using graphics applications

Modification History

Release	Comments
Release 1	This version first released with ICP Printing and Graphic Arts Training Package Version 4.0.

Application

This unit describes the skills and knowledge required to develop computer-generated graphics based on a client brief, using a high-end application; and focuses on techniques required to create and manipulate visual objects on a page.

It applies to individuals who assist in the production of professionally designed and presented print and electronic media using desktop publishing software. They generally work under direct supervision with some responsibility for the production process and ensuring output meets the requirements of the design brief.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Pre-Press

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Prepare for job	1.1 Identify design brief and manufacturer specifications, and work health and safety (WHS) and preference setting requirements 1.2 Identify and select required publishing software 1.3 Calibrate monitor using an International Colour Consortium (ICC) profile and confirm closest possible colour match 1.4 Arrange palettes to suit brief specifications and personal preferences 1.5 Set view magnification according to requirements for job graphics
2. Produce objects	2.1 Set ruler units and display grid and confirm artwork meets design

ELEMENT	PERFORMANCE CRITERIA
	brief specifications 2.2 Use tools to create objects, edit lines, enter required attributes and manipulate shapes, to finalise graphic framework to design brief specifications 2.3 Paint and transpose objects, and scale strokes and effects according to design brief 2.4 Create, edit and save colours to colour palette and adjust saturation of colour 2.5 Select and copy colour and appearance attributes, as required 2.6 Use required tools and features to paint and blend according to layout and design brief
3. Alter objects	3.1 Move, scale and rotate selected objects using a variety of required methods 3.2 Reflect, shear and distort objects according to design brief 3.3 Form and edit three dimensional objects and add gradient colour to create depth 3.4 Adjust perspective of objects, as required 3.5 Repeat transformations according to design brief 3.6 Create smooth colour blends between objects, and modify blends as required to meet design brief
4. Set up graphic elements and appearance	4.1 Add required type and set attributes and formatting to reflect design brief 4.2 Place type to complement graphics 4.3 Convert type to type outlines, and modify shapes 4.4 Set graphic properties and add effects to meet the design brief 4.5 Edit and save appearances required for further use as styles 4.6 Organise objects in layer and set up stacking order, grouping and locking layers according to design brief 4.7 Add and remove styles from layers to obtain final appearance according to design brief
5. Finalise document	5.1 Identify required format for saving graphic given elements in the graphic 5.2 Set resolution for effects and any filters based on image quality 5.3 Check document and confirm required layout file is selected and all elements are printable 5.4 Fix the required export option to best settings for final medium and export and save file

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

Skill	Description
Reading	Identifies and evaluates text to establish job requirements
Writing	Gathers information from a range of sources to record using headings, instructions and layout that meet audience needs and text purpose
Numeracy	Selects and uses familiar mathematical problem-solving strategies to solve problems in familiar contexts
Planning and Organising	- Determines job priorities, resources and equipment, and works logically and systematically to undertake clearly defined and familiar tasks - Identifies connections to future tasks and organises resources required accordingly
Self-management	- Initiates standard procedures when responding to familiar problems within immediate context - Incorporates personal judgment to complete some less routine tasks
Technology	Identifies purposes, specific functions and key features of common digital systems and tools and operates them to complete routine tasks

Unit Mapping Information

Supersedes and is equivalent to ICPPRP225 Produce graphics using a graphics application.

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a74b7a0f-a253-47e3-8be0-5d426e24131d>