Australian Government

Department of Education, Employment and Workplace Relations

ICPPP225C Produce graphics using a graphics application

Revision Number: 1

INDUSTRY SKILLS COUNCILS
Creating Australia's Future

ICPPP225C Produce graphics using a graphics application

Modification History

Not applicable.

Unit Descriptor

Unit descriptor	This unit describes the performance outcomes, skills and knowledge required to develop computer-generated graphics based on a client brief using a high-end application.

Application of the Unit

Application of the unit	This unit requires the individual to develop computer-generated graphics based on a client brief using a high-end application.

Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Prerequisite units		

Employability Skills Information

Employability skills	This unit contains employability skills.

Elements and Performance Criteria Pre-Content

Elements describe the essential outcomes of a unit of competency.	Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
1. Prepare the work environment	1.1. Details of the brief are reviewed to identify preference setting requirements 1.2. Monitor is calibrated using an ICC profile to ensure closest possible colour match 1.3. Palettes are arranged to suit job and personal preferences 1.4. View magnification is set for ease of working with the graphics
2. Produce objects	2.1. Ruler units are set and grid is displayed to ensure artwork meets design specifications 2.2. Tools are used to produce ***objects*** and required attributes are entered and shapes ***manipulated***, continuing until graphic framework is finalised 2.3. Lines and curves are adjusted and ***edited*** to fit design specifications 2.4. Objects are painted, transposed and strokes and ***effects*** are scaled according to the design brief 2.5. ***Colours*** are created, edited and saved to the colour palette and saturation of colour is adjusted 2.6. Colour and ***appearance attributes*** are selected and copied as required 2.7. Gradients fills, mesh and patterns are used to paint and blend as required by the layout and design brief
3. Alter objects	3.1. Objects are grouped or individually selected, moved, scaled or rotated using a variety of methods 3.2. Objects are reflected, sheared and distorted according to the design brief 3.3. Three dimensional objects are formed and edited and gradient colour added to create depth 3.4. The perspective of the objects is adjusted as required 3.5. Transformations are repeated according to the design brief 3.6. Smooth colour blends are created between objects and blends are modified as required to meet the design brief
4. Add type as a graphic element	4.1. Required type is added to type containers and type attributes and ***formatting*** are set to reflect the design brief 4.2. Type is wrapped or placed along a path to

ELEMENT	PERFORMANCE CRITERIA
	complement the graphic
	4.3. Type is converted to type outlines or letterforms and shapes are modified
5. Set appearance attributes and styles	5.1. The *properties* of the graphic are set and meet the design brief
	5.2. Effects are added to a graphic and edited to make the appearance more suitable according to the design brief
	5.3. Appearances required for further use are saved as styles
6. Set up layers	6.1. Objects are organised in layers and stacking order is controlled
	6.2. Layers are locked and/or nested and grouped according to the design brief
	6.3. Styles are added or removed from layers when layer consistency is or is not required
7. Finalise document	7.1. The appropriate format for saving the graphic is identified given the various *elements* in the graphic
	7.2. The resolution for effects and any filters are set based on image quality
	7.3. Document is checked to ensure correct layout file and that there are no non-printable elements
	7.4. PDF or other export options are fixed to the best settings for the final media and the file is then exported and saved

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Required Skills and Knowledge

REQUIRED SKILLS AND KNOWLEDGE

This section describes the skills and knowledge required for this unit.

Required skills

- OHS in relation to operating machinery such as safely switching off machinery before cleaning is started
- communication of ideas and information by producing graphics using a graphics application
- collecting, analysing and organising information by reviewing the brief to identify preference setting arrangements
- planning and organising activities by preparing the work environment before producing objects
- teamwork when maintaining the production process in association with others
- mathematical ideas and techniques by setting the view magnification to maximise ease of viewing
- problem-solving skills by creating smooth colour blends between objects
- use of technology by fixing export options to suit the final media

Required knowledge

- image formats (SWF, SVG, GIF, JPEG, PNG, Bitmap and others)
- correct application selection
- manipulation of graphics
- colour models
- attributes of appearance
- effects
- filters
- text and formatting
- interpreting a brief

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Evidence Guide

EVIDENCE GUIDE	
The Evidence Guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.	
Overview of assessment	
Critical aspects for assessment and evidence required to demonstrate competency in this unit	Evidence of the ability to: • developing graphics based on client brief using a high-end application • demonstrate an ability to find and use information relevant to the task from a variety of information sources • for valid and reliable assessment of this unit, evidence should be gathered over a period of time through a range of methods for assessment to indicate consistent performance • evidence for assessment may be gathered from assessment of the unit of competency alone or through an integrated assessment activity.
Context of and specific resources for assessment	Assessment must ensure: • assessment may take place on the job, off the job or a combination of these. Off the job assessment must be undertaken in a closely simulated workplace environment • industry standard computer type and current software application should be used.
Method of assessment	A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit: • direct questioning combined with review of portfolios of evidence and third party workplace reports of on-the-job performance by the candidate.
Guidance information for assessment	Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, for example: • ICPPP224C Produce pages using a page layout application.

Range Statement

RANGE STATEMENT	
The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.	
Objects may include:	• predefined shapes, drawn objects, curved segments, lines.
Manipulated may include:	• shapes are rotated, position and sizes changed, shapes sent to back or forward, scaled and copied.
Edited may include:	• transparency, gradients, strokes, custom colours using CMYK sliders.
Effects may include:	• glows, textures, opacity, blur and others.
Colours may include:	• CMYK colours, Spot colours, Registration colours, PMS.
Appearance attributes may include:	• fills, strokes, effects, blending modes, transparency.
Formatting may include:	• font, leading, paragraph alignment, character size, columns of type, text flow.
Properties may include:	• are appearance attributes such as above.
Elements may include:	• layers, fine lines, blending, feathering.
High-end application may include:	• Adobe Illustrator, Adobe Photoshop, CorelDRAW, Freehand, InDesign, QuarkExpress.

Unit Sector(s)

Unit sector	

Competency field

Competency field	Pre-press

Co-requisite units

Co-requisite units		

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