ICPPP325C Create graphics using a graphics application

Revision Number: 1

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Modification History

Not applicable.

Unit Descriptor

Unit descriptor	This unit describes the performance outcomes, skills and knowledge required to develop graphics incorporating a range of features for cross-media publishing based on a client brief using a high-end application.

Application of the Unit

Application of the unit	For this unit the knowledge and skills cover selecting, adapting and transferring skills and knowledge to new environments and providing technical advice and some leadership in resolution of specific problems. This will be applied across a range of roles in a variety of contexts with some complexity in the extent and choice of options available.

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. Balance image quality and file size	1.1. Graphics files are opened and design brief requirements are confirmed 1.2. Graphics are repeated efficiently using a symbol or stamp to reduce file size 1.3. Slices are created from *objects*, layers or groups and updated as required 1.4. Type anti-aliasing is applied selectively to keep small text easy to read 1.5. *Tasks* are automated wherever possible and where necessary scripts are used for automation
2. Manipulate objects	2.1. Objects and text are *manipulated* and *edited* as required 2.2. *Elements* are defined for repetition, repetition tools are used to create duplicates and then are manipulated as a group 2.3. Complex shapes are created by combining shapes into compounds and if required compounds are edited
3. Import images	3.1. Bitmap images are embedded and/or linked in the file 3.2. Placed Bitmaps are modified and/or duplicated depending on design requirements 3.3. Bitmaps are masked and/or an opacity mask is added 3.4. Layered file is exported to image editing program for editing
4. Develop variable templates	4.1. Based on the design brief, objects are defined within the template as variables 4.2. An automated script or an image server is used to ensure variations, using data stored in any ODBC-compliant source 4.3. The template variables are tested to ensure correct operation
5. Colour separate artwork	5.1. The correct *format* for the *colour separation* is determined by the requirements of the pre-press workflow system 5.2. *Command preferences* are set to correct preferences for print quality and process 5.3. Based on printer feedback the colour separation options are set according to print requirements of the

ELEMENT	PERFORMANCE CRITERIA
	design brief
	5.4. Process and spot *colours* are combined if required
	5.5. A screen frequency value appropriate for the print quality is selected and colour separation preferences are saved
	5.6. Spreads and chokes traps are created to avoid mis-registration
	5.7. The overlapping and overprint of objects are defined
	5.8. A proof is created and the separations checked, any required editing is completed and the file is saved
6. Prepare for final media	6.1. Metadata tags are embedded to catalogue, organise and retrieve artwork
	6.2. For cross-media publishing purposes web-safe colours are selected
	6.3. File formats are chosen to best represent artwork styles
	6.4. Objects are linked to create an image map that meets design requirements
	6.5. Objects are layered to create animation frames and exported for animation set up
	6.6. Compression options are selected that keep the image quality high and the file size low
	6.7. Export options are set to the best settings for the final media and the file is saved and exported

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 embedding metadata tags
- collecting, analysing and organising information by linking objects to create an image map that meets design requirements
- planning and organising activities by automating tasks wherever possible and using scripts for automation
- teamwork when maintaining the production process in association with others
- mathematical ideas and techniques by selecting a screen frequency value appropriate for the print quality
- problem-solving skills by creating complex shapes and editing them
- use of technology by creating graphics using a graphics application

Required knowledge

- image formats (SWF, SVG, GIF, JPEG, PNG)
- JavaScript, AppleScript or Microsoft Visual Basic
- text and formatting
- drawing shapes
- manipulating images
- design principles
- profiles
- colour management

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 incorporating a range of features for cross-media publishing based on a 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 • relevant hardware and software.
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.

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.
Tasks may include:	• batch processing and creating variations of similar designs.
Manipulated may include:	• bend, stretch, twist, warping, liquefy.
Edited may include:	• transparency, gradients, strokes, custom colours using CMYK sliders.
Elements may include:	• layers, fine lines, blending, feathering.
Formatting may include:	• font, leading, paragraph alignment, character size, columns of type, text flow.
Colour separation options may include:	• process colour, spot colour, halftone, resolution, bleed, printer marks.
Command preferences may include:	• RGB, CMYK, colour management, proof options, Document Information subjects.
Colours may include:	• CMYK colours • spot colours • Registration colours • PMS.
High-end application may include:	• Adobe Illustrator • CorelDRAW • freehand.
Appearance attributes may include:	• fills, strokes, effects, blending modes, transparency.
Properties may include:	• are appearance attributes such as above.
Effects may include:	• glows, textures, opacity, blur.

Unit Sector(s)

Unit sector	

Competency field

Competency field	Pre-press

Co-requisite units

Co-requisite units		