



Australian Government

Department of Education, Employment and Workplace Relations

CUFMEM14A Create, manipulate and incorporate 2D graphics

Release: 1

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Modification History

Not applicable.

Unit Descriptor

This unit describes the skills and knowledge required to create, edit and incorporate 2D graphics into multimedia products for use within the cultural industries. It is equivalent to **Incorporate 2D graphics into multimedia presentations** in the printing and graphic arts industries training package.

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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.

Elements and Performance Criteria

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Element	Performance Criteria
1 Work with digital imaging	1.1 Use the correct terminology for digital imaging within a specified context 1.2 Use a range of graphic file formats, file management and transfer systems for storing, arriving, importing, exporting and transferring digital images as electronic files 1.3 Identify current Vector and bitmapped graphic editing software programs and the properties of Vector and bitmapped images 1.4 Convert bitmapped to Vector and vice versa as required for particular jobs 1.5 Operate scanning devices to convert contiguous tone or line image to digitised data with attention to tonal detail, half tones and image correction
2 Use 2D multimedia graphics software	2.1 Assess and select appropriate 2D software for the required medium 2.2 Use selected graphics software and all tools and features of the program 2.3 Edit and manipulate graphics using all tools and features of the program 2.4 Save and retrieve graphics using the designated file formats
3 Create 2D multimedia graphic designs	3.1 Assess design brief for the appropriate digital imaging solution 3.2 Create graphics applying principles of visual design using the designated software to product bitmapped or Vector graphics and digital artwork 3.3 Use 2D digital artwork techniques including the correct use of painting, editing and pallets 3.4 Create digital collages and montages by adjusting image mode and resolution, modifying image using filters and selecting the correct colour mode for

output

- 3.5 Edit, enhance and amend graphic designs using accurate selection techniques, special effects, cropping and resizing of images, and save using the designated software
- 3.6 Evaluate images for creative, dramatic and technical quality, and file size, and suitability to meet the brief
- 3.7 Integrate elements of visual design into a designated multimedia sequence
- 3.8 Test and run graphics as part of a multimedia presentation
- 3.9 Present designs in the appropriate format

Required Skills and Knowledge

Not applicable.

Evidence Guide

Underpinning skills and knowledge

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

- understand the creative elements of a production
- application of different graphic design methods
- graphic design conventions
- graphic and stylistic language and conventions
- collecting and interpreting creative information, scripts (text) and images
- visualisation and interpreting creative information, scripts (text) and images
- visualisation and interpretation of creative concepts
- information management
- copyright laws, regulations and clearance procedures
- the principles of digital imaging
- file formats, file management and transfer systems
- principles of 2D multimedia graphic design
- presentation techniques

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

CUFIMA01A Produce and manipulate digital images

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:

- produce two different multimedia sequences incorporating 2D graphics according the job specifications and the listed performance criteria
- knowledge and application of a range of 2D graphic production methods and equipment

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

- case studies

- 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.

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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 (music, drama, comedy, variety, sport)

live or pre-recorded television production

educational product

game

promotional product

information product

training product

commerce

a range of others

Industry standard authoring software:

a wide range of programs are currently available

Graphic images may include:

title sequences

credit sequences

background graphics

transitions such as cuts, mixes, wipes, keys, special effects, dissolves, fade ins, fade outs,

supers, subtitles

Sources of existing images may include:

image libraries

computer software image library packages

the internet

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Unit Sector(s)

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