



Australian Government

ICPPRP225 Produce graphics using a graphics application

Release: 1

ICPPRP225 Produce graphics using a graphics application

Modification History

Release	Comments
Release 1	This version first released with ICP Printing and Graphic Arts Training Package Version 1.0.

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 work environment	1.1 Details of brief are reviewed to identify preference setting requirements 1.2 Monitor is calibrated using an International Colour Consortium (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 graphics
2 Produce objects	2.1 Ruler units are set and grid is displayed to ensure artwork meets design specifications

ELEMENT	PERFORMANCE CRITERIA
	2.2 Tools are used to produce objects, required attributes are entered and shapes manipulated, until graphic framework is finalised 2.3 Lines and curves are adjusted and edited to fit design specifications 2.4 Objects are painted and transposed, and strokes and effects are scaled according to design brief 2.5 Colours are created, edited and saved to 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 according to 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 design brief 3.3 Three dimensional objects are formed and edited and gradient colour added to create depth 3.4 Perspective of objects is adjusted, as required 3.5 Transformations are repeated according to design brief 3.6 Smooth colour blends are created between objects, and blends are modified as required to meet 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 design brief 4.2 Type is wrapped or placed along a path to complement graphics 4.3 Type is converted to type outlines or letterforms, and shapes are modified
5 Set appearance attributes and styles	5.1 Properties of graphic are set to meet the design brief 5.2 Effects are added to a graphic and edited to make appearance fit 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 design brief 6.3 Styles are added or removed from layers when layer consistency

ELEMENT	PERFORMANCE CRITERIA
	is or is not required
7 Finalise document	7.1 Appropriate format for saving graphic is identified given various elements in the graphic 7.2 Resolution for effects and any filters are set based on image quality 7.3 Document is checked to ensure correct layout file and that all elements are printable 7.4 Portable Document Format (PDF) or other export options are fixed to best settings for final medium and file is exported and saved

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Reading	1.1, 2.1, 2.3, 2.7, 3.2, 3.5, 3.6, 4.1, 5.1, 5.2, 6.2	Recognises and interprets text to establish job requirements from information contained within relevant procedures and specifications
Writing	4.2, 7.2	Gathers information from a range of sources to record using headings, instructions and layout that meet audience needs and text purpose
Numeracy	3.4	Selects and uses appropriate familiar mathematical problem-solving strategies to solve problems in familiar contexts
Get the work done	1.1-1.4, 2.1-2.7, 3.2-3.6, 4.1-4.3, 5.1-5.3, 6.1-6.3, 7.1-7.4	- Determines job priorities, resources and equipment, and works logically and systematically to undertake clearly defined and familiar tasks - Initiates standard procedures when responding to familiar problems within immediate context - Understands purposes, specific functions and key features of common digital systems and tools and operates them effectively to complete routine tasks

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICPPRP225 Produce graphics using a graphics application	ICPPP225C Produce graphics using a graphics application	Updated to meet Standards for Training Packages	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

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

Assessment Requirements for ICPPRP225 Produce graphics using a graphics application

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Performance Evidence

Evidence of the ability to:

- develop graphics based on a client brief using a high-end application
- demonstrate ability to find and use information relevant to the task from a variety of information sources.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- correctly identify image formats
- identify correct application to be used
- explain how graphics can be manipulated
- identify different colour models
- identify attributes of appearance
- list different effects that may be applied to an object
- explain use of filters
- list text and formatting features used in graphics
- outline key requirements when interpreting a brief.

Assessment Conditions

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the Pre-Press field of work and include access to:

- special purpose tools, equipment and material
- industry standard computer

- current software applications used to produce graphics.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

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