



Australian Government

Department of Education, Employment and Workplace Relations

ICPPP325B Create graphics using a graphics application

Release: 1

ICPPP325B Create graphics using a graphics application

Modification History

Not applicable.

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.

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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.

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Licensing/Regulatory Information

Not applicable.

Pre-Requisites

ICPPP225B Produce graphics using a graphics application

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Employability Skills Information

This unit contains Employability Skills.

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Elements and Performance Criteria Pre-Content

Elements describe the essential outcomes of a unit of competency.

Performance Criteria describe the required performance needed to demonstrate achievement of the Element. Where italicised text is used, further information is detailed in the Required Knowledge and Skills and/or Range Statement. Assessment of performance is to be consistent with the Evidence Guide.

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Elements and Performance Criteria

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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 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 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 KNOWLEDGE AND SKILLS

The following knowledge must be assessed as part of this unit:

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

The following skills must be assessed as part of this unit:

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

Evidence Guide

The Evidence Guide provides advice on assessment and must be read in conjunction with the Performance Criteria, Required Knowledge and Skills, the Range Statement and the Assessment Guidelines for this Training Package.

Critical aspects for assessment and evidence required to demonstrate competency in this unit

Evidence of the following is essential:

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.

Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended.

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. Italicised wording in the Performance Criteria is detailed below.

High-end application	Adobe Illustrator, CorelDRAW, Freehand
Tasks	Batch processing and creating variations of similar designs
Manipulated	Bend, stretch, twist, warping, liquefy
Command preferences	RGB, CMYK, colour management, proof options, Document Information subjects
Colour separation options	Process colour, spot colour, halftone, resolution, bleed, printer marks
Colours	CMYK colours, Spot colours, Registration colours, PMS
Edited	Transparency, gradients, strokes, custom colours using CMYK sliders
Objects	Predefined shapes, drawn objects, curved segments, lines

Formatting	Font, leading, paragraph alignment, character size, columns of type, text flow
Appearance attributes	Fills, strokes, effects, blending modes, transparency
Properties	Are appearance attributes such as above
Effects	Glow, textures, opacity, blur
Elements	Layers, fine lines, blending, feathering

Unit Sector(s)

Not applicable.

Competency field

Pre-press

Pre-press