

Graphic Print Design 2

| Exam Information | Description | | | | | | | | | | | | | | | | | | | | | | | | |
|--|---|----------|--------------------|-------------------------------------|----|-------------------|----|-------------------|-----|-----------------|----|---------------|-----|--------------------|-----|--------------------|-----|---------------------------|-----|-----------------------|----|----------------------|----|-----------------------------|----|
| Exam number 564 Items 44 Points 60 | <p>The Graphic Print Design 2 industry certification exam assesses learners' ability to build upon the knowledge and skills practiced in Graphic Print Design 1. The standards and objectives are closely aligned and continue to build. Learners will be evaluated on knowledge to create, produce, and reproduce visual graphics that communicate to an audience. They are tested on knowledge and skills relative to graphic design and printing industries. Learners apply effective principles and techniques to project designs, print various projects for themselves and/or customers, and demonstrate an understanding of the publishing and print industries on a commercial level.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Prerequisites Graphic Print Design 1 Recommended course length One semester National Career Cluster Arts, A/V Technology & Communications Performance standards Included (Optional) Certificate available Yes | Exam Blueprint <table> <tr> <th>Standard</th><th>Percentage of exam</th></tr> <tr> <td>1. History of Graphics and Printing</td><td>3%</td></tr> <tr> <td>2. Safe Practices</td><td>5%</td></tr> <tr> <td>3. Design Process</td><td>20%</td></tr> <tr> <td>4. Color Theory</td><td>8%</td></tr> <tr> <td>5. Typography</td><td>13%</td></tr> <tr> <td>6. Vector Graphics</td><td>18%</td></tr> <tr> <td>7. Raster Graphics</td><td>13%</td></tr> <tr> <td>8. Page Layout (Software)</td><td>13%</td></tr> <tr> <td>9. Project Management</td><td>0%</td></tr> <tr> <td>10. Print Production</td><td>5%</td></tr> <tr> <td>11. Career Readiness Skills</td><td>0%</td></tr> </table> | Standard | Percentage of exam | 1. History of Graphics and Printing | 3% | 2. Safe Practices | 5% | 3. Design Process | 20% | 4. Color Theory | 8% | 5. Typography | 13% | 6. Vector Graphics | 18% | 7. Raster Graphics | 13% | 8. Page Layout (Software) | 13% | 9. Project Management | 0% | 10. Print Production | 5% | 11. Career Readiness Skills | 0% |
| Standard | Percentage of exam | | | | | | | | | | | | | | | | | | | | | | | | |
| 1. History of Graphics and Printing | 3% | | | | | | | | | | | | | | | | | | | | | | | | |
| 2. Safe Practices | 5% | | | | | | | | | | | | | | | | | | | | | | | | |
| 3. Design Process | 20% | | | | | | | | | | | | | | | | | | | | | | | | |
| 4. Color Theory | 8% | | | | | | | | | | | | | | | | | | | | | | | | |
| 5. Typography | 13% | | | | | | | | | | | | | | | | | | | | | | | | |
| 6. Vector Graphics | 18% | | | | | | | | | | | | | | | | | | | | | | | | |
| 7. Raster Graphics | 13% | | | | | | | | | | | | | | | | | | | | | | | | |
| 8. Page Layout (Software) | 13% | | | | | | | | | | | | | | | | | | | | | | | | |
| 9. Project Management | 0% | | | | | | | | | | | | | | | | | | | | | | | | |
| 10. Print Production | 5% | | | | | | | | | | | | | | | | | | | | | | | | |
| 11. Career Readiness Skills | 0% | | | | | | | | | | | | | | | | | | | | | | | | |

Standard 1

Students will be able to understand the history and current state of the graphics/printing industry.

Objective 1

1. Define design and its role in graphic communications.
2. Identify print markets and types of print businesses.
3. Explore printing technologies.
4. Define substrate and select the appropriate substrate for a project.

Standard 2

Students will be able to understand and demonstrate safe practices that are applicable to lab/studio and production equipment at your school.

Objective 1

1. List safety rules involving chemicals and flammable liquids.
2. Read, comprehend, and follow instructions on warning labels.
3. List the steps to be taken in case of injury in the lab.
4. Identify locations and safety equipment (e.g. first aid kit, eye wash station, MSDS, flammables cabinet)
5. Follow proper safety procedures and dress code when operating equipment.
6. Demonstrate common sense when working with others.

Standard 2 Performance Evaluation included below (Optional)

Standard 3

Graphic Design provides a place for students to explore new ideas, take appropriate risks, creatively problem solve, collaborate, develop aesthetic awareness, explore the world, and to express oneself.

Objective 1

1. Create – conceptualize, generate, develop, and organize artistic ideas. Refine through persistence, reflection, and evaluation.
2. Present/Produce – analyze, interpret, and select artistic work. Develop techniques and concepts to refine work and express meaning through presentation.
3. Respond – perceive, analyze, interpret, articulate, and evaluate work and process.
4. Connect – synthesize and relate knowledge with personal meaning relating to societal, cultural, and historical context to deepen understanding.

Objective 2 Students will understand the design process.

1. Understand the process of planning a document.
2. Research your project (audience, purpose, timeline, page arrangement, and production method)

3. Brainstorming / Differential thinking
4. Creating thumbnails/sketches
5. Use feedback to inform revisions and changes to work.

Objective 3 Students will understand the elements of art.

1. Identify and utilize the following elements of art: line, shape, value, texture, color, space (incl. positive and negative), and form.

Objective 4 Students will understand the principles of design.

1. Identify and utilize the following principles of design: balance (formal/symmetrical, informal/asymmetrical), contrast, emphasis, movement, and unity.

Objective 5

1. Define layout elements (body text, display text, illustration, and white space).
2. Understand Visual Hierarchy – the organization of design assets (color/contrast, scale, & grouping) on the page through which the viewer's eye is guided in the order of intended importance.
3. Demonstrate proper use of rulers, guides, margins, columns, gutters, and rows, and bleeds.
4. Know basic paper sizes and orientations (i.e. letter and tabloid) and understand document output specifications for custom-size documents.
5. Measure linear dimensions in inches (to 1/16" accuracy), points, and millimeters, using both fraction and decimal formats appropriately.
6. Understand the difference between output size and finished size when setting up your document.

Objective 6 Students will understand and demonstrate principles of pre-media (pre-press).

1. Collect project information from client (client brief).
2. Create mock-up/comp(s) based on client specifications.
3. Review mockup(s) with client (hard-proof).
4. Perform proofing, revision, approval process (soft-proof/PDF).

Standard 3 Performance Evaluation included below (Optional)

Standard 4

Students will know and apply color theory.

Objective 1

1. Understand the proper use of color in publications.
2. Recognize and apply the appropriate color modes for web-based graphics and printed graphics. (RGB and CMYK)
3. Create variations of color using tint, patterns, gradients, and opacity
4. Understand how Bit Depth affects color availability (i.e. 8-bit, 16-bit, 32-bit).

Objective 2

1. Demonstrate understanding of the color wheel
2. Recognize and apply the following color properties: hue, saturation, and value (tint and shade)
3. Recognize and apply color schemes (complementary, analogous, monochromatic (grayscale), and triadic, tetradic)
4. Effectively use color to communicate a mood or message that is associated with different meanings.
5. Recognize and apply symbolism/emotions in color (i.e. warm and cool colors).

Standard 4 Performance Evaluation included below (Optional)

Standard 5

Students will know and apply the principles of typography.

Objective 1 Identify typeface classifications and their uses. (Serif, Sans-serif, Script, Decorative - see <https://fonts.adobe.com/fonts>)

Objective 2

1. Fonts are grouped together in families and given a family name (i.e. Arial, Garamond)
2. Utilize the three basic categories of type styles (normal, bold, italic)
3. Apply typeface design (serif, sans-serif, script, decorative)
4. Install fonts using Adobe fonts and fonts downloaded from other websites
5. Describe the anatomy of type (baseline, ascenders, descenders, serifs, x-height, etc.).
6. Understand the measurement of type using points.
7. Demonstrate correct conversion of points to inches.

Objective 3

1. Apply copy-fitting techniques (leading, kerning, tracking, alignment, point size)
2. Apply basic text alignment (left, right, centered, and justified)
3. Describe why it would be necessary to create outlines on fonts within a project file.

Standard 5 Performance Evaluation included below (Optional)

Standard 6

Students will know and apply the correct uses of vector graphics.

Objective 1

1. Know basic operations of tools, panels, and menus in a drawing/illustration application (i.e. Adobe Illustrator, Corel Draw, Inkscape, Affinity Designer, etc.).

2. Become familiar with the user interface, preferences, and settings in an illustration program. Change illustration software defaults for project needs.
3. Utilize basic keystrokes and shortcut keys for illustration applications.
4. Know and apply the correct uses of vector images in design and production projects.

Objective 2

1. Create or trace a drawing/photograph with the use of the pen tool.
2. Operate drawing tools to create and manipulate paths (lines and bezier curves) using anchor points, and direction handles
3. Know and apply the proper use of vector graphic formats and save to the appropriate forms. (e.g., PDF, AI, EPS, SVG, etc.)
4. Utilize appropriate selection tools (i.e. selection, direct selection, magic wand, etc.).
5. Define and apply stroke, fill (solid and gradient), and opacity
6. Create and manage layers, sublayers, and groups.
7. Perform grouping and ungrouping of objects using shortcuts and sublayers.
8. Transform objects while constraining proportions, and solve ratio and percent equations when resizing images.
9. Explore different tools to manipulate type (rotated, type on a path, expanded, effects, tints, and fills, etc.).
10. Create a design using basic shapes and use transforming tools (i.e. shape tool, shapebuilder, pathfinder, transform, etc.).
11. Know and apply final output formats when exporting images for project requirements (compression, resolution) outside a vector illustration program.
12. Comprehend process and spot colors.

Standard 6 Performance Evaluation included below (Optional)

Standard 7

Students will understand and edit raster images.

Objective 1

1. Know basic operations of tools, panels, and menus in a painting/photo editing application (i.e. Adobe Photoshop, GIMP, Affinity Photo, etc.)
2. Become familiar with user interface, preferences, and settings in an illustration program. Change painting/photo editing application defaults for project needs.
3. Utilize basic keystroke and shortcut keys for painting/photo editing applications.
4. Know and apply correct uses of raster images in design and production projects.

Objective 2 Define, create, manipulate, and appropriately use bitmap (pixel-based) raster graphics.

1. Identify raster graphic formats and their appropriate use (e.g., JPG/JPEG, GIF, TIFF, BMP, PSD, PNG, RAW, etc.)
2. Acquire image assets (i.e. scan, digital camera, internet search, stock sources, etc.)
3. Import/export images for project requirements (i.e.: compression, 72 ppi (web) vs. 300 ppi (print) resolution)

4. Know and apply the following concepts: image resolution, size, and resampling.
5. Know and apply different destructive vs. non-destructive editing techniques in a painting/photo editing application.
6. Crop, resize, straighten, and transform an image. Scale a raster image using the proper settings in order to maintain the appropriate resolution for print or digital media.
7. Know and apply selection tools (i.e. marquee, magic wand, lasso, etc.).
8. Understand the use of layers, layer masks, and adjustment layers. Use adjustment layers to color-correct an image.
9. Know and apply transparent image backgrounds and appropriate formats that support transparency (i.e., PNG, GIF).
10. Identify line artwork, continuous tone in both grayscale and color, and halftone.
11. Know and apply filters and effects.
12. Know and apply tools for photo repairs and retouching (i.e. healing brush, clone stamp, content-aware, etc.).
13. Operate painting and drawing tools. Create color and gradient swatches.
14. Know and apply the use of type tool and type effects within a painting/photo editing application.

Standard 7 Performance Evaluation included below (Optional)

Standard 8

Students will be able to understand and demonstrate use of page layout software.

Objective 1

1. Know basic operations of tools, panels, and menus in a page layout application. (i.e. Adobe InDesign, Quark Express, Affinity Publisher, etc.)
2. Become familiar with user interface, preferences, and settings in a page layout program. Change page layout software defaults for project needs.
3. Utilize basic keystroke and shortcut keys for page layout application.
4. Know and apply correct uses for a page layout application when creating production projects.

Objective 2

1. Import a graphic image and/or text from an existing file into an InDesign publication.
2. Demonstrate the procedure for cropping and resizing frame for digital images.
3. Design and produce a document designating appropriate margins, guides, columns, and gutters.
4. Define bleeds marks, crop marks, and registration marks.
5. Design and produce a document using the type tool, designating appropriate fonts, styles, indents, tabs.
6. Create a single-page layout for printing (i.e. poster, flyer, notepad, etc.)
7. Create a front-to-back page layout for printing. (i.e. postcard, brochure, announcement, etc.)

Standard 9

Students will understand project management and collaboration.

Objective 1

1. Understand and practice project management skills.
2. Practice asset and file management using folders and naming conventions.
3. Understand file size and storage/back-ups.

Objective 2

1. Develop an awareness of digital and collaborative technologies.
2. Explore collaborating technologies (i.e.: Google Drive, Dropbox, Zoom, FTP, WeTransfer, etc.)

Objective 3

1. Understand links and how to correct broken links in documents
2. Describe the reason for packaging a file using graphic design software.

Objective 4

1. Export a Portable Document Format (PDF) that can be used for proof and approval.
2. Correctly format and send a file electronically to a specified location.
3. Understand digital publishing technology.

Standard 10

Students will understand print production concepts.

Objective 1

1. Students will be able to understand and demonstrate printing processes.
2. Classify the major printing processes (relief, lithography, screen, gravure, and digital).
3. Identify products produced by each of the major printing processes.
4. Identify other graphics communication processes (i.e. vinyl, engraving, embroidery, etc.).
5. Describe major contributions in the history of printing.

Standard 10 Performance Evaluation included below (Optional)

Standard 11

Students will understand the importance of career readiness skills as it relates to the workplace and outlined in the SkillsUSA Framework – Level 2.

Objective 1

1. Understand and demonstrate reliability.
2. Determine individual time management skills.
3. Explore what's ethical in the workplace or school.
4. Demonstrate awareness of government.
5. Demonstrate awareness of professional organizations and trade unions.

Objective 2

1. Understand and demonstrate responsiveness.
2. Define the customer.
3. Recognize benefits of doing a community service project.
4. Demonstrate social etiquette.
5. Identify customer expectations.

Objective 3

1. Understand resiliency.
2. Discover self-motivation techniques and establish short-term goals.
3. Select characters of a positive image.
4. Identify a mentor.

Objective 4

1. Understand and demonstrate workplace habits.
2. Participate in a shadowing activity.
3. Explore workplace ethics: codes of conduct. Recognize safety issues.
4. Perform a skill demonstration. Exercise your right to know.

Objective 5

1. Understand and develop initiative.
2. Develop personal financial skills.
3. Develop a business plan.
4. Investigate entrepreneurship opportunities.

Objective 6

1. Understand and demonstrate continuous improvement.
2. Conduct a worker interview.
3. Demonstrate evaluation skills.
4. Examine ethics and values in the workplace.
5. Develop a working relationship with a mentor.
6. Construct a job search network.

Standard 11 Performance Evaluation included below (Optional)

Workplace SKILLS

- Communication
- Teamwork
- Customer service
- Dependability
- Legal requirements / expectations
- Digital citizenship (i.e., file management including standard file naming conventions, storage sizes (kb, mb, gb, tb, etc.), saving documents when not to the cloud, exporting files to portable/permanent storage, responsible/work-appropriate use of computer resources, etc.)
- Media literacy
- Understand construction and purposes of media messages
- Evaluate information critically and competently
- Apply a fundamental understanding of the ethical/legal issues surrounding the access and use of media
- Understand the difference between royalty-free and copyrighted images and text
- Understand the process of obtaining and citing permission for copyrighted works
- See Title 17 United States Code -Section 107 Limitation of exclusive rights: Fair use

Graphic Print Design 2

Performance assessments may be completed and evaluated at any time during the course. The following performance skills are to be used in connection with the associated standards and exam. To pass the performance standard the student must attain a performance standard average of 8 or higher on the rating scale. Students may be encouraged to repeat the objectives until they average 8 or higher.

Student's Name: _____

Class: _____

Performance standards rating scale



Standard 2 – Safe Practices

Score:

- Pass a general lab safety test.

Standard 3 – Design Process

Score:

- Students will be able to use planning, elements of art, and principles of design to compose a print design.

Standard 4 – Color Theory

Score:

- Students will use color to communicate a mood or message in a print project.

Standard 5 – Typography**Score:**

- Students will create a print design using proper typography concepts.

Standard 6 – Vector Graphics**Score:**

- Students will create a vector image to be used in a production project.

Standard 7 – Raster Graphics**Score:**

- Students will create a raster graphic using multiple layers and a variety of tools to be used in a production project.

Standard 8 – Page Layout (Software)**Score:**

- Students will create a page layout project using skills from the standards above for print production.

Standard 10 – Print Production**Score:**

- Students will print a product using a digital printing process.

Standard 11 – Career Readiness**Score:**

- Join SkillsUSA (or other CTSO) chapter at your school.

Performance standard average score:**Evaluator Name:** _____**Evaluator Title:** _____**Evaluator Signature:** _____**Date:** _____