**Vector and Raster graphics Portfolio**

**Create a series of raster images using graphic applications**

* set up a document, considering:
  + size
  + resolution
  + colour mode
  + background
* organize and manage image files using correct file conventions by:
  + considering aspects of file size
  + explaining the benefits of different file formats
* correct, paint and retouch images by:
  + adjusting options and painting; e.g., brush types, pencil, blending
  + using retouch tools appropriately given various situations
  + creating and using gradients and patterns
  + using filters
* work with selections by:
  + creating a selection using the appropriate selection tool
  + saving and loading selections
  + moving and transforming selections
* create and use layers by:
  + creating and arranging layers appropriately; e.g., using layer groups
  + creating and using layer effects
  + creating and using layer styles
* work with masks by:
  + explaining the use of masks
  + using masks and painting tools to create and edit a layer mask
* work with vector tools by:
  + creating shape layers and paths using vector tools
  + automate tasks
* manage colour by:
  + describing the process and components of colour management; e.g., profiles, working spaces, rendering intents, settings
  + describing the proper colour conversion given common situations; e.g., red-green-blue (RGB) colour model for Web and video, cyan-magenta-yellow-key black (CMYK) colour model
* prepare image for output by:
  + creating a proof
  + discussing and using options in print dialog box
  + creating a flattened CMYK image
  + creating a layered RGB with layer comps
  + creating a .pdf with vector layers
* discuss work regarding **(presentation day is March 16th 2015):**
  + how the elements and principles of design help facilitate good composition in his or her work
  + the technical and creative aspects of the work; e.g., quality, uniqueness
  + areas of concern/difficulty (if applicable)
  + meeting school and community standards; e.g., appropriate language
  + the use of tools and equipment
  + participate in peer/teacher assessment

**Create a series of Vector images using graphic applications**

* draw and transform objects by:
  + creating and modifying a vector object using a pen tool and bezier controls
  + adjusting stroke settings
  + cutting, erasing or deleting portions of an object by using the appropriate tool(s)
  + editing objects, groups, symbols and more layers
  + creating a mask to hide parts of objects
  + using open and closed paths, compound paths and compound shapes
  + selecting one or more objects and arranging their stacking order
  + modifying an object with one or more transformation tools
* manage colour and transparency by:
  + setting up colour management settings and proofing colour onscreen
  + creating or loading colour swatches
  + applying transparency options to objects
* use type by:
  + creating text objects
  + formatting time by using character and paragraph attributes
  + creating and applying character and paragraph styles to text
  + using special characters
* control effects, appearance and styles by:
  + adjusting the appearance of objects
  + saving and applying graphic styles
* build objects by:
  + creating and formatting a graph
  + using and controlling gradient match
  + using and adjusting the settings for blend tool
  + choosing and/or creating the appropriate brush
* import images into the document

Present a selection of work completed in this course to an audience **(presentation day is May 05th 2015):**

* discuss work regarding:
  + how the elements and principles of design help facilitate good composition in his or her work
  + the technical and creative aspects of the work; e.g., quality, uniqueness
  + areas of concern/difficulty (if applicable)
  + meeting school and community standards; e.g., appropriate language
  + the use of tools and equipment
  + participate in peer/teacher assessment