**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