**INFORMATION TECHNOLOGY CAREER CLUSTER DESIGN**

***CHECKLIST*:** ***Computer Graphics* (10102)**

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| **Standard** | **Dates Taught** | **Notes** |
| **Computer Graphics** |
| 1. Demonstrate knowledge of the basic principles of motion graphics.
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| 1. Demonstrate proficiency in the use of digital imaging.
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| 1. Manipulate images, video,and motion graphics.
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| 1. Create and refine design concepts.
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| 1. Alter digitized images using an image manipulation program.
 |  |  |  |  |  |
| 1. Alter digitized video using a video manipulation program.
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| 1. Apply color theory to select appropriate colors.
 |  |  |  |  |  |
| 1. Apply knowledge of typography.
 |  |  |  |  |  |
| 1. Apply principles and elements of design.
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| 1. Create and/or implement the look and feel of a product.
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| 1. Create graphical images and/or video elements.
 |  |  |  |  |  |
| 1. Enhance digital communication presentation using a photographic process.
 |  |  |  |  |  |
| 1. Evaluate visual appeal.
 |  |  |  |  |  |
| 1. Produce or acquire graphics content.
 |  |  |  |  |  |
| 1. Differentiate between copyright and trademarks.
 |  |  |  |  |  |
| 1. Define scope of work to achieve individual and group goals.
 |  |  |  |  |  |
| 1. Use available reference tools as appropriate.
 |  |  |  |  |  |
| 1. Explain the key functions and applications of software.
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| 1. Explain the need for regular backup procedures.
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