**INFORMATION TECHNOLOGY CAREER CLUSTER DESIGN**

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Standard** | **Dates Taught** | | | | **Notes** |
| **Computer Graphics** | | | | | |
| 1. Demonstrate knowledge of the basic principles of motion graphics. |  |  |  |  |  |
| 1. Demonstrate proficiency in the use of digital imaging. |  |  |  |  |  |
| 1. Manipulate images, video,and motion graphics. |  |  |  |  |  |
| 1. Create and refine design concepts. |  |  |  |  |  |
| 1. Alter digitized images using an image manipulation program. |  |  |  |  |  |
| 1. Alter digitized video using a video manipulation program. |  |  |  |  |  |
| 1. Apply color theory to select appropriate colors. |  |  |  |  |  |
| 1. Apply knowledge of typography. |  |  |  |  |  |
| 1. Apply principles and elements of design. |  |  |  |  |  |
| 1. Create and/or implement the look and feel of a product. |  |  |  |  |  |
| 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. |  |  |  |  |  |
| 1. Explain the need for regular backup procedures. |  |  |  |  |  |