

NAME:

CODE

UNIT 3: DIGITAL IMAGING

- PLAN AND PRODUCE COMPUTER GRAPHICS

Pass	Merit	Distinction
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AO1: Describe and evaluate a range of bitmap and vector images	AO1 - P1	Collect and display a range of graphics from two different sources			
	AO1 - P2	Describe the graphics purpose			
	AO1 - P3	Comment on the suitability of the graphics			
	AO1 - M1	Collect and display a range of graphics from three different sources			
	AO1 - M2	Describe the graphics purpose and audience and discuss the suitability of the graphics			
	AO1 - M3	Indicate the size of some of the graphics discussed			
	AO1 - D1	Collect and display a range of graphics from three different sources			
	AO1 - D2	Describe their purpose and audience and discuss the suitability of the graphics. They will also suggest the message to be conveyed (if any) and identify why they are effective (or not)			
	AO1 - D3	Indicate the size of most of the graphics discussed			
AO2: Plan the production of graphic images for a client	AO2 - P1	Describe the purpose and audience of graphics that are to be created			
	AO2 - P2	Plan the graphics, producing rough sketches, identifying some of the key areas			
	AO2 - M1	Describe the purpose and audience of graphics that are to be created			
	AO2 - M2	Plan the graphics, producing rough sketches, identifying most of the key areas			
	AO2 - D1	Describe the purpose and audience of graphics that are to be created			
	AO2 - D2	Discuss where the graphics will be used and will identify size, resolution and file format for each			
	AO2 - D3	Set deadlines for the work			
	AO2 - D4	Plan the graphics, producing rough sketches, identifying all key areas			
AO3: Source and store components for graphic products	AO3 - P1	Source and store graphics from two of the listed categories			
	AO3 - P2	Some may not be appropriate			
	AO3 - M1	Source and store graphics from three of the listed categories			
	AO3 - M2	Most graphics will be appropriate			
	AO3 - D1	Source and store graphics from all of the listed categories			
	AO3 - D2	All graphics will be appropriate			
AO4: Record the sources of computer graphics and consider relevant legislation	AO4 - P1	Keep a record of computer graphics sourced and stored using a table			
	AO4 - M1	Keep a detailed record of computer graphics sourced and stored using a table. This should allow others to locate some of them if required			
	AO4 - M2	Show awareness of Copyright Laws			
	AO4 - D1	Keep an accurate record of computer graphics sourced and stored using a table. This should allow others to locate most of them if required			
	AO4 - D2	Show awareness of Copyright Laws			
AO5: Use appropriate software tools to create, edit and combine graphic images	AO5 - P1	Create graphics using a limited range of vector and bitmap tools			
	AO5 - P2	Demonstrate development work			
	AO5 - M1	Create graphics that are fit for purpose using a range of vector and bitmap tools			
	AO5 - M2	Development work will be demonstrated and annotated to explain the processes undertaken			
	AO5 - M3	Most graphics will be saved in appropriate file formats			
	AO5 - D1	Create graphics that are fit for purpose and audience using a wide range of vector and bitmap tools			
	AO5 - D2	Development work will be demonstrated and annotated to explain and justify the processes undertaken			
	AO5 - D3	All graphics will be saved in appropriate file formats			
AO6: Present work to a client for a specific purpose, using a suitable format for display	AO6 - P1	Present work in a suitable format, with some consideration of size			
	AO6 - M1	Present work in a suitable format, with consideration of size, resolution and file types			
	AO6 - D1	Present work in a suitable format, with consideration of size, resolution, colour mode and file types			
	AO6 - D2	Justify the use of the medium to present the graphics			