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| Title | **Editing of photos and development of graphics** | | |
| Level | **3** | **Credits** | **18** |

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| Purpose | These competency standards will ensure that the trainee will be able to learn various editing techniques and skills in order to capture the essence of people, places, or objects – for images to stand out - they must be edited. |

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| Classification ISCED | 0611 Computer use |

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| Available grade | Competent / Not yet competent |

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| Modification history | N/A |

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| **Competency Unit** | **Performance Criteria** | **Knowledge and Understanding** |
| **L1: Edit and Scan Photo** | **Trainee will be able to:**  **P1.** Demonstrate use of different editing tools and techniques available for photos in editing software.  **P2.** Apply visual effects such as filters to a photo for enhancement.  **P3.** Merge different photos to create a single image.  **P4.** Scan and use digital photos. | **Trainee will be able to :**  **K1.** Sort out different colour correction techniques.  **K2.** Indicate different adjustments in brightness, contrast, colour tint, colour saturation of the image as a whole or a portion.  **K3.** Define sharpening, retouching, removing dust specks and scratches techniques.  **K4.** Experience the use of visual effects.  **K5.** Define transformation and styles.  **K6.** Correct lens aberrations (barrel and pincushion), chromatic aberrations and light falloff in wide angle lens.  **K7.** Adjust the geometry by crop, rotate, correct perspective, and distortion.  **K8.** Explain photo enhancement/ manipulation through the |

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|  |  | use of filters.  **K9.** Find out how two or more photos can be merged together to form one photo.  **K10.** Import photos through scanning device into a layout. |
| **L2: Create Layout** | **Trainee will be able to:**  **P1.** Sense the balance and alignment of objects in a layout on canvas.  **P2.** Use typography to create graphics/ objects.  **P3.** Present an effective layout to allow better communication of complex information to the viewer. | **Trainee will be able to :**  **K1.** Draw objects (media elements, graphics, graphs, tables, diagrams, etc.) on canvas.  **K2.** Fill in colours, effects, and other required enhancement techniques into objects. |