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| Title | **Familiarisation with terminologies and tools** | | |
| Level | **3** | **Credits** | **20** |

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| Purpose | These competency standards will ensure that the trainee will be competent in developing general knowledge, skills and understanding of the basics of creating art work. This module also provides training of graphics software. |

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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 |
| **A1**: Learn to use the elements of design. | **P1**. Select respective elements of designs, all designs will contain most if not all the elements  **P2**. Produce designs concept for any given product or service appropriately | **K1**. Understand the elements of design and their application in different pattern  **K2**. Get to know color theory and composition  **K3:** Get to know categories of Shapes in a painting automatically create a negative shape.  **K4:** Understand direction of lines, which can be Horizontal, Vertical or Oblique; Horizontal suggests calmness, stability. Vertical gives a feeling of balance, formality and alertness. Oblique suggests movement and action.  **K5:** Understand the size relationship of the area occupied by one shape to that of another.  **K6:** Understand the texture can be physical (tactile) or visual.  **K7:** Get to know the value/ tone which is the lightness or darkness of a color. Identify Positive/negative space. |

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| **A2**: Build the concept of design. | **P1**. Use design principles (most of them if not all) to help make visual layout pleasing and interesting for a product or service | **K1**.Understand the design principles and the difference in a good or not good design |
| **A3**: understand the concept of perspective | **P1**: Use perspective to introduce the illusion of depth in an image  **P2**: Use perspective in a design to make the design appear real by altering of size, location of objects on a canvas  **P3**: Use perspective to draw attention to certain objects of interest or concept | **K1**: Perspective is a learned meaning of the relationship between different objects seen in space. E.g. Is the dark rectangle in front of a circle.  **K2**: Perspective is created through the arrangement of objects in two-dimensional space to look like they appear in real life.  **K3**: Perspective can be used to draw the audience into a visual.  **K4**: Perception can be achieved through the use of relative sizes of objects, overlapping objects, and blurring or sharpening objects |
| **A4**: Understand the color theory and its relevance in design | **P1**: Check how to change the hue or saturation of a color can evoke a completely different feeling  **P2**: Interpret importance of certain colors with respect to culture and mood depiction  **P3**: Use appropriate color combination  **P4**: Select and apply relevant color scheme and theme | **K1**: Understand how color in a design is very subjective.  **K2**: Get Knowledge of colors, Warm colors includes red, orange, yellow warm colors reflect passion, happiness, and energy. |

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|  | **P5**: Apply appropriate color for the job of printing |  |
| **A5**: Learn the typography | **P1**: Choose appropriate fonts relating or reflecting the design concept  **P2**: choose the figure of Typeface | **K1**: Typography Anatomy, the expression of different fonts, their families and its use in design graphics  **K2**: The choice of typeface and how you make it work with the layout, grid, color scheme, design theme |
| **A6**: Learn the tools for the graphics, audio, and video creations | **P1**: make use of graphics development software **P2**: make use of sound editing software **P3**:Study and make use of video | **K1**: Understand and learn the use of tools in Adobe Photoshop for creating and editing images, graphics, and pictures.  **K2**: Understand and learn the use of tools in Adobe Illustrator for creating and editing type, and text.  **K3**: Understand and learn the use of tools in Adobe Premiere for creating and editing videos  **K4**: Understand and learn the use of tools in Adobe After Effects for creating videos in 3D view  **K5**: Understand and learn the use of tools in Sound Forge for editing and creating audio files  **K6**: Introduction to tools in Corel Draw and Final Cut Pro. |