

ESKIDIS1 (SQA Unit Code - F9C7 04)

Design and imaging software



Overview

This is the ability to use a software application designed to create, modify and layout artwork or images for display in print or on a screen (eg vector graphics for design and drawing; raster graphics for photo manipulation or illustration).

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Performance criteria

You must be able to:

Obtain, insert and combine information for designs or images

- P1. Obtain, input and **prepare images** to meet needs
- P2. **Combine information** of different types or from different sources for designs or images
- P3. **Store and retrieve** files effectively, in line with local guidelines and conventions where available

You must be able to:

Use design and imaging software tools to create, manipulate and edit designs or images

- P4. Use suitable tools and techniques to **create drawings or images**
- P5. Use appropriate tools and techniques to **manipulate and edit** designs or images
- P6. **Check designs or images** meets needs, using IT tools and making corrections as necessary

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Knowledge and understanding

You need to know and understand:

Obtain, insert and combine information for designs or images

- K1. Identify what **designs or images** are needed
- K2. Identify what generic **copyright and other constraints** apply to the use of images
- K3. Identify what **context the designs or images** will be used in
- K4. Identify which **file format** to use for saving and exchanging designs or images

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Additional Information

Scope/range

A foundation user can use basic design and imaging software tools and techniques appropriately to produce straightforward or routine designs and images. Any aspect that is unfamiliar will require support and advice from others.

Design and imaging software tools and techniques will be defined as 'basic' because:

1. the range of inputting, manipulation and outputting techniques will be straightforward or routine;
2. the software tools and functions involved will be predefined or commonly used;
3. the type and structure of the task will be predetermined or familiar.

Example contexts: simple shapes, text and arrows, clip art or a picture from a digital camera for a presentation slide.

Examples of Content

The examples given are indicative of the learning content at each level and are not intended to form a prescriptive list for the purpose of assessment

Obtain, insert and combine information for designs or images

Designs or images: Designs or Will vary according to the task for example: photos from a digital camera, scanned images, graphic elements, drawings, clip art

Prepare images: Size, crop and position

Copyright constraints: Effect of copyright law (eg on use of other people's images), acknowledgment of sources, permissions

Combine information: Insert, size, position, wrap, order, group

Context for designs and images: Contexts will vary according to the software and task, for example: on screen display, publishing on a web site, hard copy print out, digital file

File formats for designs and images: Will vary according to the content, proprietary and open source formats

Store and retrieve: Save, save as, find, open, close; Views: thumbnail, gallery

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Use design and imaging software tools to create, manipulate and edit designs or images

Create designs and images: Draw basic shapes, change properties (eg line width and fill colour), download digital photos from a camera, scan and resize images, add text and other elements (eg lines, boxes and arrows)

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Developed by e-skills UK

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Validity Current

Status Original

Originating organisation e-skills UK SSC

Original URN ESKIDIS1

Relevant occupations Application Support; ICT for users; Information and Communication Technology

Suite IT Users 6.2

Key words IT User, ICT, Information Technology, ITQ, Productivity