



National Unit specification: general information

Unit title: Creative Printmaking with Photography: Digital Artwork
(SCQF level 6)

Unit code: FP9E 12

Superclass: KH

Publication date: September 2011

Source: Scottish Qualifications Authority

Version: 02

Summary

The purpose of this Unit is to provide candidates with the knowledge, understanding and skills to create digital artwork using vector and bitmap applications and output finished digital artwork. Candidates will conduct research to a brief, use vector and bitmap graphics applications to create artwork to the brief, then output the final artwork. This will be compared against given quality parameters.

This Unit is suitable for candidates who wish to follow a printmaking programme of Units or work in a related industry. It is aimed at school leavers and adult returners.

This is an optional Unit within the National Certificate in Creative Printing with Photography at SCQF level 6. It can also be taken as a freestanding Unit.

Outcomes

- 1 Describe the main functions of bitmap and vector applications.
- 2 Generate and output finished digital artwork utilising bitmap and vector applications.
- 3 Describe the quality factors for finished digital artwork to be used for output by printmaking.

Recommended entry

While access is at the discretion of the centre, it is envisaged that candidates may have progressed from a foundation level course in print related and/or photography related disciplines.

National Unit specification: general information (cont)

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Credit points and level

1 National Unit credit at SCQF level 6: (6 SCQF credit points at SCQF level 6*)

**SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from Access 1 to Doctorates.*

Core Skills

Achievement of this Unit gives automatic certification of the following Core Skills component:

- ◆ Critical Thinking at SCQF level 5

There are also opportunities to develop aspects of Core Skills which are highlighted in the Support Notes of this Unit specification.

National Unit specification: statement of standards

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Acceptable performance in this Unit will be the satisfactory achievement of the standards set out in this part of the Unit specification. All sections of the statement of standards are mandatory and cannot be altered without reference to SQA.

Outcome 1

Describe the main functions of bitmap and vector applications.

Performance Criteria

- (a) Describe the main functions and applications of vector graphics package.
- (b) Describe the main functions and applications of a bitmap graphic package.

Outcome 2

Generate and output finished digital artwork utilising bitmap and vector applications.

Performance Criteria

- (a) Create digital artwork according to a given brief.
- (b) Select output methods according to given brief.
- (c) Output artwork according to given brief.

Outcome 3

Describe the quality factors for finished digital artwork for output by printmaking.

Performance Criteria

- (a) Compare quality of end product against given parameters.
- (b) Present findings covering all of the given quality parameters.

National Unit specification: statement of standards (cont)

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Evidence Requirements for this Unit

Evidence is required to demonstrate that the candidates have achieved all of the Outcomes and Performance Criteria.

Outcome 1 — Written and/or oral recorded evidence or annotated visual

Evidence must be provided to show the candidate has an understanding of the following:

- ◆ the difference between vector and bitmap graphics software packages to include: mathematical description of an image object, pixels, bit depth, file formats, resolution, compression, scaling
- ◆ applications for vector and bitmap graphics: quality, size, composition, content
- ◆ basic editing toolset of a vector graphics package: paths, shapes, transforms, colour application
- ◆ basic editing toolset of a bitmap graphics package: colour and tonal adjustment, retouching, brushes, layers, transforms
- ◆ output requirements for bitmap and vector graphics final artwork: scale, bleed, colour

The assessment will be carried out under closed-book conditions.

Outcome 2 — Performance evidence

Candidates are required to generate and output a final piece of finished artwork using vector and bitmap applications. The candidate will analyse and interpret a tutor-supplied brief. Evidence must be provided to demonstrate that the candidate can:

- ◆ analyse and interpret the given brief
- ◆ research and identify suitable content elements for the artwork in accordance with the brief
- ◆ create at least two hand-produced development scamps in accordance with the brief
- ◆ create a single piece of artwork based on development work utilizing bitmap and vector applications to an acceptable standard
- ◆ use colour effectively
- ◆ organise electronic data and assets effectively using appropriate file management and naming conventions
- ◆ output the final artwork to a suitable output device in accordance with the brief and to an acceptable standard

Evidence should be gathered in the form of a portfolio containing research materials, at least two developmental scamps, screen grabs of folders and files, and the final output artwork. The assessment will be carried out under open-book conditions. The assessor must be able to confirm that evidence submitted is the candidate's own work.

National Unit specification: statement of standards (cont)

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Outcome 3 — Written and/or oral recorded evidence

Evidence must be provided to show that the candidate has compared the quality of the end product accurately against given parameters and has presented findings which cover all the quality parameters.

Evidence must include:

- ◆ a description of the quality of the artwork output which covers the prescribed technical quality at each production stage

Candidates will compare their work produced in Outcome 2 with examples supplied by the teacher/lecturer. This assessment will be carried out under open-book supervised conditions.

National Unit specification: support notes

Unit title: Creative Printmaking with Photography: Digital Artwork (SCQF level 6)

This part of the Unit specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 40 hours.

Guidance on the content and context for this Unit

This Unit is aligned to the following National Occupational Standard (NOS) Units:

Proskills

- Unit 120 Plan work to meet production requirements
- Unit 123 Capture images from specific sources
- Unit 127 Plan and produce edited images
- Unit 128 Produce approved proofs from digital artwork

Creative and cultural skills

- Unit CR4 Research ideas for craft work and work practice
- Unit CR9 Produce a drawing or sketch, working stages or roughs, sample, model or prototype of craft

This Unit is primarily intended to develop the candidate's awareness of the differences between bitmap and vector graphics, and their applications in producing artwork for print. Candidates will have the opportunity to create and output artwork, using current software packages and techniques, and describe their work in terms of to a commercially acceptable standard.

On completion of the Unit, candidates will enhance their IT skills, and have the knowledge, understanding and skills to and create digital artwork using vector and bitmap applications and output finished digital artwork.

This Unit is suitable for candidates who:

- ◆ follow a printmaking program of units
- ◆ work in a related industry
- ◆ are school leavers
- ◆ are adult returners

This is an optional Unit within the National Certificate in Creative Printmaking with Photography at SCQF level 6. It can also be taken as a freestanding Unit.

National Unit specification: support notes (cont)

Unit title: Creative Printmaking with Photography: Digital Artwork (SCQF level 6)

In Outcome 1, candidates are asked to describe the functions and applications of both vector and bitmap graphics packages. The range of functions and applications are detailed below.

- ◆ The difference between vector and bitmap graphics software packages: mathematical description of an image object, pixels, bit depth, file formats, resolution, compression, scaling.
- ◆ Applications for vector and bitmap graphics: quality, size, composition, content.
- ◆ Basic editing toolset of a vector graphics package: paths, shapes, transforms, colour application.
- ◆ Basic editing toolset of a bitmap graphics package: colour and tonal adjustment, retouching, brushes, layers, transforms.
- ◆ Output requirements for bitmap and vector graphics final artwork: scale, bleed, colour.

For Outcome 2 it is anticipated that tutor guidance will be necessary regarding the choice of subject undertaken by the candidate.

Suitable content elements for the artwork may include work the candidate has completed in other Units, particularly Art & Design, Printmaking or Photography based Units.

Colour use should be tackled on technical and aesthetic grounds — candidates should be made aware of the output method which will inform the technical aspects of colour, and should also be encouraged to research colour theory and use in art & design.

Candidates should carry out all work to an acceptable industry standard.

In Outcome 3, candidates could compare their work produced in Outcome 2 with examples supplied by the tutor. There could be opportunities for group work in this Outcome.

Guidance on learning and teaching approaches for this Unit

Candidates have the opportunity to integrate work produced in other Units (Art & Design/ Printmaking/Photography) with the artwork they produce in this Unit.

Practical activities could be tutor-led in that all equipment, techniques and processes should be explained, demonstrated and understood before commencement of activities. Printed examples of vector and bitmap final artwork could be shown to candidates. Demonstrations should be clear and logically sequenced to ensure candidates understand each process before proceeding to the next.

The functions of the applications could be demonstrated throughout delivery of the Unit. Printed and digital examples of vector and bitmap final artwork could be shown to candidates.

Outcome 1 provides the underpinning knowledge required to complete the unit and so should be delivered concurrently with Outcome 2, and assessed early in the delivery. Outcome 3 requires a description of the quality of the completed product evidence from Outcome 2, so should be delivered after the completion of both Outcomes 1 and 2.

Centres are encouraged to use up-to-date features and techniques of the software and hardware.

National Unit specification: support notes (cont)

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Guidance on approaches to assessment for this Unit

Outcome 1

This Outcome could be assessed by means of a questioning method such as restricted response/short answer questions. Candidates will be gaining this knowledge through lectures and practical demonstrations/exercises. It is recommended that this Outcome be delivered concurrently with Outcome 2.

Outcome 2

This Outcome will be assessed by means of a practical project.

The candidates will analyse a brief and should be encouraged to research the subject. It is anticipated that teacher/lecturer guidance will be necessary regarding the choice of subject undertaken by the candidate.

Candidates have the option of identifying pre-existing content as a starting point to base their artwork on, or create their own suitable content.

Candidates should prepare at least two hand-produced scamps of their ideas and develop these to the final design.

Using vector and bitmap applications, candidates will create their digital artwork based on their final design scamps. They should be encouraged to explore the creative possibilities offered by the graphics packages and manage all digital assets effectively. All files should be prepared in the manner appropriate to the output method.

The final artwork should be output to a suitable output device.

Evidence should be gathered in the form of a portfolio containing research materials, developmental scamps, and the final output artwork.

Outcome 3

This Outcome could be assessed by means of a short report or proformas. Areas covered in the submission should include the following:

- ◆ the final artwork meets the requirements of the brief
- ◆ the final artwork meets the requirements of the specification
- ◆ all stages of production have been performed to a commercially acceptable standard

Candidates could discuss their work with colleagues in groups.

Evidence could be gathered in the form of an oral or written report.

National Unit specification: support notes (cont)

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Opportunities for the use of e-assessment

E-assessment may be appropriate for some assessments in this Unit. By e-assessment we mean assessment which is supported by Information and Communication Technology (ICT), such as e-testing or the use of e-portfolios or e-checklists. Centres which wish to use e-assessment must ensure that the national standard is applied to all candidate evidence and that conditions of assessment as specified in the Evidence Requirements are met, regardless of the mode of gathering evidence. Further advice is available in *SQA Guidelines on Online Assessment for Further Education (AA1641, March 2003)*, *SQA Guidelines on e-assessment for Schools (BD2625, June 2005)*.

Opportunities for developing Core Skills

In this Unit candidates will conduct research to a brief, use vector and bitmap graphics applications to create artwork to the brief, then output the final artwork. This will be compared against given quality parameters.

Candidates will describe the main functions of bitmap and vector applications, create digital artwork, select output methods and output artwork according to given brief. They will compare quality of end product against given parameters and present findings covering all of the given quality parameters

As candidates are doing this Unit they will be developing aspects of the core skills in *ICT, Communication, Numeracy, Problem Solving and Working with Others*.

Disabled candidates and/or those with additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering whether any reasonable adjustments may be required. Further advice can be found on our website www.sqa.org.uk/assessmentarrangements

History of changes to Unit

Version	Description of change	Date
02	Core Skills Component Critical Thinking at SCQF level 5 embedded.	29/09/2011

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