

Higher National Unit Specification

General information for centres

Unit title: Reverse Image Graphics

Unit code: F03M 34

Unit purpose: On completion of the Unit the candidate should be able to design and apply two-dimensional Reverse Image Graphics and Logos to clear substrates. It prepares candidates for a role in industry by giving them the underpinning knowledge and skills needed to take up a supporting team role in the sign or graphics industry.

On completion of the Unit candidates should be able to:

- 1 Produce working drawings from a supplied specification.
- 2 Develop graphics for the supplied specification.
- 3 Apply reverse vinyl graphics to clear substrates appropriate to the supplied specification.

Credit points and level: 1 HN Credit at SCQF level 7: (8 SCQF credit points at SCQF level 7*).

**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.*

Recommended prior knowledge and skills: Access is at the discretion of the centre; however, it is advisable that candidates should have an appreciation of a signmaking environment either through a craft level signmaking course or through relevant work experience.

Core Skills: There are opportunities to develop the Core Skills of IT and Problem Solving at SCQF level 6, Numeracy and Working with Others SCQF level 5 in this Unit, although there is no automatic certification of Core Skills or Core Skills components.

Context for delivery: If this Unit is delivered as part of a Group Award, it is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes.

Assessment: The Unit could be assessed by a single practical task to meet supplied information which would involve the candidate designing alternative solutions and applying the chosen design to clear substrates. Alternatively it would be possible to break this assessment down into three separate assessment events one for each Outcome. The assessment should be carried out under supervised conditions as it will be conducted in a workshop situation.

Higher National Unit specification: statement of standards

Unit title: Reverse Image Graphics

Unit code: F03M 34

The sections of the Unit stating the Outcomes, knowledge and/or skills, and evidence requirements are mandatory.

Where evidence for Outcomes is assessed on a sample basis, the whole of the content listed in the knowledge and/or skills section must be taught and available for assessment. Candidates should not know in advance the items on which they will be assessed and different items should be sampled on each assessment occasion.

Outcome 1

Produce working drawings from a supplied specification

Knowledge and skills

- ◆ Types of fonts
- ◆ Types of presentation visuals
- ◆ scale drawings with magnified views
- ◆ Use of IT to produce visuals
- ◆ Design brief

Evidence requirements

Candidates will need to provide evidence to demonstrate their knowledge and skills by showing that they can:

- ◆ Interpret a supplied specification
- ◆ Choose types of font for corporate and organisation use which meet the supplied specification
- ◆ Use computer application packages to produce visuals accurately to the scale and size requested
- ◆ Critically analyse and choose designs for further development

Candidates should produce three working drawings showing alternative designs

Assessment guidelines

Outcomes 1 and 2 could be assessed holistically. The three working drawings produced by candidates could form the basis of the assessment for Outcome 2. Critical analysis could be evidenced by oral or written questioning or annotations to drawings.

Higher National Unit specification: statement of standards(cont)

Unit title: Reverse Image Graphics

Unit code: F03M 34

Outcome 2

Develop graphics for the supplied specification

Knowledge and skills

- ◆ Colour selection for corporate and organisation use
- ◆ Decorative treatments to fonts and substrates in the following formats
- ◆ Colour presentation visuals
- ◆ Types of vinyl

Evidence requirements

The candidate will need to provide evidence to demonstrate their knowledge and skills by showing that they can:

- ◆ Produce two full coloured scaled visuals and a coloured magnified view which should be accurate and drawn to size to match the chosen design.
- ◆ Include information on fonts, suggested colours, and types of vinyl.
- ◆ Select four decorative treatments which enhance the chosen design.

Assessment guidelines

The candidates could select one of the design proposals developed from Outcome1 and could develop this to produce a series of possible developed design solutions. Scale drawings and an enlargement could be produced which incorporated different colourways and suggested vinyls, decorative treatments and fonts.

Higher National Unit specification: statement of standards (cont)

Unit title: Reverse Image Graphics

Outcome 3

Apply reverse vinyl graphics to clear substrates appropriate to the supplied specification

Knowledge and skills

- ◆ Preparation of substrates
- ◆ Wet and dry application techniques
- ◆ Application of vinyl graphics and materials
- ◆ Methods of control for application defects
- ◆ Health & safety issues

Evidence Requirements

Candidates will need to provide evidence to demonstrate their knowledge and skills by showing they can apply 2D reverse image graphics to a clear substrate. The 2D graphic should be blemish free, accurately aligned with minimum wastage to materials and application should include correct preparation of substrates.

A tutor observation checklist should be completed to ensure that all reasonable pre-planning had taken place and that precautions to minimise errors had been followed.

Candidates should demonstrate safe working practice throughout.

Assessment guidelines

Candidates could produce one of the designs developed in Outcomes 1 and 2 and would apply the chosen graphic to clear substrates ensuring that the requirements of the given brief were met.

Administrative Information

Unit code: F03M 34
Unit title: Reverse Image Graphics
Superclass category: JB
Original date of publication: August 2006
Version: 01

History of Changes:

Version	Description of change	Date

Source: SQA

© Scottish Qualifications Authority 2006

This publication may be reproduced in whole or in part for educational purposes provided that no profit is derived from reproduction and that, if reproduced in part, the source is acknowledged.

SQA acknowledges the valuable contribution that Scotland's colleges have made to the development of Higher National qualifications.

Additional copies of this Unit specification can be purchased from the Scottish Qualifications Authority. Please contact the Customer Contact Centre for further details, telephone 0845 279 1000.

Higher National Unit specification: support notes

Unit title: Reserve Image Graphics

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

The Unit is primarily intended to prepare candidates for a supporting role within a signwork/graphics company. This unit is an optional unit included in the framework of the HNC Sign Design and Graphics Group Award. It would also be suitable for those who have relevant work experience and wish to progress to self employment. Candidates who do have work related experience could be encouraged to share their knowledge with other candidates.

Candidates will require time to practice the various techniques involved in application of reverse graphics and appreciate its relevance to the occupational area concerned.

Candidates should be encouraged to create a portfolio of samples of fonts and decorative treatments such as:

- Reverse cut (positive)
- Reverse cut (negative)
- Reverse cut + outline
- Reverse cut + multi-outline
- Reverse cut + shadow
- Reverse cut + partial shadow
- Reverse cut incised type letters
- Decorative borders

Decorative borders for substrates should also be included. Samples of types of vinyls used for reverse graphics could be included eg cast, metallic, etch, decorative. Traditional reverse decorative techniques of grit blasting, glue chipping, gilding, and painting could also be introduced.

Outcome 3 deals with the application methods of 2D Reverse Image Graphics to clear substrates. It should be stressed to candidates that cleanliness of surfaces is crucial before application of vinyl. Both wet and dry application techniques should be practiced before assessment and time-scales for application should be rehearsed.

Guidance on the delivery and assessment of this Unit

Assessment could be by one practical assessment, which should contain numerical and graphical representation of supplied information, coloured decorative graphics, correct tools and application techniques used, and realistic achievable time scales.

Outcome 1 tests the interpretation of supplied information for 2D Reverse Image Graphics. This information would be supplied by the lecturer or real client and from this information, thumbnail sketches could be produced showing types of font, decorative border etc., that help to create a design fit for purpose. Secondary scale drawings, and one magnified view should be produced using sign graphics based software or computer aided draughting.

Higher National Unit specification: support notes (cont)

Unit title: Reserve Image Graphics

The candidate will need to provide evidence to demonstrate their knowledge and skills by showing that they can interpret a given brief and they can produce three working drawings which match the given brief in terms of types of fonts, types of visuals, scaled visuals and a magnified view should be produced accurately and drawn to size requested.

Three alternative design visuals — two full colour secondary scale visuals and a coloured, magnified view should be produced. Visuals should include information on a variety of fonts, a variety of suggested colours, types of vinyls and four decorative treatments.

The candidates could be given a design brief for a shop window and could be asked to produce a selection of three possible design solutions to meet the brief. Scale drawings and an enlargement should be produced.

Candidates will need to provide evidence to demonstrate their knowledge and skills by showing they can apply 2D Reverse Image Graphics to a clear substrate and to a visually acceptable standard. The 2D graphic should be blemish free, accurately aligned with minimum wastage to materials and correct preparation of substrates.

An observation checklist should be completed to ensure that all reasonable pre-planning had taken place and that precautions to minimise errors had been followed.

Candidates could produce one of the designs developed in Outcomes 1 and 2 and would apply the chosen graphic to clear substrates ensuring that the requirements of the given brief were met.

Opportunities for developing Core Skills

When undertaking the Unit candidates may work as a group, especially where larger surfaces are being covered. Throughout this process they will learn how to analyse activities and identify their own strengths and weaknesses. While tasks initially will be allocated to those most able to carry them out efficiently, in this Unit co-operative working will mean significant learning will take place in the group.

Within the Unit there will be aspects of numeracy as the graphics and vinyls have to be measured and translated on to the panels being worked on. Additionally IT will be used extensively to produce visuals and to print the final vinyl material. Candidates would usually use specific dedicated sign software to create this visual. Candidates may also choose to use graphic images, which could be taken by the candidate themselves or retrieved from the internet or other sources.

Problem solving skills will be developed in all Outcomes. In Outcomes 1 and 2 candidates will be designing to meet the supplied information and providing appropriate design solutions. In Outcome 3, candidates will be planning and organising a complex task which will involve developing a plan of action, identifying and obtaining the resources required and carrying out the task. Reviewing and evaluating is also undertaken particularly in Outcome 3 and the candidate as required undertakes any alterations to the process of applying vinyls.

Higher National Unit specification: support notes (cont)

Unit title: Reserve Image Graphics

Open learning

This Unit is not suitable for delivery by distance learning because of the special equipment used to complete the assessment. Also the practice needed for the application of vinyl needs to be under supervised controlled instruction.

Candidates with disabilities and/or additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments or considering alternative Outcomes for Units. For information on these, please refer to the SQA document *Guidance on Alternative Assessment Arrangements for Candidates with Disabilities and/or Additional Support Needs*, which is available on SQA's website: www.sqa.org.uk.

General information for candidates

Unit title: Reverse Image Graphics

This Unit is designed to enable you to recognise the main issues involved in the application of Reverse Image Graphics. It is primarily intended to prepare you for a supporting role in the Sign Graphics Industry.

The Unit has three main areas, each the subject of a separate outcome. To begin with in Outcome 1 you will produce preliminary working drawings to a supplied specification including font styles, background effects and decoration, shadows, outlines etc.

Outcome 2 deals with recommendations of colours, use of company logos, colours for fonts, substrates, and production of colour visuals as a development of the design. You may use computer-based systems to generate drawings.

In Outcome 3 you will gain experience in the use of computer-based systems, preparation of substrates, correct use of tools and application techniques of applying reverse vinyl graphics to clear substrates, and you will be shown how to deal with faults during and after application.

When you are being assessed you will develop ideas and working drawings in Outcome 1, and further develop these ideas in Outcome 2. In Outcome 3 you will take one of these visuals and produce a reverse vinyl graphic and apply them to glass or clear perspex.