

Note-Taking Guide

102.01 Explain design concepts used to create digital graphics.

Elements of Design	
Color	
Complementary Colors	
Hue	
Saturation	
Brightness	
Line	

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Shape	
Texture	
Principles of Design	
Proportion	
Balance	
Rhythm	
Emphasis	

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Unity/Harmony	
Digital Graphics	
Bitmap Graphics	
Vector Graphics	
Resolution	
Color Modes	
Color Depth	

Note-Taking Guide**102.02 Describe digital graphics production methods.**

Pre-Production	
Hardware Needs	
Software Needs	
Production	
Design Comps	
Proof Preview	

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102.02 Describe digital graphics production methods.

Optimize Graphic	
.JPEG	
.GIF	
.PNG	
.TIFF	
.TGA	
.PSD	

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102.03 Compare and contrast digital graphics tools and their uses.

Destructive vs. Non-Destructive Editing	
Retouching	
Adjusting Levels	
Exposure	
Sharpness	
Contrast	
Smart Object	
Cropping	

Note-Taking Guide**102.03 Compare and contrast digital graphics tools and their uses.**

Scaling	
Layering	
Selection	
Feathering/Blending	
Grids and Rulers	
Gradient	
Filters	
Layer Styles	

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102.03 Compare and contrast digital graphics tools and their uses.

Visual Hierarchy	
Alignment	
White Space	
Color Correction	
Color Profile	
Color Gamut	
Dithering	

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102.04 Utilize appropriate tools and methods to produce digital graphics.

Fill and Stroke	
Patterns	
Stacking Order	
Free Transform	
Shear	
Straighten Tool	
Selection Tools	

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102.04 Utilize appropriate tools and methods to produce digital graphics.

Marquee	
Lasso	
Other Selection Tools	
Image Trace	
Spot Healing Brush Options	
Brush Tool	
Pen Tool	

Note-Taking Guide**102.04 Utilize appropriate tools and methods to produce digital graphics.**

Anchor Point	
Arc Tool	
Spiral	
Paths	
Area Type	
Point Type	
Type on a Path	