

ECCC SYLLABUS

MODULE: **CS M2** COMPUTER GRAPHICS

LEVEL: BASIC (A)

	COMPETENCE GROPUP	COMPETENCE WITHIN ECCC STANDRADS
1.	Theory of computer graphics	 Basic concepts and issues related to computer graphics. Types and characteristics of computer graphics. Models of color space, RGB, CMYK.
2.	Creating and editing raster images	 Basic operations on files and associated with the transformation of the image. Adjusting the interface and workspace related to views and navigation. Creating basic selections, addition and subtraction of selections. Basic operations on layers and setting their parameters. Correction of color image: the color and saturation, brightness and contrast, desaturation, color balance, using levels. Painting and retouching the image: brush tool, eraser, the filling
		image and selections. 2.7. Creating simple shapes, inserting and editing text.
3.	Creating and editing vector images	 3.1. Basic operations on files and controlling documents: size, orientation, measurement units. 3.2. Adjusting the interface and workspace associated with pallets, navigation and use of toolbox. 3.3. Working with vector objects: drawing simple shapes, fillings objects, selecting, moving, copying and position transformation. 3.4. Entering and editing texts: the types of texts and tools.
4.	Preparing images for publication on the screen	4.1. Use of color profile and resolution adequate to the publication on the screen.4.2. Publication of the image on the web: file formats, transparencies.
5.	Printout from the printer and preparation graphics for print	 5.1. Terminology associated with printing. 5.2. Use of color profile and resolution adequate to publication on the printed image. 5.3. Printing images using the printer: print preview and setting (paper size and orientation of the print).
6.	Batch processing - automation of imaging	6.1. Automatic conversion of the size of multiple images.6.2. Automatic conversion of size, change the names of multiple images and setting the compression ratio.