UNIT 54 – Digital Graphics – Checklist

Evidence needed in the table below.

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| Range | Evidence / Screen-shot / Explanation |
| Work area | The work area is the place where I can got to look in real time to what I am creating. I obviously used this otherwise how would I have created what I have done. The work area on my computer screen is smaller than average as I have a problem with the fact that the screen is small so everything is been placed closer, so I do sometimes change the tools and boxes so that I can work with them better, this means I have a less track movement around. |
| Toolbox | The toolbox looks different on mine as It is smaller and wider than normal, but it is still normal as in the fact that I can go to it to select a tool and to get the switch between them. A tool box is just self-explanatory. |
| Status bar | I don’t really know what the status bar is, so I probably didn’t even use it anyway. |
| File information | I made sure that the file information was correct and this is to make sure that if I needed to find out anything, like the size and the shape of things then I could do so without any problems. |
| Tool option bar | I did use the tool option bar throughout to change the tools to the other options if I needed a different version of that tool. This tool selection tab can be selected by right clicking on it or clicking on the small black triangle to select the other variation of that tool. |
| Palette well; | The colour palette is the section where I can change the colours around to get the desired colour I can use this to get some unique colours that I will use to make the whole thing colourful as this is something that I like about Photoshop it is that I can make lots of colours with them all going together. |
| Floating palettes | The floating palettes are the tools and the different functions that are above the top, they are what you can move around to make space for something, and this is something that also helped me out as it did make the movement easier. |
| Save | I used the save or saving feature a lot, as when I was happy with something that I liked I saved it so I did not lose it. I did this about every 10 mins as I did not want my computer to crash or close down without having a backup over wise I would have to go back to the start. I mainly used the shortcut, Ctrl + S as it was just more convenient to do so. |
| Undo | If I needed to undo something then I did the Ctrl + Z and this then took me back one-step, I could not do it more than once, as it would then revert it again. Therefore, I did use the history tab to select when I want to go to, this meant I can go to when I want up to when I opened the document, it also does not overwrite it when I saved it. |
| **Palettes** (colour, layers, objects, brushes, history, actions, size, resolution); | I used pallets a lot throughout as I was changing the colours, I did do some work with the colour gradients this was quite easy to use, but I just had to get the colours to work the way that I wanted them to do. I then with the layers grouped them together at the end so that it was not a mess; this was also helpful when wanting to stroke something that needed the outline and not the middle. I used the history tool a lot if I needed to go back more than one-step at a time. I then used the resolution button at the start and end to make sure that I had the best quality images and graphics, as I needed them for this unit. I did not really go into the brushes as this task meant that I just did not need to use them. All of the sizes were to the exact size of the one I measured out myself. " used pallets a lot throughout as " was changing the colours, " played around with the colour gradients this was uite easy to use. " then with thelayers grouped them together at the end so that it wasn0t a mess. " used the history tool a lot if " needed to go bac- more than one step at a time. " then used the resolution button at the start and end to ma-e sure that " had the best uality image" used pallets a lot throughout as " was changing the colours, " played around with the colour gradients this was uite easy to use. " then with thelayers grouped them together at the end so that it wasn0t a mess. " used the history tool a lot if " needed to go bac- more than one step at a time. " then used the resolution button at the start and end to ma-e sure that " had the best uality image |
| **Tools** (marquee, lasso, magic wand, magnetic lasso, selecting, cropping, clone tool); | In terms of using the different tools I did use a few of these as that some other ones just were not necessary for this task. I used the crop, selection and clone tool for this assignment as this is they all needed it. I used the crop tool to crop down the about of background there was on the logo. I used the clone tool to duplicate and to copy the different boxes and triangles to move them about for the name. I then also used the selection tool too obviously to select something that I want to change. |
| **Layers** (transforming layers, copying and saving layers, arranging layers, opacity and blending modes, layer effects) | The layer section was great and helpful, this meant that I could add new layers and delete any layers I do not like, or are just pointless. At the end of my project, I flattened them; this meant that it was space effective. After this, I saved it as it had been flattened so that it still remembered that it had been flattened. I made sure that I grouped some of the really big shape heavy bits about my graphics. The opacity of some of the layers as the grids and the square ones where all placed on top of the background and then the opacity was changed to 9% and 20% as it was what just made it look good. |
| **Manipulation** (feathering edges, filters, brightness and contrast, hue and saturation, masks, paths, textures, effects); | Sometimes I added a brightness filter, this made it look brighter if it was dark. I did this to my logo, after it looked fine, this made it look like a better quality. I also made my images transparent this means I can put it onto anything, there will not be a white box around it, and this will not look bad. I did sometimes feather the edges as it meant it will not that much stand out, but this can be changed. Other than that I just didn’t use any else but in the future I can expand and work on implementing these into my project. |