Specification of Competency Standards
for the Printing and Publishing Industry
Unit of Competency

1. Title	Understand computer graphics methods
2. Code	PPPRPE203A
3. Level	2
4. Credit	12
5. Competency	Performance Requirements

	5.1 Master basic simulation techniques for using graphics software	♦ Understand basic drawing functions of graphics software
		♦ Use layer functions of graphics software
		♦ Understand skills of handling and creating compound paths
		♦ Master skills for using mask
	5.2 Master use of graphics character tools of graphics software	♦ Master tint handling, colour code setting and colour defining
		♦ Understand use of graphics character functions of software for processing and effects
		♦ Master use of text and section properties
		♦ Use functions for creating type on path and area type handling
		♦ Able to handle and create text effects
	5.3 Master use of drawing tools of graphics software	♦ Create multi-colour gradient shapes
		♦ Understand how to insert image properly
		♦ Able to effect object distortion and multiple object duplication

	♦ Use graphics software to produce complex colour artwork ♦ Understand PDF properties and convert file into effective PDF
6. Range	Use graphics software for simple processing of graphics characters, tracing, drawing and related tasks according to specific requirements in prepress department.
7. Assessment Criteria	The integrated outcome requirements of this unit of competency are: (i) Able to use software and assist in drawing and other tasks according to specific requirements.
8.Remarks	The credit value of this unit of competency is based on the assumption that the learner has basic knowledge of computer graphics.