Level 2 Imaging software (DIS 7574-221)

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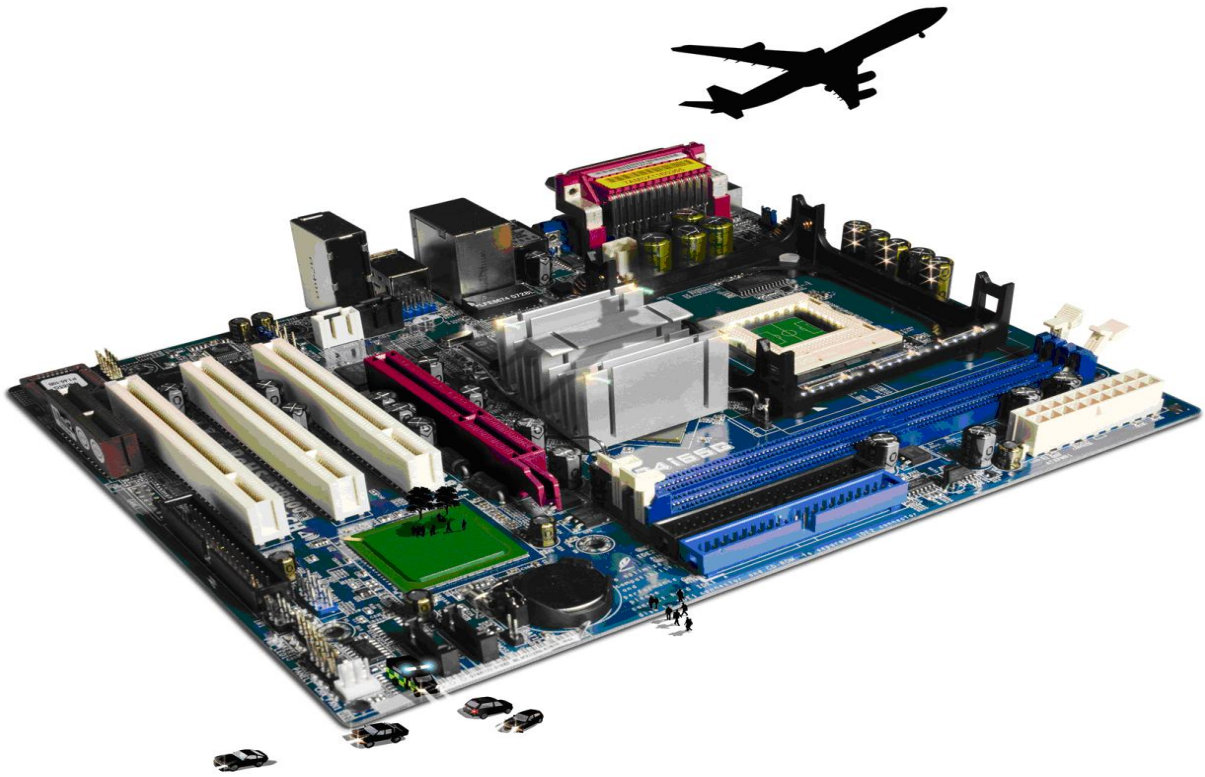
ITQ (QCF)
Assignment guide for Candidates
Assignment A

(This assignment can alternatively be used to demonstrate completion of 7574-220 Design software)



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(This assignment can alternatively be used to demonstrate completion of 7574-220 Design software).

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Level 2 Imaging software (DIS 7574-221)
Assignment A

(This assignment can alternatively be used to demonstrate completion of 7574-220 Design software).

Introduction – Information for Candidates

About this document

This assignment comprises all of the assessment for Level 2 Imaging software Unit (DIS 7574-221).

Health and safety

You are responsible for maintaining the safety of others as well as your own. You are asked to work safely at all times.

You will **not** be allowed to continue with an assignment if you compromise any of the Health and Safety requirements.

Time allowance

The recommended time allowance for this assignment is **two hours**.

Level 2 Imaging software (DIS 7574-221)
Candidate instructions

Time allowance: Two hours

The assignment:

This assignment is made up of **five** tasks

The assignment: A scenario is provided for candidates.

- Task A – File management
- Task B – Prepare images
- Task C – Manipulate and manage images
- Task D – Import and manipulate linked data
- Task E – Insert basic shapes and add text
- Task F – Underpinning knowledge questions

Scenario

Your local travel agent has asked you to help prepare images and a drawing for a poster, advertising an up and coming wildlife tour. They have provided you with a set of images to use in the poster.

Read all of the instructions carefully and complete the tasks in order given.

Task A – File management

1 Turn on (and if necessary) log into the computer.

2 Open the design and imaging software.

3 Create four folders in your work area called:

- Birds
- Animals
- Landscapes
- Poster

Place files provided in appropriate folders.

Continued over...

Task B – Prepare images

1 Open the image called **Sparrow and Coal tit** that is in your Birds.

2 Using a suitable tool select the sparrow.

3 Copy and paste the selected sparrow into a new canvas with a transparent background.

4 Save the image in .psd format with the name **Sparrow** in your **Poster** folder and close the image.

5 Open the image called **Coal tit**.

6 Using a suitable tool select the **Coal tit**.

7 Copy and paste the selected Coal tit into a new canvas with a transparent background.

8 Save the image in .psd format in your **Poster** folder with the same name and close the image.

9 Open the image called **Flamingo**.

10 Crop the image closely around the Flamingos (include their reflections).

11 Save the image in .psd format in your **Poster** folder called **Flamingo cropped**.

Task C – Manipulate and manage images

1 Open the image called **Landscape 1**.

2 Set guides to 1210 pixels from the left and 855 pixels from the top.

3 Open the image called **Sparrow.psd**.

4 Paste the image called **Sparrow** into **Landscape 1** on a new layer.

5 Name the new layer as **Sparrow**.

6 Close the image called **Sparrow** without saving.

7 Resize the height and width of the layer called **Sparrow** to 10% of the original size.

8 Position the top left corner of the layer called **Sparrow** to where the guides cross.

Continued over…

9 Open the image called **Coal tit** from your **Poster** folder.

10 Paste the image into the image called **Landscape 1** on a new layer.

11 Name the layer **Coal tit**.

12 Resize the height and width of the layer called **Coal tit** to 10% of the original size.

13 Using the guides position the top left corner of the layer called **Coal tit** to 1100 pixels from the left and 757 pixels from the top.

14 Open the image called **Otter** from your **Animals** folder.

15 Paste the image into the image called **Landscape 1** on a new layer.

16 Name the layer **Otter**.

17 Resize the height and width of the layer called **Otter** to 7% of the original size.

18 Using guides position the top left corner of the layer called **otter** in the image **Landscape 1** to an X axis of 160 and a Y axis of 1065 pixels.

19 Save the image in .psd format in your **Poster** folder with the name **Poster_1**.

Task D – Import and manipulate linked data

1 Place the image called **Flamingo cropped** into the image called **Poster_1** so it is a linked file.

2 Resize the layer to 8% of the original size.

3 Using guides position top left corner of the layer called **Flamingo cropped** in the poster: X axis 2500 and the Y axis 1000.

4 Open the linked image **Flamingo cropped**.

5 Using an appropriate tool erase the background leaving only the flamingos and their reflections.

6 Save and close the linked image.

7 Save the image **Poster_1** with the name **Poster_2** in your **Poster** folder.

Continued over…

Task E – Insert basic shapes and add text

1 Using basic shapes create a logo similar to that shown below. Use a RGB colour of R120, G 243 and B 30 for the grass. Use a RGB colour of R107, G 93 and B 44 for the paw. Use a RGB colour of R 0, G 0 and B 0 for the text. The picture size should be approximately 1.79cm wide by 1.63cm high.

Merge the layers used to create the logo and name the layer as **Logo**.

2 Position the top left corner of the **Logo** layer into the image **Poster_2** at the following coordinates: X axis 162.5 and Y axis 185.

3 Save the image **Poster_2** with the name **Poster_3**.

4 Enhance the Logo by adding a shadow effect.

5 Using the appropriate tool add the following text formatted to 12 pts black handwriting or italicised font:

For all enquiries call into our shop or phone 01623 123456.

6 Check your document for any spelling errors.

7 Using guides position the top left corner of the text to 1435 pixels from the left and 185 pixels from the top.

8 Save the image **Poster_3** with the name **Poster_4**.

9 Flatten the image.

10 Save the flattened image with the name **Poster_complete**.

Continued over…

Task F – Underpinning knowledge questions

Using the **Answers** document, provided by your assessor, answer the following:

1 Describe what designs or images are needed.

2 Describe what copyright and other constraints apply to the use of images.

3 Describe the context in which the designs or images will be used.

4 Describe what file format to use for saving designs and images to suit different presentation methods.

5 Save your **Answers** document to your work area with the name **AnswersXX** (where XX is your initials).

6 Close any open applications.

When you have finished working:

- Sign each document above your name and label all removable storage media with your name.
- Hand all paperwork and removable storage media to your assessor.

If the assignment is taken over more than one period, all paperwork and removable media must be returned to the test supervisor at the end of each sitting.

End of assignment

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