

# Digital Media/Multimedia Design: Digital Media/Multimedia Print Production (2026)

Build knowledge of photography terminology. The student will be able to. The student will be able to: 09.0

- 1 Demonstrate knowledge of digital camera types for capturing stills, including point-and-shoot, DSLR, and phone cameras. 09.01
- 2 Demonstrate knowledge of digital photography composition, such as rule of thirds. 09.02
- 3 Demonstrate knowledge of digital camera supports (e.g., tripod, grips, holds). 09.03
- 4 Identify parts of a digital camera (e.g., lens, sensor, battery). 09.04
- 5 Understand digital camera menus and navigation. 09.05
- 6 Demonstrate knowledge of modes and settings (e.g., F-stops, speed, ISO). 09.06
- 7 Demonstrate understanding of white balance and lighting. 09.07
- 8 Demonstrate proper care, use, and storage of digital cameras. 09.08

Demonstrate proficiency when designing using pixel-based editing software. The student will be able to: 10.0

- 1 Demonstrate understanding of file formats and storage options. 10.01
- 2 Identify the parts of the software interface. 10.02
- 3 Demonstrate the ability to use each of the basic tool sets. 10.03
- 4 Demonstrate the ability to import, export and save raster images. 10.04
- 5 Demonstrate understanding of layers, transparency, and channels. 10.05
- 6 Demonstrate understanding of filters, effects and masking. 10.06
- 7 Demonstrate understanding of file presets. 10.07
- 8 Demonstrate the ability to select portions of an image for manipulation. 10.08

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**9 Demonstrate the ability to transform selections and images (crop, scale).** 10.09

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**10 Demonstrate the ability to color-correct images (brightness, hue, contrast).** 10.10

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**11 Demonstrate the ability to use tools for image creation and correction.** 10.11

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**12 Understand non-destructive and destructive operations.** 10.12

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**13 Develop an awareness of Generative AI's use in raster graphic manipulation and creation.** 10.13

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**Demonstrate proficiency when designing vector-based editing software. The student will be able to:** 11.0

**1 Evaluate industry standard illustration software packages.** 11.01

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**2 Compare and contrast characteristics of vector and raster/bitmap images.** 11.02

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**3 Demonstrate understanding of the software workspace and navigation (e.g., views, tabs, zoom).** 11.03

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**4 Demonstrate use of drawing tools to create, combine and edit 2D & 3D shapes.** 11.04

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**5 Demonstrate the ability to transform content (e.g., scale, rotation, position).** 11.05

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**6 Demonstrate understanding of Bezier curve and the appropriate tools for manipulation (e.g., direct select, convert anchor point, pen tool, pencil tool, and etc.).** 11.06

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**7 Demonstrate use of color and painting tools (e.g., patterns, gradients, color palettes).** 11.07

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**8 Demonstrate the ability to work with type (e.g., formatting, font palette, character panels, and paths).** 11.08

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**9 Demonstrate use of layers by creating, locking, viewing, pasting, and merging.** 11.09

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**10 Demonstrate use of blending (gradients and objects).** 11.10

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**11 Demonstrate use of brushes; download new brushes.** 11.11

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**12 Demonstrate the ability to import, export and save vector images.** 11.12

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**13 Demonstrate knowledge of bleed for vector and bitmap design software.** 11.13

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**14 Develop an awareness of Generative AI's usage in vector graphic manipulation and creation.** 11.14

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**Demonstrate knowledge of design layout software. The student will be able to:** 12.0

- 1 Identify parts of the software interface.** 12.01

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- 2 Demonstrate the ability to customize and navigate the workspace.** 12.02

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- 3 Demonstrate understanding of pre-flighting.** 12.03

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- 4 Work with styles, graphics and objects in a design.** 12.04

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- 5 Set up a document and manage pages within document.** 12.05

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- 6 Demonstrate use of layers, text frames and graphic frames.** 12.06

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- 7 Determine the appropriate use of grids, columns, margins, and bleed.** 12.07

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- 8 Demonstrate the ability to align, transform and group objects.** 12.08

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- 9 Understand typography and text editing.** 12.09

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- 10 Demonstrate understanding of color (e.g., applying, gradients, tint, spot, and management).** 12.10

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- 11 Import and modify graphics (e.g., links, vector/bitmap images, quality, alpha channels).** 12.11

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- 12 Understand output and exporting functions (e.g., proofs, separations, prepress).** 12.12

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- 13 Add interactivity to a digital document, including links and animations.** 12.13

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- 14 Develop an awareness of Generative AI's usage in design layout creation and software.** 12.14