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Student Name

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High School or Vocational Center

**COMPETENCY RECORD FOR ARTICULATION**

**Baker College**

Please check below each skill the student has mastered with a minimum of 80 percent accuracy or with an A or B grade.

**GRC 104: INTRODUCTION TO DIGITAL DESIGN/ILLUSTRATION**

<b>Task</b>	<b>Satisfactory</b>	<b>Unsatisfactory</b>
1. Set up, save, print, and close Illustrator drawings.		
2. Identify the main components of the Illustrator window including the tools panel, artboard, scratch area, menu bar, status bar, and right side panels.		
3. Utilize Quick Keys in both Windows and Macintosh platforms for tools and basic commands including zooming, copying and pasting, selecting, saving, and undoing/redoing.		
4. Apply color using fill, stroke, the color picker, and swatch libraries.		
5. Explain the difference between vector and bitmap images.		
6. Use the transform commands including move, rotate, reflect, scale, and shear.		
7. Manipulate points and object paths using the direct selection tool.		
8. Create and format text and paragraphs using the character and paragraph palettes.		
9. Design an illustration from scratch, tracing a scanned image, or using live trace.		
10. Utilize the pen tool to draw straight and curved line segments.		
11. Create and arrange layers and sublayers to organize drawing elements.		
12. Discuss the difference between strokes, outlines, and compound paths.		
13. Implement clipping masks to crop illustrations.		

<b>Task</b>	<b>Satisfactory</b>	<b>Unsatisfactory</b>
14. Create and apply patterns, brushes, and symbols.		
15. Apply special effects using filters, gradients, gradient meshes, envelopes, and blends.		
16. Create and modify graphs.		
17. Create 3D objects using extrude, bevel, revolve, shading and lighting manipulation, and mapping artwork.		
18. Explain basic color theory including the 4/color process, spot colors, and Pantone Matching System.		
19. Prepare documents for prepress and printing including crops, bleeds, and spot colors.		
20. Prepare documents for web viewing including slicing, optimization, and image mapping.		
21. Critique and orally present projects within a group of peers, instructors, and industry experts.		
22. Identify and apply the different stages of the creative design process:		
a. Problem Definition		
b. Design Brief -Research -Gather Information		
c. Concept Development -Brainstorming techniques -Thumbnail sketches and roughs Shading Lighting One and two point perspective		
d. Concept Refinement -Proofs -Client revisions and final comps		
e. Implement -Distribute -Evaluate success of design solution		

Teacher signature \_\_\_\_\_ Date \_\_\_\_\_