Florida CTE

Digital Design 2 (2025)

Perform critical thinking activities. The student will be able to: 31.0	1	**Research a digital design problem and determine the most appropriate problem-solving method to enhance the functional, economic, and ethical viability of a project.** 31.01
	2	**Use critical thinking skills to evaluate information and select relevant material.** 31.02
Demonstrate the ability to set project requirements, engage in project planning, and utilize the design process. The student will be able to: 32.0	1	**Produce final designs based on specifications.** 32.01
	2	**Make decisions based on specifications.** 32.02
	3	**Explain the relationship between design criteria and design constraints.** 32.03
Demonstrate an intermediate understanding of typography. The student will be able to: 33.0	1	**Demonstrate an understanding of the history of typography.** 33.01
	2	**Describe the principles of typographic design as they relate to digital design.** 33.02
	3	**Compare and contrast the techniques of typographic communication relative to appropriateness and effectiveness.** 33.03
	4	**Demonstrate proficiency in incorporating typographic techniques into a communication design.** 33.04
Demonstrate skills in the use of vector software applications. The student will be able to: 34.0	1	**Demonstrate skill in vector image manipulation, color correction, and special effects.** 34.01
	2	**Demonstrate ability to convert vector files to raster files.** 34.02
Demonstrate an intermediate understanding in digital publishing operations. The student will be able to:	1	**Produce a variety of color designs using different color techniques; include process color and spot color.** 35.01
	2	**Prepare output files using prepress operations (e.g., color separation, font management, and file management).** 35.02
		ead work orders and prepare electronic files that meet all specifications. 35.03

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	4 Understand how to prepare interactive components (hyperlinks, buttons, etc.). 35.04
Demonstrate skills in promotional design and application. The student will be able to: 36.0	1 Identify the types of promotional designs used in various industries. 36.01
	2 Write a promotional message that appeals to a specified target market. 36.02
	3 Use design principles to prepare promotional messages (e.g., slogans and taglines). 36.03
	4 Produce designs for the appropriate advertising medium. 36.04
	5 Use advertising guidelines to design appropriate sample ads (print, television, and the Internet, etc.) 36.05
Demonstrate proficiency in digital imaging. The student will be able to: 37.0	1 Demonstrate understanding of and proficiency in the use of formats and modes. 37.01
	2 Demonstrate proficiency with image editing software. 37.02
	3 Complete projects using appropriate resolution and screen values (e.g., DPI, LPI, and PPI). 37.03
	4 Retouch digital photographs utilize tones, hues, values, etc. 37.04
	5 Demonstrate proficiency in digital image manipulation (e.g., compositing, destructive vs. non-destructive editing, masks, and color- correction). 37.05
Demonstrate the ability to apply the design process. The student will be able to: 38.0	1 Determine whether a digital design problem should be addressed or resolved. 38.01
	2 Conduct a brainstorming exercise (e.g., concept mapping and graphic organizers). 38.02
	3 Develop a digital design solution using the design process. 38.03
	4 Evaluate an existing design using conceptual, physical, or mathematical models; note aspects for improvement; determine whether the design meets criteria and constraints. 38.04
	5 Identify the criteria and constraints associated with a digital design problem and select the most appropriate solution based on these factors. 38.05
	6 Evaluate the quality, efficiency, and productivity of an existing or proposed design; refine the design accordingly. 38.06
De un	Skip to main content **)emonstrate an understanding of kinetic typography.** 39.01

creation of digital design solutions involving motion or special effects. The student will be able to: 39.0	**2** Design a communication solution that employs animation or motion (e.g., graphics, text, and video) to achieve or enhance the intended message. 39.02
	3 Describe the design constraints associated with devices (e.g., tablet, kiosk, and smartphone) used to deliver digital design products. 39.03
Demonstrate an understanding of the use of emerging technologies in digital design industries. The student will be able to: 40.0	**1** Discuss trends in digital and printed mediums. 40.01
	2 Explain the various technologies associated with digital design, advertising, and associated industries. 40.02
	3 Compare and contrast printing processes. 40.03