Florida CTE

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
	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
	10 Demonstrate the ability to color-correct images (brightness, hue, contrast). 10.10
	11 Demonstrate the ability to use tools for image creation and correction. 10.11
	12 Understand non-destructive and destructive operations. 10.12
	13 Develop an awareness of Generative AI's use in raster graphic manipulation and creation. 10.13
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
	2 Compare and contrast characteristics of vector and raster/bitmap images. 11.02
	3 Demonstrate understanding of the software workspace and navigation (e.g., views, tabs, zoom). 11.03
	4 Demonstrate use of drawing tools to create, combine and edit 2D & 3D shapes. 11.04
	5 Demonstrate the ability to transform content (e.g., scale, rotation, position). 11.05
	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
	7 Demonstrate use of color and painting tools (e.g., patterns, gradients, color palettes). 11.07
	8 Demonstrate the ability to work with type (e.g., formatting, font palette, character panels, and paths). 11.08
	9 Demonstrate use of layers by creating, locking, viewing, pasting, and merging. 11.09
	10 Demonstrate use of blending (gradients and objects). 11.10
	11 Demonstrate use of brushes; download new brushes. 11.11
	12 Demonstrate the ability to import, export and save vector images. 11.12
	13 Demonstrate knowledge of bleed for vector and bitmap design software. 11.13
	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
2. **Demonstrate the ability to customize and navigate the workspace.** 12.02
3. **Demonstrate understanding of pre-flighting.** 12.03
4. **Work with styles, graphics and objects in a design.** 12.04
5. **Set up a document and manage pages within document.** 12.05
6. **Demonstrate use of layers, text frames and graphic frames.** 12.06
7. **Determine the appropriate use of grids, columns, margins, and bleed.** 12.07
8. **Demonstrate the ability to align, transform and group objects.** 12.08
9. **Understand typography and text editing.** 12.09
10. **Demonstrate understanding of color (e.g., applying, gradients, tint, spot, and management).** 12.10
11. **Import and modify graphics (e.g., links, vector/bitmap images, quality, alpha channels).** 12.11
12. **Understand output and exporting functions (e.g., proofs, separations, prepress).** 12.12
13. **Add interactivity to a digital document, including links and animations.** 12.13
14. **Develop an awareness of Generative AI's usage in design layout creation and software.** 12.14