Nebraska CTE

Digital Design

Utilize composition techniques. CIS.HS.6.1	**a** Demonstrate rules of composition (e.g., rule of thirds, point-of-view, framing). CIS.HS.6.1.A
	b Demonstrate a variety of photographic shots using a digital camera. CIS.HS.6.1.B
	c Demonstrate elements of typographic design in print media (e.g., font selection, size, leading, tracking and kerning, measure, whitespace, hierarchy and scale). CIS.HS.6.1.C
	d Demonstrate basic design principles such as consistency, dominance, palette, eye line, readability, alignment, and color theory. CIS.HS.6.1.D
	e Differentiate between bitmap, raster, and vector images. CIS.HS.6.1.E
Create and edit digital photographic images. CIS.HS.6.2	**a** Select appropriate hardware and software. CIS.HS.6.2.A
	b Capture still photographic images. CIS.HS.6.2.B
	c Edit still photos (e.g., cropping, color correction, layers, and levels). CIS.HS.6.2.C
	d Apply multiple camera modes. CIS.HS.6.2.D
	e Apply light and color principles to projects. CIS.HS.6.2.E
	f Apply image stabilization. CIS.HS.6.2.F
	g Apply exposure, shutter speed, and aperture. CIS.HS.6.2.G
	h Export photos in a usable format. CIS.HS.6.2.H
	i Name and store native and exported files in a manageable file structure (i.e.: Drive, Cloud, or external hard drive). CIS.HS.6.2.I
Create and edit digital print design. CIS.HS.6.3	**a** Select appropriate hardware and software. CIS.HS.6.3.A
	b Apply elements of typographic design in print media (e.g., font selection, size, leading, tracking and kerning, measure, whitespace, hierarchy and scale). CIS.HS.6.3.B
	c pply basic design principles such as consistency, dominance, palette, eye line, eadability, and alignment. CIS.HS.6.3.C

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	d Demonstrate knowledge of page layout (e.g.,negative space, alignment, symmetrical, and asymmetrical). CIS.HS.6.3.D
	e Use layers to manage design elements and modify layer visibility using opacity and masks. CIS.HS.6.3.E
	f Make, manage, and manipulate selections. CIS.HS.6.3.F
	g Name and store native and exported files in a manageable file structure (ie: Drive, Cloud, or external hard drive). CIS.HS.6.3.G
	h Explain the difference between modes of a print document: CMYK, RGB, grayscale, bitmap. CIS.HS.6.3.H
Create and edit motion graphics objects for animation. CIS.HS.6.4	**a** Select appropriate hardware and software. CIS.HS.6.4.A
	b Add motion to objects as a project or to enhance a project. CIS.HS.6.4.B
	c Edit motion graphics (e.g., trim, delete, add effects, etc.). CIS.HS.6.4.C
	d Export a motion graphic in a usable format. CIS.HS.6.4.D
	e Name and store native and exported files in a manageable file structure i.e., Drive, Cloud, or external hard drive). CIS.HS.6.4.E
Describe working in the digital design field. CIS.HS.6.5	**a** Identify the purpose, audience, and audience needs for preparing images. CIS.HS.6.5.A
	b Determine whether content is relevant to the purpose, audience, and audience needs. CIS.HS.6.5.B
	c Demonstrate knowledge of basic design principles and understand best practices employed in the digital design field. CIS.HS.6.5.C
	d Examine careers in the digital design field. CIS.HS.6.5.D
	e Identify job market trends in the digital design field. CIS.HS.6.5.E
	f Identify the benefits of industry certification and higher education in the field. CIS.HS.6.5.F
Evaluate and comply with copyright laws. CIS.HS.6.6	**a** Determine the type of copyright, permissions, and licensing required to use specific content. CIS.HS.6.6.A
	b Analyze the different types of copyright licenses and their uses. (e.g., Creative Commons, or Public Domain). CIS.HS.6.6.B
	c Identify legal and ethical considerations for using third-party content, such as copyright, permissions, and licensing. CIS.HS.6.6.C

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d **Understand copyright as it applies to their own creative work.** CIS.HS.6.6.D