

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** Apply basic design principles such as consistency, dominance, palette, eye line, readability, 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](#)
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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](#)
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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](#)
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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](#)

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