Arts & Visual Technology Technical Assessment Blueprint

Applies to the following programs:

CIP Code	Common Name
10.0304	Animation & Web Design
50.0401	Design Visual Communication
50.0409	Graphic Design
50.0411	Gaming, Animation & Web Design

Elements and Principles of Design   45%

The student will be able to:
A. Demonstrate an understanding of the rule of thirds
B. Demonstrate an understanding of depth of field
C. Identify leading lines and how the eye is being lead
D. Recognize/identify key design concepts:
   a. symmetry and asymmetry
   b. unity & harmony
   c. texture
   d. type
   e. value
   f. proportion
   g. balance
   h. emphasis
   i. rhythm
   j. repetition
   k. contrast
   l. pattern
   m. opacity
   n. hierarchy
   o. color
   p. scale

Color/Color Theory 20%

The student will be able to:
A. Demonstrate an understanding of the difference between primary, secondary and tertiary colors
B. Identify use of RGB/CMYK/web colors, color models
C. Demonstrate an understanding of color relationships (e.g. complementary, analogous, monochromatic, triad)
D. Recognize tints, shades, hue, saturation and brightness

Technical Digital Knowledge   10%

The student will be able to:
Demonstrate an understanding of the basics of PPI/DPI resolution
Demonstrate an understanding of the difference between vector and raster
Demonstrate an understanding of resolution and what resolution is suitable for different types of output

Career and Professional   25%

The student demonstrates career and professional readiness by being able to:
A. Demonstrate the ability to collect information, explore, and make personal decisions about careers
B. Demonstrate an understanding of how to effectively communicate with clients
C. Demonstrate an understanding of job interviewing skills
D. Demonstrate an understanding of basic Copyright, citation, and fair use laws and regulations

VERMONT
AGENCY OF EDUCATION

Application of Appropriate Tools & Materials

The student will be able to demonstrate the proper use of traditional and non-traditional art materials and tools including:

A. Handling
B. Cleaning
C. Safety

Design Process Stages

The student will be able to:

A. Identify the stages of the design process
B. Understand brainstorming, preproduction, production, post production, storyboard.
C. Understand the personal creative process
D. Identify the point of the story
E. Be able to identify the elements of a story: conflict resolution, quest or goal, message
F. Understand how to create a piece of work that has a clear message.
G. Understand how to work with the audience/client
H. Understand the presentation (pitch, display, etc.)

Critique and revision

The student will be able to:

A. Recognize different critique models (in-progress peer view, group "formal" critiques, etc.)
B. Understand the revision process

---

[1] To be integrated into Portfolio Assessment Objectives