



Computer Graphics

e-Series "GRADE SHEET"

NAME: _____
Partner: _____
Period: _____
Rotation: _____

MODULE GRADE: COURSE GR. _____]
 POST TEST _____] — MODULE AVE.= _____

COMP. GRAPHICS "WORKSHEET" "WORKSHEET" TOTAL= _____

LAB PERFORMANCE: _____
 (If you are absent, write ABS on the line for the day you miss and **DISCUSS** what you need to make up with the teacher) LAB PERFORMANCE TOTAL= _____

Extra Credit—Discuss this with the instructor before beginning!!!

WORD SEARCH _____(5)	CHALLENGES _____(5)
MODULE REPORT _____(5)	MODULE NOTES _____(0-10)
SECOND T-SHIRT or MOUSE PAD (you will use the same T-Shirt)- _____(5)	
TOTAL EXTRA CREDIT= _____	
BONUS POINTS *** = _____	

COMPUTER GRAPHICS "WORKSHEET"

LESSON 2-"Using Canvas". Printout of various drawing tools used in the lesson. **Printout:** _____

Impacts: Wasting Paper—Write notes from Impacts video's in Lessons 2. **Impacts #1 Paper:** _____(5)

LESSON 3- Thumbnails (t-shirt ideas) with colors, patterns and texture. **T.I.:** _____
Impacts: Computer Related Health Problems- **Impacts #2 Paper:** _____(5)

LESSON 4-
 Path Tools: Polygon, Oval, send back, gradient, smooth, freehand, curved tool, push tool. **T.I.:** _____

LESSON 5-
 Use "Fill" types on Lesson 3 **Sailboat** with the extra shapes. You need at least 10 shapes. **Printout:** _____
 Part C of the lesson, Start drawing your T-shirt or Mouse Pad Design

LESSON 6- Text added to your T-shirt or Mouse pad design. **Printout:** _____
 Show the teacher the printout of your T-shirt or Mouse pad on regular paper. **T.I.:** _____

LESSON 7 -Completed T-Shirt OR Mouse Pad, shown to teacher. **T.I.:** _____(15)

LESSON 12-
Career Guidance Report- **C.G. NOTES:** _____

Study Guide Turned In. **Study Guide:** _____(5)

Worksheet Total: _____



Computer Graphic Design Study Guide for Post Test II

1. In early times, art was used as a method of ____ 1-A Brief History Of Graphics ____.
artistic expression advertising transportation communication
2. The computer screen is divided into tiny rectangles called ____ 1-A Brief History Of Graphics ____.
points candies pixels pieces
3. ____ 1-A Brief History Of Graphics ____ is the process of designing and building models on a computer without building the actual model.
Solid modeling Simulation Manipulation Computer-Aided Design
4. To view help and instructions on how to use a tool, you need to click on the question mark that appears on the screen.
True False
5. In *Canvas*, you can Show Grids or Hide Grids by clicking in the Show Grids or Hide Grids box that appears in the window above the drawing area.
True False
6. The Neon, Airbrush, and Paint brush tools are all _____.
Text tools Painting tools Editing tools All of the above are correct.
7. There are six different ink types you can use on the _____.
Ink tab Pen tab Style tab None of the above is correct.
8. _____ is/are an essential part of many graphic images.
Patterns Text Logos Objects
9. _____ is the space between lines of text.
Leading Kerning Tracking Gradient
10. _____ is the space between letters in your text.
Leading Kerning Width Gradient
11. In the overall process, _____ are created to show different arrangements for text and illustrations.
full-size sketches solid models thumbnail sketches initial drawings
12. The thumbnail sketches and design model are stages of a _____ process.
thinking planning design development
13. The _____ is the arrangement of your design on the T-shirt.
layout simulation model comp

14. The shape of a vector path is determined by points that are _____.
plotted along the path drawn on the computer filled with color All of the above are correct

15. A vector object is a computer graphic whose shape is defined by _____.
pixels a path points None of the above is correct

16. Graphic artists use their skills to design _____.
objects logos layout designs for books All of the above are correct.

17. When you work with the painting tools in *Canvas*, you can _____.
apply color to images retouch images add effects to images All of the above are correct

18. Using a certain pattern or color theme throughout your design is an example of _____.
Proximity/Unity Repetition/Consistency White Space Contrast

19. _____ is about the arrangements of elements on a page so that no one section is heavier than the other.

Arrangement Balance White Space Contrast

20. _____ is about the relationship of parts to the design.

Arrangement Balance Proximity/Unity Contrast

21. Typography is a combination of font, size, alignment, spacing, and _____.
kerning rendering color None of the above is correct.

22. A company or a business needs a logo for _____.

introduction image creation effective promotion All of the above are correct.

23. By preparing a _____, you force a selection of one of the thumbnail sketches and can then begin refining a specific idea.

rough layout comp plan None of the above is correct.

24. The _____ is drawn to appear like the finished piece.

rough layout comp plan None of the above is correct.

25. All graphic design jobs require _____.

a. creativity, communication, and attention to detail.

b. good design sense, problem-solving skills, and knowledge of the latest computer graphics and design software.

c. Both a and b.

COMPUTER GRAPHICS

V	O	T	S	C	O	M	P	U	T	E	R	T	P	R
N	L	H	D	R	A	W	I	N	G	C	R	O	I	O
C	O	G	K	Z	O	N	Y	A	X	A	F	O	C	S
R	G	I	S	A	J	L	E	M	N	F	I	L	T	R
Z	A	L	S	C	V	N	O	S	T	B	L	B	U	U
R	J	H	I	N	O	D	F	C	T	X	L	O	R	C
E	N	G	A	T	E	E	G	P	E	C	S	X	E	H
T	L	I	S	L	R	M	K	R	A	R	E	N	S	B
N	G	H	I	S	N	O	I	T	A	L	U	M	I	S
I	Y	N	H	C	Z	S	G	D	C	P	E	L	E	O
R	G	E	T	N	E	I	D	A	R	G	H	T	P	A
P	E	B	S	E	G	A	M	I	C	T	E	I	T	T
T	S	H	I	R	T	E	N	H	C	L	O	L	C	E
O	P	N	T	K	R	K	C	V	E	M	P	O	R	S
Y	W	F	N	A	S	L	M	D	M	Q	S	A	L	E

CAMERA
COLORS
COMPUTER
CURSOR
DELETE
DIMENSION
DRAWING
FILL

GRADIENT
GRAPHICS
HIGHLIGHT
IMAGES
INKS
MODELING
PALETTE
PICTURES

PRINTER
SIMULATION
STONEAGE
TOOL
TOOLBOX
TRANSFERSHEET
TSHIRT



COMPUTER GRAPHIC DESIGN

STUDY GUIDE 6.0

1. During the (1- BRIEF HISTORY OF COMPUTER GRAPHICS), primitive art was first developed by cave dwellers. ***Iron Age - Stone Age - Industrial Age - Obsolete Age***
2. Graphic art is credited with leading to the creation of the (1- BRIEF HISTORY OF COMPUTER GRAPHICS). ***symbolism - macabre - alphabet - superstition***
3. The invention of the (1- BRIEF HISTORY OF COMPUTER GRAPHICS) was the first opportunity to have a photographic picture. ***drafting board - networking - stencil brushes - camera***
4. The earliest computers were mechanical machines called (1- BRIEF HISTORY OF COMPUTER GRAPHICS). ***calculating engines - motion designers - symbolic - metaphors***
5. The 1960s are considered the beginning of the (2- COMPUTER GRAPHICS). ***Industrial Age - Electronic Age - Computer Age - Mechanical Age***
6. (2- COMPUTER GRAPHICS) are the images and backgrounds shown on computer games. ***Pictures - Computer graphics - Colors - none of the answers***
7. Computer screens are divided into tiny rectangles called (2- COMPUTER GRAPHICS). ***squares - cubes - pixels - chips***
8. (2- COMPUTER GRAPHICS) is the process of designing and building models on a computer. ***Solid modeling - First come - Initial design - Ingenuity***
9. (2- COMPUTER GRAPHICS) is a way to model an actual product on a computer. ***Prototyping - Initial design - Good practice - Simulation***
10. There are (2- WORKING WITH CANVAS) basic drawing tools in the software program Canvas. ***7 - 5 - 6 - 4***
11. To move a shape you created, click on the (2- WORKING WITH CANVAS- CANVAS DIRECTION BOX) tool, place the pointer on the highlighted shape and relocate. ***selection - oval - pointer - cursor***
12. Highlight a shape with the arrow tool and press (2- WORKING WITH CANVAS- CANVAS DIRECTION BOX) to remove it. ***Remove - Delete - Error - Vanish***
13. Select (2- WORKING WITH CANVAS- CANVAS DIRECTION BOX) from the Edit menu to make any shape reappear after you have removed it. ***Reappear - Duplicate - Undo - Transform***
14. Select Save from the (2- WORKING WITH CANVAS- CANVAS DIRECTION BOX) menu to save your design. ***Edit - Layout - Effects - File***
15. When drawing a shape, the dimensions can be seen by looking at the (3- THE TOOL BOX- CANVAS DIRECTION BOX). ***Layers palette icon - Status Bar - Sideboard - Illustration area***

16. Selection handles appear around a shape if you click on the (3- THE TOOL BOX- CANVAS DIRECTION BOX) in the Tool Box and then on the shape.

Arrow - Presets - Delete - Edit

17. You would select the Rectangle tool and click on the cube tool in the second (3- THE TOOL BOX- CANVAS DIRECTION BOX) in order to draw a three-dimensional object.

Object tools palette - Tool box - File menu - Arrow tool

18. To change the outline portion of an object, you would select (4- COLORS AND PATTERNS IN CANVAS) from the Tool Box. *Fill Pattern - Colors Palette - Canvas - Pen Ink palette*

19. Selecting Fill Ink will change the (4- COLORS AND PATTERNS IN CANVAS) of your object.
shape - enclosed area - length - horizontal area

20. To add color to the outline and enclosed area, open the (4- COLORS AND PATTERNS IN CANVAS) from the Tool Box.

Inks Palette - Paint Tools icon - Strokes Palette - Tool Box

21. Your design and text will transfer on your t-shirt using the _____.

Transfer cartridge - transfer sheets - toner cartridge - color sheets

22. You can blend colors to create a smooth appearance with the addition of a (4- COLORS PATTERNS IN CANVAS- CANVAS DIRECTIONS BOX).

neutral color - blended color - overlay color - gradient

23. By typing in text after selecting the (5- TEXT- CANVAS DIRECTION BOX) from the Tool Box you can create impressive logos, signs, book covers, stationary, posters, and presentations.

type tool - text tool - highlight tool - file

24. If you wanted to change any portion of your text, you must first (5- TEXT- CANVAS DIRECTION BOX) the text.

find - select - decipher - identify

25. Select from the Text command (5- TEXT- CANVAS DIRECTION BOX) to change the space between the lines in the text.

Kerning - Tracking - Leading - Font

26. (5- TEXT- CANVAS DIRECTION BOX) controls the spacing between the letters in the text.

Leading - Kerning - Synchronizing - Adjusting

27. You can create a (5- TEXT- CANVAS DIRECTION BOX) by highlighting your text and selecting Flip Horizontal from the Effects menu. *T shirt - poster sign - mirror image - illusion*

28. The Inks palette has 4-COLORS AND PATTERNS IN CANVAS types of inks on separate tabs.

Three - four - five - six

29. You'll print your design or text on the T-shirt by first placing in the printer the appropriate (6- DESIGNING- CANVAS DIRECTION BOX).

dye - water color - paint - transfer sheet

30. To help design a T-shirt, thumbnail sketches and a design model are created. They are stages of a (6- REVIEW).

graphic process - creation - design process - none of the answers

