

Level 2 Using digital imaging to create and design presentations (7266/7267-033)

e-Quals
Assignment guide for Candidates
Assignment B



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Level 2 Using digital imaging to create and design presentations (7266/7267-033)

Assignment B

Introduction – Information for Candidates

About this document

This assignment comprises all of the assessment for Level 2 Using digital imaging to create and design presentations (7266/7267-033).

Health and safety

You are responsible for maintaining the safety of others as well as your own. You are asked to work safely at all times.

You will **not** be allowed to continue with an assignment if you compromise any of the Health and Safety requirements.

Time allowance

The recommended time allowance for this assignment is **two hours**.

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Candidate instructions

Time allowance: Two hours

Task A should be completed prior to the assignment. No time restriction is given for Tasks A. The time allowance is for Tasks B to D.

The assignment:

This assignment is made up of **four** tasks

- Task A - Acquiring images
- Task B - Manipulating Images
- Task C - Produce digital artwork for a logo
- Task D - Produce a themed slideshow or presentation

Scenario

You are going to enter into a digital imaging competition in your local community.

The competition has several sections that you will submit to and requires some original images from you as well as using images for manipulation and design in a presentation. Some images are supplied for you and some you will source from the Internet. There is a Digital Imagery Competition paper that has to be completed as well.

Read all of the instructions carefully and complete the tasks in the order given.

Task A – Acquiring images

- 1 In your user area, or on your removable media, make a folder called **Competition** with a subfolder called **Images**.
- 2 Copy all the non image files provided for this assignment into the folder **Competition** and the images into the folder called **Images**.
- 3 Using a digital camera take a minimum of four photographs using the following styles:
 - one portrait
 - one group image
 - one landscape
 - one street scene.

Continued over...

- 4 Download your pictures from the camera/memory card to the folder called **Images**.

Rename them using names that describe the image.

Add **two** subfolders within your Images folder giving them suitable names for themed groups.

Move all images into the relevant themed group folders.
- 5 Using the Internet locate and download **two** different images of sea turtles into your Images folder.

Rename the files that describes each image if required.

Resize both images to approximately 2048 x1536 and re-save the files in the same format.
- 6 Open the file called **Digital Imagery Competition** provided and answer the questions.

Task B – Manipulating Images

- 1 Using image manipulation software select **one** of the images you took with your digital camera and convert it to a sepia tone or a negative image.

Save the new image as a jpg with the title **toneimage** in the **Images** folder.

Resave the image using the same name in a different, appropriate, file format to the same folder.
- 2 Open the file **06_Hawaii_hosp** which has been provided for you.

Rotate and then **Crop** the image so that only the building is showing.

Save this image as **hosp1** in the **Images** folder.
- 3 Using the cropped image add any special effect to produce a new image.

Save the image as **hospnew** in the **images** folder.
- 4 Using image manipulation software retrieve the image called **sea** and the image called **feet**.

Make **one** image from these **two** by layering/combining the images.
- 5 The **feet** image should be situated at the bottom of the **sea** image.

Save this image as a jpg with the file name **seaturtle** in the **images** folder.

Continued over...

Task C – Produce digital artwork for a logo

- 1 Using software of your choice produce a draft logo showing a **palm tree** and a **turtle** on an **island**. Use a mixture of autoshapes, freehand/lines colours and an image.

Save your artwork as **logo** in your Image folder.

- 2 Using a Word-processing or Desk Top Publishing package insert the image called **logo**

Use crop tools to **remove** any unwanted space or drawn elements.

- 3 Flip the image and add the words **Just Turtles** as graphical text (Wordart or similar) on the image ensuring that it can be clearly seen.

- 4 Group together the image and graphical text then save your document as **logo1**.

Use any graphics package to save a copy of your logo in an image format with the same name in your **Image** folder.

Task D – Produce a themed slideshow or presentation

- 1 Prepare a presentation using any slideshow or presentation software with **eight** slides in total.

- 2 On the first slide insert your image **logo 1** and your name in a suitable position.

- 3 Select **seven** different images (from the **images** folder) that you would like to use.

Select and insert a suitable image onto each of the slides adjusting the size so that it fills all available space.

Ensure that text can be seen on the image. Set the font colour so that it can be clearly seen.

Use the file provided called **Turtle Conservation.rtf**, select and use any appropriate text as captions on each slide.

- 4 Select and add music to your presentation starting with the first slide and continue through to the end of the presentation using one of the files provided.

- 5 Add transitions to your slideshow.

- 6 Set suitable **timing** to each slide so people have time to read the text.

- 7 Save your presentation as **Turtles** to your work area using the default setting for the application used. Close all applications.

Continued over...

When you have finished working:

- Sign each document above your name and label all removable storage media with your name.
- Hand all paperwork and removable storage media to your assessor.

If the assignment is taken over more than one period, all paperwork and removable media must be returned to the test supervisor at the end of each sitting.

End of assignment

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