



Help Your Child to Pass 2021



Subject Guidance for

Graphic Communication (Higher)

Key Skills and Techniques to practice

Computer Aided Design (CAD) – Practice these skills whenever you get the opportunity. Remember to use Design Class.

Desktop Publishing (Serif Page Plus) – Use DTP edits, Elements and Design Principles. Remember to add all the elements to the document **and then** format them. There are certain DTP edits which will gain you zero marks eg. Cut Out Studio, so don't waste your time.

Key Points to remember

Look at the Traffic light sheet (attached) and tick things off that you understand. The SQA can only ask you information about the content on this sheet... So go for it.

Modelling plans – Remember to always use sketches and divide your answer in sections... you know this technique.

Production Graphics – Use our class plan... 1) title block, 2) Elevation, Plan, End Elevation, 3) scale, 4) hidden detail and centre lines, 5) annotation and dimensions. **BIG MARKS RELATED TO THIS TOPIC**

Golden Rules/exam tips/points to remember/any other specific information you think would be useful including web resources/apps

THE EXAM (Question Paper) **75 marks** (64% of your final grade) **2 hours (2 minutes 40 seconds per mark)** **16th May 1.15pm**

Command Words – In Higher Graph. Comm. You will need to learn how produce outstanding answers for the following command words: Explain, Describe, Identify, State, calculate (very few)

THE ASSIGNMENT 50 Marks (36% of your final grade) **8 hours**

Three tasks related to the 3 Ps, Preliminary, Production and Promotional Graphics. Remember to plan what you going to do between each lesson so you can use your time wisely. **LEARN FROM YOUR PRACTICE ASSIGNMENT.**

Higher Graphic Communication - Course summary and revision plan

What do you know and how well do you know it?

K&U	Topic	3	2	1		3	2	1
Graphic types	The role of preliminary, production and promotional graphics in the design, manufacturing and marketing of a product or publication.							
Manual techniques	Manual graphic communication techniques and processes, and their relative merits compared to electronic methods. A range of common manual graphics media.							
Computer-aided techniques	Computer-aided techniques, computer-aided design (CAD), desktop publishing (DTP), digital capture/input and output techniques and devices.							
Drawing standards, protocols and conventions	Recognised drawing standards, protocols and conventions, demonstrated through application, identification and recognition in given contexts, views and items. <ul style="list-style-type: none"> ◆ line types: — dimension lines, centre line, hidden detail, cutting planes, fold lines ◆ dimensioning: — linear, radial, angular, diameter, tolerance ◆ symbols for sections ◆ hatching ◆ building construction ◆ third-angle projection system 							
Geometric shapes and forms	Spatial awareness when interpreting geometric shapes and forms, and/or those used in the communication of products, components, assemblies and other items. <ul style="list-style-type: none"> ◆ interpenetration ◆ intersections of right prisms and cylinders ◆ true shapes ◆ ellipses ◆ common geometric forms and partial cuts of those forms ◆ components built from various simple combinations of forms 							
Views and techniques	The role, benefits and use of a variety of views and techniques in 2D and 3D formats: <ul style="list-style-type: none"> ◆ communicating geometric shapes, objects and forms ◆ components ◆ assemblies ◆ third-angle orthographic projection ◆ tangency (internal and external radii location) ◆ true lengths and true shapes ◆ surface developments ◆ a range of sectional views (full, part, revolved, and stepped) and cut-aways ◆ assembly drawings (minimum three parts) ◆ auxiliary views ◆ exploded views (full and sectioned) ◆ oblique, isometric and planometric views ◆ use of appropriate scales 							
Illustration techniques	The use of illustration techniques used to support effective graphic communications. The use and role of, and common techniques for representing: <ul style="list-style-type: none"> ◆ light ◆ shadow ◆ reflection ◆ tone ◆ layout ◆ material ◆ texture 3D-rendering techniques: <ul style="list-style-type: none"> ◆ light source ◆ materials ◆ reflections ◆ shade 							

	◆ sited environment						
Techniques used for producing effective promotional documents and publications	Techniques used in producing promotional documents and publications: ◆ colour theory: — warm, cool, contrast, harmony, accent, advancing and receding ◆ design elements and principles: — line, shape, texture, value, mass/weight, alignment, balance, contrast, depth, dominance, emphasis, proportion, rhythm, unity/proximity, white space, grid structure						
Using technology in graphic communication	Ranges, features and use of graphic hardware and software computer systems and networks: ◆ file management ◆ cloud computing ◆ cloud storage ◆ digital rights management ◆ digital input and output devices ◆ advantages and limitations of CAD						
Computer-aided design (CAD)	Generic techniques, customs and practices used across a range of packages: ◆ 2D-drawing tools: — line, circle, rectangle, ellipse, trim, array (linear, box and radial), offset, mirror, project edge, extend, fillet, chamfer ◆ modelling features: — extrude, revolve, loft, helix, extrude/sweep along a path ◆ modelling edits: — shell, fillet (regular/irregular), chamfer (regular/irregular), mirror, array (linear, box and radial), add, subtract, intersect ◆ 2D constraints: — linear, radius, diameter, perpendicular, parallel, fixed, tangent, concentric ◆ terminology: — component, assembly, subassembly, work-plane/plane, axis, feature, profile, sketch, face, edge, datum, suppress ◆ assembly: — 3D constraints (mate, align, centre axis, orientate, offset, tangent), stock/library components ◆ modelling concepts: — top-down modelling, bottom-up modelling, vertices, edges and faces, modelling tree/hierarchy, modelling plan ◆ file types: — dxf, 3ds, step/iges ◆ CAD libraries: — use and function of CAD libraries and stock models						
Desktop publishing (DTP)	Generic DTP terms and techniques including: ◆ planning strategies: — thumbnails, visuals and annotation ◆ generic DTP terms and techniques: — copy/paste, import/export — single- and multi-page format — page size, orientation, grid, guides, snap, master page layers, document sizing — cropping (square and full cropping), rotate, text box, handles, text wrap, flow text along a path, extended text — colour fill, colour picking, textured fills, gradient fill, transparency, drop shadow — serif, sans serif and script fonts, font styles, placeholder text (lorem ipsum), reverse, drop caps — column, margin, gutter, caption, header, running headline, heading, title, footer, folio, column rule/rule, indent, hanging indent, line spacing, pull quote, justification — proofs (pre-press), registration marks, crop marks, bleed ◆ file types: — raster (tiff, jpg, png, bmp), vector (svg, dxf) and their features						
Graphic communication technology and society	The impact and influence of CAD systems and graphic communication technologies on industry and society: ◆ the paperless office ◆ use of recycled materials ◆ CAD, as it supports manufacturing and other industries ◆ DTP in marketing and promotional activities ◆ remote working ◆ communication crossing international boundaries						

