Name	Period	

## Adobe Visual Design

## **GRAPHIC DESIGN: 1.01**

1	Design Documents	Α	By reviewing you project plan daily and giving daily status reports within your team this is easily manged.	
2	Adobe Photoshop	В	By being punctual, dressing well, being prompt in replies, and listenting you are doing this.	
3	Build & Test	С	A mark legally registered or established by a computer to represent a service or product and cannot be used without the permission of the owner.	
4	Collaboration	D	A nonprofit organization that enables the sharing and use of creativity and knowledge through free legal tools.	
5	Communication	Ε	A paint program (bitmap graphic editor) that specializes in photo	
6	Copyright	F	Using feedback to make changes to the original project to meet the client's	
		G	A legal allowance of using copyrihgted material without permission from the owner, provided the circumstances are resonable and do not make the	
/	Creative Commons		material less profitable.	
8	Define	Η .	Documents that helps guide the design and the devolpment process.	
9	Delivery	l	Responsible for writing all content.	
10	Design	J	Responsible for editing all content.	
11	Designer	K	Responsible for all digital photography.	
12	Director	L	Beginning a digital media project from scratch and carrying it through its final completion takes a combination of efforts from all parties involved.	
13	Editors	M	Responsible for shooting all digital video.	
14	Fair Use	N	Digital graphic editing program that creates and/or edits bitmap graphics	
15	Feedback	0	Responsible for making rough and final cuts of video production projects.	
16	Intellectual Property	Р	Responsible for designing elements of layout and look and feel of project.	
17	Paint Program	Q	Responsible for keeping all members on tast for a project. Usually the person who interfaces with the client.	
		R	Original creations of the mind that can be protected by law, such as literary	
18	Photographers		and artistic works, designs, etc	
19	Professionalism	S	Determing the type of media, target audience, goals, and objectives for the	
20	Project Maganger	T	To gather and manage infomratoin and digital assets provided by the client,	
21	Project Management	U	Create sketches and design comps, present to client, do redesigns.	
22	Project Scope	V	Verbal or written responses containing information about a client's reaction to a designer's performance of a task.	
	Troject scope	w	The exclusive legal right to reproduce, publish, sell or distribute the	
23	Redesign	•••	expression of an intellectual property.	
24	Scope Creep	X	Optimize the digital media for specific client needs.	
25	Structure	Υ	The incremental expansion of the project scope.	
		Z	Draw or create original graphics, write text, create templates, arrange	
26	Time Mangagment		components, check for errors, and revise.	
27	Trademark	AA	The action of of workig with someone to create something.	
		ВВ	This establishes how well the project will stay on schedule, budget and meet	
28	Videographer		its goals.	
29	Writers	CC	Respond to feedback, offer feedback, being sensitive to the feelings of others.	