EUROPEAN INFORMATION TECHNOLOGIES CERTIFICATION INSTITUTE, ASBL.

Brussels, Belgium, European Union

CERTIFICATE

Brit Kongstad

Has successfully completed test requirements of
The European Information Technologies Certification Programme

EITC/CG/APS Raster graphics processing software (Adobe Photoshop)

Certification Programme examination result: 70%

Certification Programme description:

Introduction to Adobe Photoshop: workspace (workspace customization, workspace switcher), opening files, creating new documents; Tools panel: zoom tool, hand tool; Navigation panel; Basic transformations: original image back up, resizing images, rotating images, cropping images; Selection tools: quick selection tool, magic wand tool, marquee tools, lasso tools, working with selection (selection edges smoothing); Layers: introduction to layers concept, layers panel, vector mask layers; Photo retouch: history panel, spot healing brush tool, red eye tool, patch tool, content-aware move tool; Advanced effects: refine edge, filter gallery, blend tool, feather tool, smooth tool, filters usage; Color corrections: automatic adjustments, image color modes, lens distortion correction, perspective adjustment; Photo correction: painting tools usage, drawing tools usage; Text objects: character panel, paragraph panel, text box transformation, text wrapping, text modification by layer styles, type styles

Certificate Programme version/revision: EITC/CG/APSv2r1

CERTIFICATE ID: **EITC/CG/APS/EQF23004643**

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Brit Kongstad

Has successfully completed test requirements of
The European Information Technologies Certification Programme

EITC/CG/AI Vector graphics processing software (Adobe Illustrator)

Certification Programme examination result: 83.33%

Certification Programme description:

Introduction to Adobe Illustrator: workspace (workspace customization), opening files, creating new documents; Tools panel: zoom tool, hand tool; Object selection; Working with control panel; Navigation panel; Drawing in Adobe Illustrator: pencil tool, pen tool, stroke modification, paintbrush tool, blob brush tool, creating vector artwork from bitmap; Shapes creation: drawing shapes, gradient tool, shape builder tool; Working with perspective: perspective grid tool (settings), text and symbols, drawing in perspective (drawing new objects), object attachment to perspective, transforming objects (scaling an object, moving an object); Symbols and patterns: symbols, patterns, importing symbols and patterns; Adobe Illustrator examples: business card, creating text on a path, aqua button

Certificate Programme version/revision: EITC/CG/AIv2r1

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Has successfully completed test requirements of
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EITC/CG/AIDF Desktop publishing software (Adobe InDesign)

Certification Programme examination result: 60%

Certification Programme description:

Introduction to Adobe InDesign: workspace (workspace customization), opening files, creating new documents; Tools panel; Object selection; Working with control panel; Navigation panel: navigating through pages; Working with layers; Setting up document: multiple page sizes; Document workspace: ruler, guides, grid, align panel; Text frames: text frame adding, filling text with an image, wrapping text around objects, text effects, managing text flow between frames (flowing text between two frames, text autoflow options); Character and paragraph styles: style creation (styles from existing formatting, styles from scratch), style application, style editing, creation and application of character styles; Graphic frames: graphic frame creation, inserting image to graphic frame, graphic frame shape (changing graphic frame shape, changing image shape without container frame changing), using object styles; Graphic and text frames combinations; Transform tool: overview, image size modification; Working with document content: managing layers, master pages usage (master page creation); Page numbering: adding page numbering, adding page numbering to master pages; Creating publications

Certificate Programme version/revision: EITC/CG/AIDFv2r1

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Has successfully completed test requirements of
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EITC/CG/AF Interactive animation and graphics design software (Adobe Flash)

Certification Programme examination result: 60%

Certification Programme description:

Introduction to Adobe Flash: workspace (workspace customization, stage, edit bar, panels: timeline panel; tools panel; properties panel); Adobe Flash graphic file type; Basic Adobe Flash elements: symbols, instances, the library; Content organization; Creating artworks in Adobe Flash: guides usage, rulers usage, shapes in Adobe Flashe (drawing shapes, creating shapes), creating a simple drawing, text to vector shapes conversion, raster images to vector shapes conversion, applying colors, applying gradients; Working with text in Adobe Flash; Introduction to animation in Adobe Flash: frames overview (frame concept, keyframes), creating animation, tweens (motion tweens, shape tweens, classic tweens, ease tweens), creating mask, motion presets; Bone tool: inverse kinematics, adding bones to symbol instances, adding bones to shapes, binding bones to shape points, changing pose properties, creating animation with bone tool; Sound in Adobe Flash: importing sounds, editing sound, sound settings; Introduction to actionscript: script assist mode, event handling, code snipplets, exemplary usage (adding control with actions to buttons)

Certificate Programme version/revision: EITC/CG/AFv2r1

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Has successfully completed test requirements of
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EITC/CG/AD Web pages design fundamentals (Adobe Dreamweaver)

Certification Programme examination result: 85%

Certification Programme description:

Introduction to Adobe Dreamweaver: workspace overview, website structure (setting up local root folder, site files organization), setting up document properties, main panels overview (assets panel, files panel: file management; links management, insert panel); Web page basic content: adding text to web page, adding images to web page, adding flash movies to web page (SWF files embedding), adding audio to web page, basic examples; Organizing text: lists, data tables (adding and formatting data tables); Working with cascade style sheets: CSS introduction (rule creation, rule edition), working with external CSS, using CSS starter layouts, managing CSS rules (properties panel, CSS styles panel); Web typography: text styles, web fonts; Web page layout: creation, modification, layout with CSS, layout with templates; Links in web page content: creating links; Forms in web page content: creating forms; Deployment for multiple screens: fluid grid layouts, layout preview; Testing and publishing Dreamweaver web project: previewing project, testing project, publishing web files

Certificate Programme version/revision: EITC/CG/ADv2r1

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Has successfully completed test requirements of
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EITC/CG/BL1 3D graphics design and visualisation software (Blender) 1

Certification Programme examination result: 66.67%

Certification Programme description:

Introduction to Blender: 3D geometry, coordinate transformations, coordinate spaces; User interface: keystrokes, buttons, and menus, Blender windowing system; Introduction to meshes: meshes and edit mode, normals and shading, understanding the camera: Smooth meshes; Materials and textures: multiple materials, texture settings, image textures, procedural textures; Creating models: bone tool, transforming simple shapes, working with depths, creating complex models, spin technique, lighting, applying custom textures; Curve and path modeling: BÃ©zier curves, bevel tool, curve modifier, surfaces: Empty objects; Reference photos: background images, guide images, 2D to 3D transformation with BÃ©zier curves; Advanced materials and textures: subsurface scattering, ray tracing, transparent textures, cloud texture; UV/image editor; UV maps; Lighting: real lights, blender lights, lighting rigs, global illumination; Basic animation: keyframing, animation editors, graph editor, animation rendering, lattice modifier, sequencer tool: Particle systems: simple particles systems, shapes from particles, billboard visualization; Soft bodies: soft body animation, simple cloth animation; Blender game engine: basics, controls and movement, physics in Blender, basic mouse pointer, text

Certificate Programme version/revision: EITC/CG/BL1v1r1

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Has successfully completed test requirements of
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EITC/CG/BL2 3D graphics design and visualisation software (Blender) 2

Certification Programme examination result: 93.33%

Certification Programme description:

Python scripting: introduction, working with addons (objects, actions, settings); Advanced modeling: overview, High Dynamic Range imaging HDRi (light probe), landscapes and heightmaps (procedural landscape modeling, basic terrain, texture stenciling, heightmap exporting); Advanced materials and textures: bump mapping, normal mapping (texture normals, color map normals); Nodes: texture nodes, material nodes, compositing; Advanced rendering: cycles (glass material, fireflies, freestyle); Advanced animation: introduction, armature object, mesh object (envelope, vertex groups and weight paint, shape keys); constraints (copy location, copy rotation, track-to, floor, locked track, follow path, stretch-to, IK solver), timeline window, IPO window (data type), NLA window and editor, relative vertex keys; Advanced game engine: advanced game engine techniques (pop-up menus, dropping menus)

Certificate Programme version/revision: EITC/CG/BL2v1r1

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Has successfully completed test requirements of
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EITC/CG/SU 3D graphics design and visualisation software (SketchUp)

Certification Programme examination result: 84.44%

Certification Programme description:

User interface: tool palettes, toolbars, windows, menus, dialog boxes; Principal tools: select, eraser, paint bucket; Drawing tools: line, arc, freehand, rectangle, circle, polygon; Modification tools: move, rotate, scale, push/pull, offset, follow me, intersect with model, position texture; Construction tools: tape measure, protractor, axes, dimension, text, 3D text, section plane; Camera tools: standard views, matching photos and models, orbit, pan, zoom; Walkthrough tools: walk, look around; Sandbox tools: sandbox from scratch, smoove, drape, add detail; Solid tools: outer shell, intersect, union, subtract, trim, split; Google toolbar: sharing models, SketchUp and Google Earth; Model settings and managers: materials browser, components browser, styles browser, outliner, scenes manager, preferences; Entities; Importing and exporting; Printing; Ruby plugins

Certificate Programme version/revision: EITC/CG/SUv1r1

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Has successfully completed test requirements of
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EITC/CG/GIMP Raster graphics processing software (GIMP)

Certification Programme examination result: 72.22%

Certification Programme description:

Introduction to GIMP; Toolbox: gradient, move tool, crop tool, selection tools (rectangle selection, ellipse selection, free selection, fuzzy selection, selection by color, scissors, foreground select), other tools (color picker, zoom tool, measure tool, text tool); Editing an image; Colors and transparency; Saving the image; Layers; Paths; Channels; Decompose; Tones and colors: levels tool, curves tool; Filters: blurs (Gaussian blur, pixelize), enhance (unsharp mask); Scripts: fractal explorer; Common use cases: assembling images, body shifting, brushed metal effect, stone texture, speech bubbles, blending exposures, installing plugins, removing coherent noise by Fourier analysis, removing unwanted elements from image, captioning pictures, adding shine to buttons

Certificate Programme version/revision: EITC/CG/GIMPv1r1

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Has successfully completed test requirements of
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EITC/CG/ADPD Artistic digital portrait drawing

Certification Programme examination result: 75.56%

Certification Programme description:

Introduction to digital artistic drawing of portraits; Skin tones: choosing skin colours, creating palettes, using the colour wheel in graphic software to help choose the right tones, using non-standard colours for skin; Eyes: eye shapes and proportions, anatomy, perspective, application of shadows, walk-through of the whole process on the eye painting; Noses: nose shapes and proportions, anatomy, perspective, application of shadows, walk-through of the whole process on the nose painting; Lips: lips shapes and proportions, anatomy, perspective, application of shadows, walk-through of the whole process on the lips painting; Ears: ears shapes and proportions, anatomy, perspective, application of shadows, walk-through of the whole process on the ear painting; Hair: basic hair shaping, work from basic shapes to details, matching the hairstyle shape to the face; How to work with references (portrait edition): the use of reference photos, techniques for recreating characters from photos, useful vs. useless parts of the reference photos, using one vs. many photos, the use of 3D software; Sculpting approach to painting: painting without the use of a sketch and guide lines, "building/sculpting" the painting and treating it as clay that can be distorted, cut, rebuilt, reshaped at any time; Smart rendering: indicating when it is worth to focus on details and when it is unnecessary, deliberately leaving "unfinished" objects/parts of a painting to achieve specific results; Light and shadow as an aftereffect: adding "dramatic" light effects at the end of the painting process (when it's finished/almost finished), "saving" an average work with interesting character lighting, overview of useful layers

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