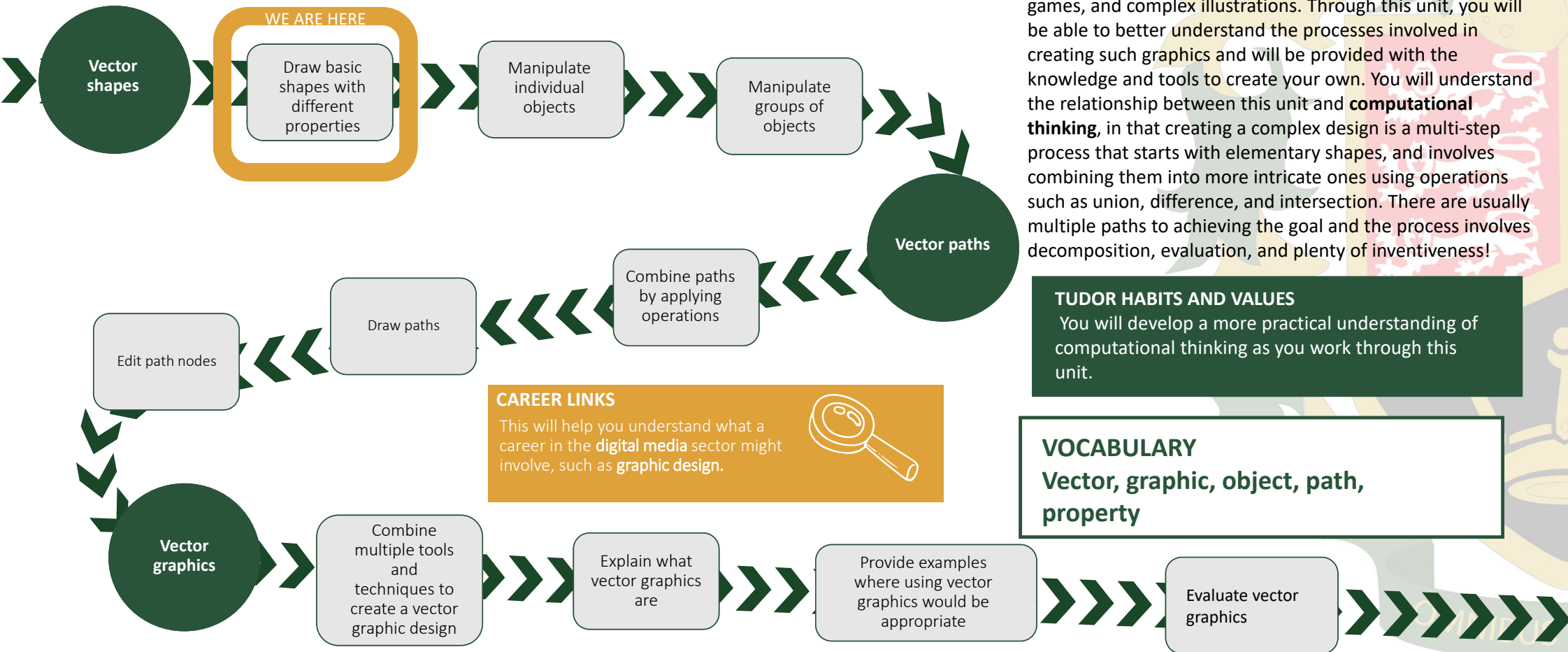# LEARNING JOURNEY COMPUTING

VECTOR GRAPHICS

This unit offers you the opportunity to design graphics using vector graphic editing software. Vector graphics can be used to design anything from logos and icons to posters, board games, and complex illustrations. Through this unit, you will be able to better understand the processes involved in creating such graphics and will be provided with the knowledge and tools to create your own. You will understand the relationship between this unit and **computational thinking**, in that creating a complex design is a multi-step process that starts with elementary shapes, and involves combining them into more intricate ones using operations such as union, difference, and intersection. There are usually multiple paths to achieving the goal and the process involves decomposition, evaluation, and plenty of inventiveness!

Vector shapes

WE ARE HERE
Draw basic shapes with different properties

Manipulate individual objects

Manipulate groups of objects

Vector paths

Combine paths by applying operations

Draw paths

Edit path nodes

TUDOR HABITS AND VALUES
You will develop a more practical understanding of computational thinking as you work through this unit.

CAREER LINKS
This will help you understand what a career in the **digital media** sector might involve, such as **graphic design**.

VOCABULARY
Vector, graphic, object, path, property

Vector graphics

Combine multiple tools and techniques to create a vector graphic design

Explain what vector graphics are

Provide examples where using vector graphics would be appropriate

Evaluate vector graphics