

Year 10 – iMedia – Term 2

Completion date: Summer Year 10

Over year 10 you will be completing the three compulsory units for the iMedia course: R081 Pre-production skills and R082 Creating Digital Graphics and R083 2D and 3D Digital Characters. You will sit your formal exam at the end of year 10 on Pre-production skills.

You will learn about:

- Digital Graphics – how, where and why they are used.
- Understanding the audience and the client requirements.
- Be able to plan a professional product according to a brief.
- Developing your Photoshop skills to allow you to create high quality digital graphics.

<p>Lesson Overview</p> <p>Mock Exam Revision Revise pre-production content that you did in term 1 and during your project.</p> <p>LO1: Use of Digital Graphics. Understand where and why Digital graphics are used. Be able to identify their purpose and target audience.</p> <p>LO2 Planning Understand the client brief and create the required planning documents such as requirements, visualisation diagrams, time plans and mood boards. Define precisely the target audience. Prepare and store any required assets.</p> <p>LO3 Production work Use Photoshop to create you book cover using a wide range of different tools and techniques. Ensure that work is saved in the correct file formats on a regular basis securely and version controlled.</p> <p>LO4 Product Review Create a detailed final review that will provide a thorough assessment of the quality of the product you have created and possible improvements.</p>	<p>Keywords</p> <p>Storyboard</p> <p>Mind map</p> <p>Audience Demographic (age, gender, ethnicity, income)</p> <p>Work plans: Contingency, Timescale, Milestone</p> <p>File formats (GIF, JPEG, BMP, vector, bitmap, PSD etc)</p> <p>Version control</p> <p>Graphic properties (resolution)</p> <p>Legal aspects: Copyright, Trademark, Certification</p> <p>Connote - connotation</p> <p>Denote – denotation</p> <p>Portray</p> <p>Photoshop – layers, effects (fx), masks, feathering, cloning, healing, gradients, stroke and fill, burn and dodge, levels, vectors</p>