

Year 10 – iMedia – Term 3

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:

- 2D and 3D Digital character – where they are used.
- Understanding the audience and the client requirements.
- Developing your Photoshop skills to allow you to create high quality digital graphics.

<p>Lesson Overview</p> <p>Completing R082 Digital Characters Coursework. Complete your production work on Photoshop then write the final evaluation. Final check of work for submission.</p> <p>Exam Revision Revise pre-production content that you did in term 1 and during your project.</p> <p>LO1.1: Use of 2D and 3D Digital Characters. Understand where and why 2D and 3D Digital characters are used. Be able to analyse the physical and facial characteristics and say what they portray.</p> <p>LO1.2 2D and 3D Software Investigate the different types of software that are available to create 2D and/or 3D digital characters.</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 character and filters. 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>Version control</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>Graphic properties (resolution)</p> <p>Legal aspects: Copyright, Trademark, Certification</p> <p>Connote - connotation</p> <p>Denote – denotation</p> <p>Portray</p> <p>Physical and Facial Characteristics</p> <p>Photoshop – layers, effects (fx), masks, feathering, cloning, healing, gradients, stroke and fill, burn and dodge, levels, vectors</p>

