

# Year 11 – iMedia – Term 1

**Completion date: Christmas Y11**

In Year 11 you will be expected to complete your final piece of coursework. We will then review your grades for the for coursework and exam unit and consider whether any resits or rework is required. You will complete one of the two different pathways – either Digital Photography or Digital Animation.

**You will learn about:**

- Digital Photography Skills or How to create Digital Animations.
- Understanding the audience and the client requirements.

<p style="text-align: center;"><b>Digital Photography - Lesson Overview</b></p> <p><b>Digital Camera Hardware</b> Investigate different types of Cameras and understands how cameras are designed for different purposes.</p> <p><b>Camera Features</b> Investigate the different features on a range of cameras to see how they affect the images created.</p> <p><b>Composition</b> Learn how to use the settings on a camera change the style and feeling of a digital image.</p> <p><b>LO2 Planning</b> Understand the client brief to create a photoshoot 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><b>LO3 Production work</b> Prepare and take a range of digital images for your presentation\exhibition.</p> <p><b>LO4 Product Review</b> Create a detailed final review that will provide a thorough assessment of the quality of the images you have created and possible improvements.</p>	<p><b>Keywords</b></p> <p><b>Version control</b></p> <p><b>Mind map</b></p> <p><b>Audience Demographic</b> (age, gender, ethnicity, income)</p> <p><b>Work plans:</b> Contingency, Timescale, Milestone</p> <p><b>File formats</b> (GIF, JPEG, BMP, vector, bitmap, PSD etc)</p> <p><b>Graphic properties</b> (resolution)</p> <p><b>Legal aspects:</b> Copyright, Trademark, Certification</p> <p><b>Exposure</b></p> <p><b>Camera Speed</b></p> <p><b>Lens</b></p> <p><b>Aperture</b></p> <p><b>Composition</b></p> <p><b>Rule of Thirds</b></p> <p><b>Compact Camera</b></p> <p><b>DSLR</b></p>

<p style="text-align: center;"><b>Digital Animation - Lesson Overview</b></p> <p><b>L01</b> Investigate Animation Uses and Purposes</p> <p><b>Learn Animation Types</b></p> <p><b>Learn Animation Features/Techniques</b></p> <p><b>LO2 Planning</b> Understand the client brief to create a digital animation and create the required planning documents such as requirements, storyboard, time plans and mood boards. Define precisely the target audience. Prepare and store any required assets. Legislation and resources.</p> <p><b>LO3 Production work</b> Use animation software to create a digital animation using a range of tools and techniques. Create a Test plan. Enhance animation movement. Save and export in appropriate file formats.</p> <p><b>LO4 Product Review</b> Create a detailed final review that will provide a thorough assessment of the digital animation against the client brief. Identify possible improvements.</p>	<p><b>Keywords</b></p> <p><b>Version control</b></p> <p><b>Mind map</b></p> <p><b>Storyboard</b></p> <p><b>Audience Demographic</b> (age, gender, ethnicity, income)</p> <p><b>Work plans:</b> Contingency, Timescale, Milestone</p> <p><b>File formats</b> (GIF, JPEG, BMP, vector, bitmap, PSD etc)</p> <p><b>Graphic properties</b> (resolution)</p> <p><b>Legal aspects:</b> Copyright, Trademark, Certification</p> <p><b>Animation Features/Techniques:</b></p> <p>Frame by frame, onion skinning, key frame, inbetweening, still motion, squash and stretch layering</p> <p><b>Animation types:</b> stop motion, time-lapse, cel animation, cut out, flipbook, digital</p>