### IMedia Camnat KS4 2019/20

Year 10. Autumn Spring Summer

Unit R082  Identify different industries and how they use digital graphics. Create a design brief, look at hardware and software, assets table, copyright and a work plan.	<ul> <li>Review of digital graphics in industry</li> <li>Image properties</li> <li>File types</li> <li>Design brief</li> <li>Software/Hardware</li> <li>Work plan</li> <li>Assets table</li> </ul>
Unit R082  Creating the digital graphic, evaluating and reviewing the graphic.	<ul> <li>Digital Graphic</li> <li>Screen grabs and evidence</li> <li>Evaluation/Review</li> </ul>
	Unit R082 Internal Deadline Christmas 2019
Identify different industries and how they use websites. Create a design brief, look at hardware and software, assets table, copyright and a work plan.	<ul> <li>Review of different industry websites</li> <li>File types</li> <li>Design brief</li> <li>Software/Hardware</li> <li>Work plan</li> <li>Assets table</li> </ul>
Unit R085  Creating the website, testing, evaluating and reviewing the graphic.	<ul> <li>Website</li> <li>Screen grabs and evidence</li> <li>Testing the website</li> <li>Evaluation/Review</li> </ul>
	Unit R085 Internal Deadline Easter 2020
Unit R086  Identify different industries and how they use. Create a design brief, hardware/software, assets table, copyright and a work plan.	<ul> <li>Review of different animations</li> <li>File types</li> <li>Design brief</li> <li>Software/Hardware</li> <li>Work plan</li> <li>Assets table</li> </ul>

### Unit R086

Creating a digital animation, testing, evaluating and reviewing the animation.

- Animation
- Screen grabs and evidence
- Testing the animation
- Evaluation/Review

Unit R086 Internal Deadline Summer 2020

Year 11.

Autumn

Spring



Summer



## Revision R081 January Exam

#### Topics -

*Understand, plan, create and evaluate:* 

- mood boards (e.g. ideas and concepts for a new creative media product development, assisting the generation of ideas)
- mind maps/spider diagrams (e.g. to show development routes and options for an idea, or component parts and resources needed for a creative media product)
- visualisation diagrams (e.g. for still images and graphics)
- storyboards, i.e.: number of scenes scene content timings camera shots (e.g. close up, mid, long) camera angles (e.g. over the shoulder, low angle, aerial) camera movement (e.g. pan, tilt, zoom or using a track and dolly) lighting (e.g. types, direction) sound (e.g. dialogue, sound effects, ambient sound, music) locations (e.g. indoor studio or other room, outdoor) camera type i.e. still camera, video camera, virtual camera (e.g. for animations, 3D modelling or computer games)
- scripts, i.e.: set or location for the scene - direction (e.g. what happens in the scene, interaction) - shot type camera movement - sounds (e.g. for actions or events) - characters dialogue (e.g. intonation, loudness, emotion) - formatting and layout

# Revision R081 January Exam

### Deadline 13th December

## January Exam – Wednesday 08<sup>th</sup> January 2020 @ 01:00 pm.

Unit R082, R085 and R086
 Complete any missing work
 Improvements
 Annotations
 Headers and footers

Unit R082, R085 and R086
Actual Deadline May 2020 for all units R082, R085 and R086.

## Summer Exam – June 2020