



# Creative iMedia (J834) Curriculum Overview 2022 – 2024 (Y10)

	Year 10	Year 11
Autumn 1	<p><b>Overview – R094: Visual identity and digital graphics</b>  <b>Topic Area 1: Develop visual identity</b></p> <ul style="list-style-type: none"> <li>• Purpose, features, elements and design of visual identity</li> </ul> <p><b>Topic Area 2: Plan digital graphics for products</b></p> <ul style="list-style-type: none"> <li>• Graphic design concepts and conventions</li> </ul>	<p><b>Overview – R098: Visual imaging</b></p> <p><b>Topic 2: Create visual imaging portfolio</b></p> <ul style="list-style-type: none"> <li>• Techniques of tools to take photographs</li> <li>• Techniques for processing photographic images</li> <li>• Techniques and tools to record video footage</li> <li>• Techniques and tools for editing video footage</li> <li>• Techniques to save and publish / export portfolios of photographs and video sequences</li> </ul> <p><b>Topic 3: Review visual imaging portfolios</b></p> <ul style="list-style-type: none"> <li>• Techniques used to check and review visual imaging portfolios</li> <li>• Improvements and further development</li> </ul>
	<p><b>Skills / Knowledge</b></p> <p><b>R094</b></p> <p><b>1.1 Purpose, elements and design of visual identity</b></p> <ul style="list-style-type: none"> <li>• <b>Purpose of visual identity</b> (<i>Recognition/familiarity, establish a brand, Develop brand loyalty, Visual communication with audiences/consumers</i>)</li> <li>• <b>Component features of visual identity</b> (<i>Name, Logo, Slogan/strap line</i>)</li> <li>• <b>Elements of visual identity</b> (<i>Graphics - shape/symbol, Typography, Colour palette and meaning, Layout/complexity</i>)</li> <li>• <b>Visual identity design style</b> (<i>Business type, Brand values, Brand positioning – economy / mid-range / high-end</i>)</li> </ul> <p><b>2.1 Graphic design and conventions</b></p> <ul style="list-style-type: none"> <li>• <b>Concepts of graphic design</b> (<i>Application of visual identity, Alignment, Typography, use of colour and colour systems, Use of white space</i>)</li> <li>• <b>Layout conventions for different graphic products and Purposes</b> (<i>Additional information, Headlines and copy, Image content, Titles and mastheads</i>)</li> </ul>	<p><b>Skills / Knowledge</b></p> <p><b>2.1 Techniques of tools to take photographs</b></p> <ul style="list-style-type: none"> <li>• <b>Camera settings, techniques and choices for taking photographs</b> <ul style="list-style-type: none"> <li>○ Exposure settings</li> <li>○ Shutter speed</li> <li>○ Aperture</li> <li>○ ISO</li> <li>○ Lens focal length</li> <li>○ Depth of field</li> <li>○ Exposure compensation</li> <li>○ White balance</li> <li>○ Photographic image format</li> </ul> </li> </ul> <p><b>2.2 Techniques for processing photographic images</b></p> <ul style="list-style-type: none"> <li>• <b>Adjustments to improve suitability</b> <ul style="list-style-type: none"> <li>○ Sharpness</li> <li>○ Brightness / contrast</li> <li>○ Colour balance</li> <li>○ Cropping</li> <li>○ Correction tools</li> </ul> </li> <li>• <b>Selection of images based on technical suitability</b></li> <li>• <b>Selection of images based on composition and aesthetic qualities</b></li> </ul> <p><b>2.3 Techniques and tools to record video footage</b></p> <ul style="list-style-type: none"> <li>• <b>Technical settings for video recording</b> <ul style="list-style-type: none"> <li>○ Video format/resolution</li> <li>○ Lighting scenes and subject</li> <li>○ Orientation</li> <li>○ Framing rate</li> </ul> </li> <li>• <b>Techniques for recording video footage</b> <ul style="list-style-type: none"> <li>○ Framing</li> <li>○ Shot types</li> <li>○ Camera angles</li> <li>○ Camera Movement</li> </ul> </li> </ul> <p><b>2.4 Techniques and tools for editing video footage</b></p>

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- **Tools and techniques for editing (post- production)**

- Cut/split
- Move/position on timeline
- Adjustments
- Transition effects
- Applying effects
- Editing of audio track
- Insertion of still images

## **2.5 Techniques to save and publish / export portfolios of photographs and video sequences**

- **Techniques for creating image portfolios in different media**

- Contact sheets for proofing purposes
- Folder of image files
- Presentation
- Framed prints for exhibition or display
- Digital portfolios

- **Processes to create a video file for playback**

- Rendering video
- Techniques for saving / exporting
- Video formats for different platforms

## **3.1 Techniques used to check and review visual imaging portfolios**

- Techniques to check the technical properties of visual imaging portfolios

- Methods of checking
  - checklist
- Elements of visual imaging portfolio to check
  - file size, properties and format
  - playback testing for display size and media compatibility

- Techniques to review the fitness for purpose of visual imaging portfolios

- Suitability for client requirements
- Suitability for target audience
  - suitability of content
  - accessibility
- Review of visual quality, aesthetics, appeal and engagement

## **3.2 Improvements and further development**

- Constraints which limit the effectiveness of visual imaging portfolios

- Visual imaging portfolio constraints
  - Time
  - Resources
  - Hardware
  - Software
  - Skills
- Visual imaging portfolio improvements
  - Using camera settings
  - Composition
  - Stability of video
  - Image processing
  - Video editing
- Further development opportunities for a visual imaging portfolio
  - Further developments
    - Length
    - Product type and placement
    - Story / narrative content
    - Reuse of components
    - Cross platform media

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	<p><b>Assessments</b> <i>In class assessment / group feedback</i></p>	<p><b>Assessments</b> Assessment in line with specification Retrieval used to support students' knowledge of R093</p> <p><b>Controlled NEA – R098: Task 2 / 3</b></p> <p><b>6 Weeks – 12 Hours</b></p>
<h2>Autumn 2</h2>	<p><b>Overview – R094: Visual identity and digital graphics</b></p> <p><b>Topic Area 1: Develop visual identity</b></p> <ul style="list-style-type: none"> <li>Purpose, features, elements and design of visual identity</li> </ul> <p><b>Topic Area 2: Plan digital graphics for products</b></p> <ul style="list-style-type: none"> <li>Properties of digital graphics and use of assets</li> <li>Techniques to plan visual identity and digital graphics</li> </ul> <p><b>Controlled NEA – R094: Task 1</b></p> <p><b>3 Weeks – 6 Hours</b></p>	<p><b>Overview – R093: Creative iMedia in the media industry</b></p> <p><b>Topic Area 1: The media industry</b></p> <ul style="list-style-type: none"> <li>Media industry sectors and products</li> <li>Job roles in the media industry</li> </ul> <p><b>Topic Area 2: Factors influencing product design</b></p> <ul style="list-style-type: none"> <li>How style, content and layout are linked to the purpose</li> <li>Client requirements and how they are defined</li> <li>Audience demographics and segmentation</li> <li>Research methods, sources and types of data</li> <li>Media codes used to convey meaning, create impact and/or engage audiences</li> </ul> <p><b>Topic Area 3: Pre-production planning</b></p> <ul style="list-style-type: none"> <li>Work planning and documents</li> <li>Documents used to design/plan media products</li> </ul>
	<p><b>Skills / Knowledge</b></p> <p><b>1.1 Purpose, elements and design of visual identity</b></p> <ul style="list-style-type: none"> <li><b>Purpose of visual identity</b> (<i>Recognition/familiarity, establish a brand, Develop brand loyalty, Visual communication with audiences/consumers</i>)</li> <li><b>Component features of visual identity</b> (<i>Name, Logo, Slogan/strap line</i>)</li> <li><b>Elements of visual identity</b> (<i>Graphics - shape/symbol, Typography, Colour palette and meaning, Layout/complexity</i>)</li> <li><b>Visual identity design style</b> (<i>Business type, Brand values, Brand positioning – economy / mid-range / high-end</i>)</li> </ul> <p><b>2.1 Graphic design and conventions</b></p> <ul style="list-style-type: none"> <li><b>Concepts of graphic design</b> (<i>Application of visual identity, Alignment, Typography, Use of colour and colour systems, Use of white space</i>)</li> <li><b>Layout conventions for different graphic products and Purposes</b> (<i>Additional information, Headlines and copy, Image content, Titles and mastheads</i>)</li> </ul> <p><b>2.2 Properties of digital graphics and use of assets</b></p> <ul style="list-style-type: none"> <li><b>Bitmap/raster properties</b> (<i>colour depth, colour mode, compression settings, overall quality, transparency</i>)</li> <li><b>Vector graphic properties</b> (<i>compatibility, file size, scalability, software support</i>)</li> <li><b>Licences and permissions to use assets sourced from</b> (<i>Client images, Internet, Logos, Photographs, Stock library</i>)</li> </ul>	<p><b>Skills / Knowledge</b></p> <p><b>1.1 - Media industry sectors and products</b></p> <ul style="list-style-type: none"> <li><b>Traditional media</b> (<i>film, television, radio, print publishing</i>)</li> <li><b>New media</b> (<i>computer games, interactive media, internet, digital publishing</i>)</li> <li><b>Products in the media industry</b> - <i>Video, Audio, Music, Animation, Special effects (SFX, VFX), Digital imaging and graphics, Social media platforms/apps, Digital games, Comics and graphic novels, Websites, Multimedia, eBooks, AR/VR</i></li> </ul> <p><b>1.2 - Job roles in the media industry</b></p> <ul style="list-style-type: none"> <li><b>Creative</b> (<i>animator, content creator, copy writer, graphic designer, illustrator, graphic artist, photographer, script writer, web designer</i>)</li> <li><b>Technical</b> (<i>camera operator, games programmer/developer, sound editor, audio technician, video editor, web developer</i>)</li> <li><b>Senior roles</b> (<i>campaign manager, creative director, director, editor, production manager</i>)</li> </ul> <p><b>2.1 - How style, content and layout are linked to the purpose</b></p> <ul style="list-style-type: none"> <li><b>Purpose</b> (<i>advertise/promote, educate, entertain, inform, influence</i>)</li> <li><b>Style, content and layout</b> (<i>colour, conventions of genre, formal/informal language, positioning of elements, style of audio representation, style of visual representation, tone of language</i>)</li> </ul> <p><b>2.2 - Client requirements and how they are defined</b></p> <ul style="list-style-type: none"> <li><b>Client requirements</b> (<i>Type of product, purpose, audience, client ethos, content, genre, style, theme, timescales</i>)</li> </ul>

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	<p><b>2.3 Techniques to plan visual identity and digital graphics</b></p> <ul style="list-style-type: none"> <li>• <b>Pre-production and planning documentation used to generate ideas and concepts for visual identity and digital graphics</b> (Mood board, Mind map, Concept sketch, Visualisation diagram)</li> <li>• <b>Save and export</b> (Proprietary format master files, Repurpose and export in appropriate file formats)</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Client brief formats</b> (Commissions, formal, informal, meeting/discussions, negotiated, written)</li> </ul> <p><b>2.3 - Audience demographics and segmentation</b></p> <ul style="list-style-type: none"> <li>• <b>Categories of audience segmentation</b> (Age, Gender, Occupation, Income, Education, Location, Interests, Lifestyle)</li> </ul> <p><b>2.4 - Research methods, sources and types of data</b></p> <ul style="list-style-type: none"> <li>• <b>Primary research methods</b> (focus groups, interviews, online surveys, questionnaires)</li> <li>• <b>Secondary research sources</b> (books and journals, internet sites/research, magazines and newspapers, television)</li> </ul> <p><b>2.5 - Media codes used to convey meaning, create impact and/or engage audiences</b></p> <ul style="list-style-type: none"> <li>• <b>Media codes</b> (Technical, Symbolic, Written)</li> </ul> <p><b>Ways that meaning, impact and/or engagement are created using</b> (Animations, Audio [ <i>dialogue, music genre, silence, sound effects, vocal intonation</i>], Camera techniques [ <i>angles, shots, movement</i>], Colour, Graphics, Interactivity, Lighting [ <i>intensity/levels, position</i>], Mise-en-scene, Movement, Transitions, Typography [ <i>emphasis, font size, font types</i>])</p>
	<p><b>Assessments</b></p> <p><i>R094</i></p> <p><i>Topic Area 1: Develop visual identity</i></p> <p><i>Topic Area 2: Plan digital graphics for products</i></p> <p><i>Topic Area 3: Create visual identity and digital graphics</i></p>	<p><b>Assessments</b></p> <p><i>Mini Assessment 1 (1.1 - 1.2)</i></p> <p><i>Mini Assessment 2 (1.1 - 2.2)</i></p> <p><i>Mini Assessment 3 (1.1 – 2.5)</i></p> <p><i>Supported by regular class tests / reflective tasks</i></p>
<p>Spring 1</p>	<p><b>Overview – R094: Visual identity and digital graphics</b></p> <p><b>Topic Area 3: Create visual identity and digital graphics</b></p> <ul style="list-style-type: none"> <li>• Tools and techniques to create visual identity and digital graphics</li> <li>• Technical skills to source, create and prepare assets for use within digital graphics</li> <li>• Techniques to save and export visual identity and digital graphics (<b>Integrated R093 – Distribution considerations and file formats</b>)</li> </ul> <p><b>Controlled NEA – R094: Task 2</b></p> <p><b>3 Weeks – 8 Hours</b></p>	<p><b>Overview – R093: Creative iMedia in the media industry</b></p> <p><b>Topic Area 3: Pre-production planning</b></p> <p><b>3.1 Work planning</b></p> <ul style="list-style-type: none"> <li>• <b>Components of workplans</b> (phases [ <i>pre-production, production, post-production</i>], tasks, activities, workflow, timescales, milestones, contingencies, resources [ <i>hardware, people, software</i>])</li> </ul> <p><b>3.2 Documents used to support ideas generation</b></p> <ul style="list-style-type: none"> <li>• <b>Mind map</b> (<i>digital, hand drawn</i>)</li> <li>• <b>Mood board</b> (<i>digital, physical</i>)</li> </ul> <p><b>3.3 Documents used to design and plan media products</b></p> <ul style="list-style-type: none"> <li>• Asset log</li> <li>• Flow chart</li> <li>• Script</li> <li>• Storyboard</li> <li>• Visualisation diagram</li> <li>• Wireframe layout</li> <li>• The legal issues that affect media</li> </ul> <p><b>Topic Area 4: Distribution considerations</b></p> <ul style="list-style-type: none"> <li>• Distribution considerations</li> <li>• Properties and formats of media files</li> </ul>
	<p><b>Skills / Knowledge</b></p>	<p><b>Skills / Knowledge</b></p> <p><b>R093</b></p>

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**NEA - Students use / apply the skills and knowledge learnt over the previous terms to complete their individual NEA for R094.**

### 3.1 Tools and techniques of imaging editing software used to create digital graphics

- **Software tools and techniques used to create digital graphics** (Image/canvas size, Layout tools, Drawing tools, Adjustments to brightness/contrast and colour, Use of selections, Use of layers and layer styles, Retouching, Typography, Filters and effects)

### 3.2 Technical skills to source, create and prepare assets for use within digital graphics

- **Source assets for use in digital graphics** (Images, Graphics)
- **Create assets for use in digital graphics** (Editing sourced assets to create a derivative asset, creating assets using drawing tools)
- **Modify images and other assets to make sure the technical compatibility for use within print graphics** (Resize and resample, Modifying image properties)
- **Store assets for use** (Storage location, Changing the file format)

### 3.3 Techniques to save and export visual identity and digital graphics

## R093

### 4.2 Properties and formats of media files

#### 4.2.1 Image Files

- **The properties of digital static image files** (DPI/PPI resolution, pixel dimension)
- **Static image file formats** (raster/ bitmap, vector, uncompressed, compressed)

#### 3.4.1 – Legal considerations to protect individuals

- Privacy and permissions (rights for recording images / taking photographs in public places, permission for recording images / taking photographs on private property, permissions for publishing and commercial use of images and photographs taken, harassment and invasion of privacy.)
- Defamation (libel, slander)
- Data Protection (rights of data subjects in the collection, use and storage of personal data)

#### 3.4.2 – Intellectual property rights

- Protecting intellectual property [IP] (copyright, ideas, patents, trademark)
- Using copyrighted materials (creative common licence, fair dealing, permissions, fees and licencing, watermarks and symbols)

#### 3.4.3 – Regulation, certification and classification

- Organisations responsible for regulations (ASA – Advertising standards Authority, Ofcom – The office of communication)
- Classification systems and certifications (BBFC – British board of film classification certifications, PEGI – Pan European Game information certification)

#### 3.4.4 – Health & safety

- Health and safety risks and hazards in all phases of production
- Actions to mitigate health and safety risks and hazards
- Risk assessments
- Location recess

#### 4.1 Distribution platforms and media to reach audiences

- Online (apps, multimedia, web)
- Physical platforms (computer, interactive TV, Kiosks, mobile devices)
- Physical media (CD/DVD, memory stick, paper based)

### 4.2 Properties and formats of media files

#### 4.2.1 Image Files

- **The properties of digital static image files** (DPI/PPI resolution, pixel dimension)
- **Static image file formats** (raster/ bitmap, vector, uncompressed, compressed)

#### 4.2.2 Audio Files

- **The properties of digital audio files** (bit depth, sample rate)
- **Audio file formats** (uncompressed, compressed)

#### 4.2.3 Moving Image Files

- **The properties of digital moving image files** (frame Rate, resolution [SD, HD, UHD, 4K, 8K], Moving image files formats, animation, video, uncompressed, compressed)

#### 4.2.4 File compression

- Lossy compression
- Lossless compression

## Assessments

### R094

*Topic Area 1: Develop visual identity*

*Topic Area 2: Plan digital graphics for products*

*Topic Area 3: Create visual identity and digital graphics*

## Assessments

*Mini Assessment 1 (1.1 – 3.1)*

*Mini Assessment 2 (1.1 – 3.3)*

*Mini Assessment3 (1.1 – 4.1)*

*Supported by regular class tests / reflective tasks*

**Overview – R098: Visual imaging**

**Overview – R093: Creative iMedia in the media industry**

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<h2>Spring 2</h2>	<p><b>Topic 1: Plan visual imaging portfolios</b></p> <ul style="list-style-type: none"> <li>• Features and conventions of photographic images and video</li> <li>• Content use in visual imaging portfolios</li> <li>• Equipment for capturing images &amp; video</li> </ul> <p><b>Topic 2: Create visual imaging</b> Techniques of tools to take photographs</p>	<p>Remaining lessons will be spent completing a range of retrieval activities alongside exam questions to prepare them for their exam.</p> <ul style="list-style-type: none"> <li>•</li> </ul>
	<p><b>Skills / Knowledge</b></p> <p><b>R098</b></p> <p><b>1.2 Features and conventions of photographic images and video</b></p> <ul style="list-style-type: none"> <li>• <b>Photographic images</b> <ul style="list-style-type: none"> <li>○ Composition</li> <li>○ Used of placement of props</li> <li>○ Visual styles</li> <li>○ Lighting effects</li> </ul> </li> <li>• <b>Video sequences</b> <ul style="list-style-type: none"> <li>○ Camera work</li> <li>○ Camera orientation</li> <li>○ Lighting</li> <li>○ Platforms and medium related conventions</li> <li>○ Post – production techniques</li> <li>○ Use of in-camera audio</li> </ul> </li> <li>• <b>Creativity in photography and video</b> <ul style="list-style-type: none"> <li>• Originality</li> <li>• Imaginative concepts</li> <li>• Derivative ideas</li> </ul> </li> </ul> <p><b>1.3 Equipment for capturing images &amp; video</b></p> <ul style="list-style-type: none"> <li>• <b>Technical capabilities of camera equipment and accessories</b> <ul style="list-style-type: none"> <li>○ Photographic image capture</li> <li>○ Video recording</li> </ul> </li> </ul> <p><b>2.1 Techniques of tools to take photographs</b></p> <ul style="list-style-type: none"> <li>• <b>Compositional choices for taking photographs</b> <ul style="list-style-type: none"> <li>○ Rule of thirds</li> <li>○ Leading lines</li> <li>○ Natural Frames</li> <li>○ Orientation</li> <li>○ Composition for points of interest, anticipating movement</li> </ul> </li> <li>• <b>Camera settings, techniques and choices for taking photographs</b> <ul style="list-style-type: none"> <li>○ Exposure settings</li> <li>○ Shutter speed</li> <li>○ Aperture</li> <li>○ ISO</li> <li>○ Lens focal length</li> <li>○ Depth of field</li> <li>○ Exposure compensation</li> <li>○ White balance</li> <li>○ Photographic image format</li> </ul> </li> </ul>	<p><b>Skills / Knowledge</b></p> <ul style="list-style-type: none"> <li>• All skills and knowledge from previous terms relating to R093.</li> </ul>
	<p><b>Assessments</b></p>	<p><b>Assessments</b></p>

# Creative iMedia (J834) Curriculum Overview 2022 – 2024

	<p><i>In class assessment / group feedback</i></p>	<p><i>Assessment in line with specification</i>  <i>Retrieval used to maintain students' knowledge of R093</i>  <b>Mock Assessment</b></p>
<p style="text-align: center;">Summer 1</p>	<p><b>Overview – R098: Visual imaging</b></p> <p><b>Topic 1: Plan visual imaging portfolios</b></p> <ul style="list-style-type: none"> <li>• Features and conventions of photographic images and video</li> <li>• Content use in visual imaging portfolios</li> <li>• Equipment for capturing images &amp; video</li> </ul> <p><b>Topic 2: Create visual imaging</b></p> <ul style="list-style-type: none"> <li>• Techniques of tools to take photographs</li> </ul>	<p><b>Overview – R093: Creative iMedia in the media industry</b></p> <p>Remaining lessons will be spent completing a range of retrieval activities alongside exam questions to prepare them for their exam.</p>
	<p><b>R098</b></p> <p><b>1.3 Features and conventions of photographic images and video</b></p> <ul style="list-style-type: none"> <li>• <b>Photographic images</b> <ul style="list-style-type: none"> <li>○ Composition</li> <li>○ Used of placement of props</li> <li>○ Visual styles</li> <li>○ Lighting effects</li> </ul> </li> <li>• <b>Video sequences</b> <ul style="list-style-type: none"> <li>○ Camera work</li> <li>○ Camera orientation</li> <li>○ Lighting</li> <li>○ Platforms and medium related conventions</li> <li>○ Post – production techniques</li> <li>○ Use of in-camera audio</li> </ul> </li> <li>• <b>Creativity in photography and video</b> <ul style="list-style-type: none"> <li>• Originality</li> <li>• Imaginative concepts</li> <li>• Derivative ideas</li> </ul> </li> </ul> <p><b>1.4 Equipment for capturing images &amp; video</b></p> <ul style="list-style-type: none"> <li>• <b>Technical capabilities of camera equipment and accessories</b> <ul style="list-style-type: none"> <li>○ Photographic image capture</li> <li>○ Video recording</li> </ul> </li> </ul> <p><b>2.1 Techniques of tools to take photographs</b></p> <ul style="list-style-type: none"> <li>• <b>Compositional choices for taking photographs</b> <ul style="list-style-type: none"> <li>○ Rule of thirds</li> <li>○ Leading lines</li> <li>○ Natural Frames</li> <li>○ Orientation</li> <li>○ Composition for points of interest, anticipating movement</li> </ul> </li> <li>• <b>Camera settings, techniques and choices for taking photographs</b> <ul style="list-style-type: none"> <li>○ Exposure settings</li> <li>○ Shutter speed</li> <li>○ Aperture</li> <li>○ ISO</li> <li>○ Lens focal length</li> <li>○ Depth of field</li> <li>○ Exposure compensation</li> <li>○ White balance</li> </ul> </li> <li>• <b>Photographic image format</b></li> </ul>	<p><b>Skills / Knowledge</b></p> <ul style="list-style-type: none"> <li>• All skills and knowledge from previous terms relating to R093.</li> </ul>

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	<p><b>Assessments</b>  <i>In class assessment / group feedback</i>  <b>R094 – Submission – May – External Moderation</b>  <b>June – New NEA scenarios released</b></p>	<p><b>Assessments</b>  <i>Mock Papers / past papers</i>  <b>R098 – May – External Moderation</b>  <b>R093 – External Exam - June</b></p>
<h3>Summer 2</h3>	<p><b>Overview – R098: Visual imaging</b></p> <p><b>Topic 1: Plan visual imaging portfolios</b></p> <ul style="list-style-type: none"> <li>• Pre-production and planning documentation and techniques for photoshoots and video recordings</li> <li>• Content use in visual imaging portfolios</li> </ul> <p><b>Controlled NEA – R098: Task 1</b></p> <p><b>4 Weeks – 8 Hours</b></p>	
	<p><b>Skills / Knowledge</b></p> <p><b>1.4 Content use in visual imaging portfolios</b></p> <ul style="list-style-type: none"> <li>• Physical content of recorded video             <ul style="list-style-type: none"> <li>○ People</li> <li>○ Props</li> <li>○ Scenes</li> <li>○ Sets</li> </ul> </li> <li>• Assets             <ul style="list-style-type: none"> <li>○ Audio and sounds</li> <li>○ Motion graphics</li> <li>○ Recording footage</li> <li>○ Sourced / stock footage</li> </ul> </li> </ul> <p><b>1.4 Pre-production and planning documentation and techniques for photoshoots and video recordings</b></p> <ul style="list-style-type: none"> <li>• Hand drawn / written plans</li> <li>• Digitally created plans using software applications</li> <li>• Shot lists</li> <li>• Storyboards for video production</li> </ul> <p>Pre-production documentation for planning for shots and video recording</p> <ul style="list-style-type: none"> <li>• Location recce</li> <li>• Choice of viewpoint</li> <li>• Lighting considerations</li> </ul> <p>Pre-production documentation to assess and minimise hazards and risk</p> <ul style="list-style-type: none"> <li>• Risk Assessment</li> </ul>	
	<p><b>Assessments</b></p> <p><b>NEA - Students use / apply the skills and knowledge learnt over the previous terms to complete their individual NEA for R098.</b></p>	