

Hawley Hall High School iMedia Learning Journey



**EXPLORE
YOUR
OPTIONS**

Exams

Revision

R093 : TA1
Job roles in the media industry
How each role contributes to the creation of media products. Know the main responsibilities of each role in the creation of media products. Know that some job roles are specific to preproduction, production or post-production phases. Know that some job roles span multiple production phases. Why the size and scale of projects/productions means that individuals may perform more than one role



R096
Techniques to test/check and review animation with audio
The structure, content and use of test plans, checklists and success criteria. How to record test/check results and how and when to retest. How and why to test iteratively during both during production and post-production

R093 : TA4
Distribution platforms and media to reach audiences
Know the characteristics of the types of platform and media used to deliver products to audiences. The advantages and disadvantages of types of platform and media. The advantages and disadvantages of types of platform and media

R093 : TA4
Properties and formats for media files
Know what is meant by DPI/PP. How DPI/PPI relates to resolution and image quality. The relationship between pixel dimensions and quality for different image uses

R096 NEA assessment

R096
Techniques to save and export animation with audio
Using native, software specific formats to maintain editable versions of audio. Exporting audio for use within animation using suitable file formats and properties

R096
Techniques to obtain, create and manage assets
Using drawing and editing tools to create objects, characters and backgrounds, using image editing and/or animation software and saving them ready for use



R096
Pre production and planning documentation and techniques for animation with audio
Using documentation for planning animations and audio sequences to show how the visuals and audio are integrated and synchronised in animations. Planning could show how movement is to be achieved, as well as which audio elements are dominant (louder than others) at a particular time



R096
Features and conventions of animation and audio
Differences between different types of animation and the methods used to create them. When and where different types of animation are used. The definitions of and differences between audio types



R094
Techniques to plan visual identity and digital graphics
Creating mood boards with relevant content using physical materials. Creating mood boards using digital images. Using mind maps drawn out on paper and using concept sketches to develop ideas.

R094
Tools and techniques to create visual identity and digital graphics
Using visualisation diagrams to show design ideas and possible layouts, sketched with annotations or concept art created in software applications

R094
Technical skills to source, create and prepare assets for use within digital graphics
Using internet, stock libraries or client library to search for suitable image assets. Downloading and obtaining images and graphics, copying from download folder to working asset folder

R094:
Techniques to save and export visual identity and digital graphics
Saving of files for visual identity and digital graphics as high resolution, proprietary format, master files as an archive for further edits. Repurposing and exporting of visual identity and digital graphics in file formats.

NEA R094 assessment

R096
Introduction-including R093 key content
Plan animations with soundtracks based on client briefs.



R094
Properties of digital graphics and use of assets
Limitations of bitmap/raster files, benefits of vector file formats.



R094
Graphic design concepts and conventions
The importance of graphic designs that incorporate visual identity and house style. The importance of typography to convey clear message using suitable text fonts and sizes.

R093: TA3
Documents used to design/plan media products
Purpose of each document, components and conventions of each document, hardware and software used to create each document



R093: TA3
Work planning and documents used to support ideas generation

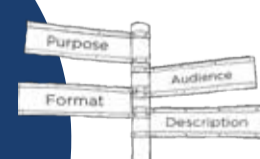
R093: TA2
Media codes used to convey meaning



R093: TA 1
Media Industry sectors and products
Different sectors that form the media industry and how these are evolving, types of products produced by, and used in, different sectors How the same product can be used in different sectors.



R093 : TA2
Audience demographics and segmentation
Different categories of audience segmentation, examples of the way audiences are grouped for each segmentation type, reasons for and benefits of audience segmentation, how audience characteristics influence the design and production of media products.



KS4 GCSE

Introduction
Specification requirements. Mark Scheme. Course calendar. Where to find resources. Folder Setup. Workbooks. Homework Definitions Tests Handouts. Understanding of flipped and flipped learning.



R093:TA2
Style, content and layout
The different purposes of media products, how style, content and layout are adapted to meet each purpose.

