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| http://www.cooperstc.com/index_htm_files/25897.png | **Coopers**  Cambridge TEC (Certificate/Diploma) in IT  **Unit 27 and 31 - DIGITAL GRAPHICS FOR INTERACTIVE MEDIA** | Student Name:­­­­ **Grade Awarded by:**  **Date Awarded: \_\_\_\_\_\_\_\_\_\_** Grade: PASS/MERIT/DISTINCTION |

##### Unit 27 and 31 - Assignment Checklist - DD-MM-2013

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| **TASKS & LEVEL** | | **ACTIVITIES** | | | | | | | | | | | | | | | | | | | | | **STUDENT** | | | **STAFF** |
| **LO1 - Know the hardware and software required to work with graphic images** | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P1.1 – Task 01** | | Describe the technology behind Scanners and discuss the advantages and disadvantages of this technology in Image gathering. | | | | | | | | | | | | | | | | | | | | |  | |  | |
| **P1.1 – Task 02** | | Describe and Compare the technology behind Digital and SLR cameras with reference to ISO, Aperture and f-Stop and discuss the advantages and disadvantages of this technology in Image gathering. | | | | | | | | | | | | | | | | | | | | |  | |  | |
| **P1.1 – Task 03** | | Describe and Compare the technology behind Graphics Tablets and discuss the application, advantages and disadvantages of this technology in image creation and manipulation. | | | | | | | | | | | | | | | | | | | | |  | |  | |
| **P1.2 – Task 04** | | Describe and Compare the technology behind Monitors and discuss the application, advantages and disadvantages of this technology in Image output and management. | | | | | | | | | | | | | | | | | | | | |  | |  | |
| **P1.2 – Task 05** | | Describe and Compare the technology behind Printers and discuss the application, advantages and disadvantages of this technology in Image output and presentation. | | | | | | | | | | | | | | | | | | | | |  | |  | |
| **P1.2 – Task 06** | | Describe and Compare the technology behind Plotters and discuss the application, advantages and disadvantages of this technology in Image output and presentation. | | | | | | | | | | | | | | | | | | | | |  | |  | |
| **P1.2 – Task 07** | | Compare the technologies behind PC’s and Apple Computers as a platform for Graphics Editing and discuss advantages and disadvantages of these platforms in Image output and presentation. | | | | | | | | | | | | | | | | | | | | |  | |  | |
| **P1.3 – Task 08** | | Describe the internal hardware of computers and their function for Graphics Editing and discuss advantages and disadvantages of these platforms in Image output and presentation. | | | | | | | | | | | | | | | | | | | | |  | |  | |
| **P1.3 – Task 09** | | Describe the different graphic editing options and their advantages and disadvantages in Image output and presentation. | | | | | | | | | | | | | | | | | | | | |  | |  | |
| **P1.4 – Task 10** | | Describe and compare the different image processing packages available and their advantages and disadvantages in Image output and presentation. | | | | | | | | | | | | | | | | | | | | |  | |  | |
| **P1.5 – Task 11** | | Describe the purpose of availability of sourced and pre-selective materials and their advantages and disadvantages in Image output and presentation. | | | | | | | | | | | | | | | | | | | | |  | |  | |
| **LO2 - Understand types of graphic images and graphical file formats** | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P2.2 – Task 01** | | Define and compare Lossy and Lossless Compression in terms of image files with chosen examples. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P2.3 – Task 02** | | Research and Discuss the different purposes and benefits of colour models in defining graphic images. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P2.3 – Task 03** | | Discuss how the density of a output images can impact on the users picture quality with chosen examples. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P2.5 – Task 04** | | Discuss the range of issues involved in deciding the file type and management of images and how this can impact on working with chosen examples. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **File Format** | | **File Size** | | | | **File Conversion** | | | | | | **File Management** | | | | | | | **Stored Size** | |
| **P2.6 – Task 05** | | Discuss the purpose and need for consideration using compression techniques with chosen examples. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P2.7 – Task 06** | | Discuss how the intended use of graphic images can impact on the quality and output with chosen examples. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **Use on web** | | | | | | | **Use on mobile phones** | | | | | | | | | **Use in interactive media** | | | | |
| **Advertising** | | | | | | | **Magazines and newspapers** | | | | | | | | | **Billboards and hoardings** | | | | |
| **D1.1 - Task 07** | | Evaluate, with a range of examples, how different delivery mediums for graphics influence file formats. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P3.1 – Task 08** | | State and define the technical difference between Vector and Raster with chosen examples in terms of function and features. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P3.2 – Task 09** | | Define and compare **Lossy** and **Lossless** Compression and the importance of **Optimising** images for final output with chosen examples. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **M1.1 – Task 10** | | Research and Discuss the different purposes and benefits of colour models in defining graphic images. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **M1.2 – Task 11** | | Discuss how the density of an output image can impact on the users picture quality with chosen examples. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **D1.2 – Task 12** | | Using 3 chosen examples from different mediums, critically evaluate the critically evaluate a range (three or more) of digital graphics for interactive and suggest how the graphics could be improved. Descriptions should be supported by appropriate images of reviewed graphics. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **LO3 - Be able to generate ideas for digital graphics for an interactive media product** | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P4.1** - **Task 01** | Identify client’s needs for the production and output of the three company images. | | | | | | | | | | | | | | | | | | | | | | |  | | | |
| **Purpose** | | | | **Audience and Criteria** | | | | | **House Style** | | | | | **Size of graphics** | | | | | **Purpose** | | | |
| **Delivery Method** | | | | **Timescales** | | | | | **File Format** | | | | | **Production Costs** | | | | | **Delivery Method** | | | |
| **P4.2** – **Task 02** | Describe the intention of the Copyright Act and describe the risks and the measures you need to take to prevent illegal use of resources. | | | | | | | | | | | | | | | | | | | | | | |  | | | |
| **P4.3** – **Task 03** | Describe the other legal Implications restricting Image use and the implication of not gaining permission. | | | | | | | | | | | | | | | | | | | | | | |  | | | |
| **P4.4** – **Task 04** | In terms of Referencing, Causing Offence and your Target Audience, state and explain the importance of ethical considerations within your digital products. | | | | | | | | | | | | | | | | | | | | | | |  | | | |
| **Referencing** | | | | | | | **Causing Offence** | | | | | | | | | **Target Audience** | | | | | | |
| **P4.5 - Task 05** | Create a Mood Board and Mind Map that indicates overlapping tasks for your graphics covering all the necessary production tasks. | | | | | | | | | | | | | | | | | | | | | | |  | | | |
| **Mood Board** | | | | | | | | | | | **Mind Map** | | | | | | | | | | | |
| **P4.6 – Task 06** | Create a series of Individual Graphic Sketches for your 4 planned graphics to include annotations. | | | | | | | | | | | | | | | | | | | | | | |  | | | |
| **M2.1 – Task 07** | Create a series of Multiple Sketches or Storyboards including rollovers or animated images. | | | | | | | | | | | | | | | | | | | | | | |  | | | |
| **M2.2 – Task 08** | Create annotations for your sketches to include planned resolution, bit depth, colour mode. | | | | | | | | | | | | | | | | | | | | | | |  | | | |
| **M2.3 –Task 09** | Create a Gantt or Project file that illustrated the timings of each stage and sub stages of the project. | | | | | | | | | | | | | | | | | | | | | | |  | | | |
| **D2.1 – Task 10** | Justify the decisions made when producing the plans with appropriate reasons giving for the types of graphics to be created and how they will fit together on the interactive media product. | | | | | | | | | | | | | | | | | | | | | | |  | | | |
| **LO4 - Be able to use editing tools to edit and manipulate images** | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P3.1 – Task 01** | | | Using the guides provided, use standard image tools to evidence editing and manipulating 6 images. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **M2.1 – Task 02** | | | Using the guides provided, use advanced editing tools to evidence editing and manipulating 6 images. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **LO5 - Be able to create and modify graphic images to meet user requirements** | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P6.1** – **Task 01** | | | Source and collect images from three different sources, camera, scanner and royalty free websites and state the reasons for your choice of image. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P6.2** – **Task 02** | | | Create a **Company Logo** using vector Tools that meets the needs of the Client. State with evidence how the user requirements have been met on the Company Logo. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **D3.1** – **Task 03** | | | Demonstrate advanced features within the package for the creation of the Logo e.g. e.g. sizing, cropping, scaling, changing resolution, rotating, Layers, built in Effects, Masks, Paths, Feathering, Cloning, adjusting colour attributes, contrast, brightness, saturation. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P6.3** - **Task 04** | | | Create a **Company Banner** using Bitmap Tools that is in line with the Client Brief. State with evidence how the user requirements have been met on the Company Web Banner. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **D3.2 -** **Task 05** | | | On your Banner, combine original and edited images to a professional degree to meet a user need using advanced tools such as Layers, built in Effects, Filters, Masks, Paths, Feathering, Sharpening, Cloning, adjusting colour attributes, contrast, brightness, saturation. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P6.4** - **Task 06** | | | Create a **Third Interactive Media Graphic** using Bitmap or Vector Tools that is in line with the Client Brief | | | | | | | | | | | | | | | | | | | |  | | |  |
| **D3.3** - **Task 07** | | | Demonstrate advanced features within the package for the creation of the 4th Graphic e.g. frames, (e.g. animation, others), Layers, built in Effects, Filters, Masks, Paths, Feathering, Sharpening, Cloning, adjusting colour attributes, contrast, brightness, saturation. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P6.5** - **Task 08** | | | Create a **Fourth Interactive Media Graphic** using Bitmap or Vector Tools that is in line with the Client Brief. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **D3.4** - **Task 09** | | | Demonstrate advanced features within the package for the creation of the 4th Graphic e.g. frames, (e.g. animation, others), Layers, built in Effects, Filters, Masks, Paths, Feathering, Sharpening, Cloning, adjusting colour attributes, contrast, brightness, saturation. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P4.4** – **Task 10** | | | Discuss with evidence the File Constraints of saving and exporting your four images. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **Format** | | | | **Size** | | | | | | **Resolution** | | | | | | **Colour** | | | |
| **Software and Hardware** | | | | **Final File Format** | | | | | | **Compression/Optimisation** | | | | | | | | | |
| **P6.7** – **Task 11** | | | Evidence exporting the completed four images into an appropriate range of formats for the client. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P7.1 - Task 12** | | | Conduct and collect Peer feedback on the three produced images with the purpose of improving their appeal. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P7.2 - Task 13** | | | Modify images in light of feedback gathered. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **D3.1 - Task 14** | | | Evaluate your images in line with the user requirements stated in the design brief. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P6.1** – **Task 14** | | | Describe the legal Implications restricting Image use and discuss the legal issues involved in the production of your Images. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P7.3 – Task 15** | | | Discuss with evidence from your own project, the importance of adhering to industry practice and processes with specific reference to improvements you might make. | | | | | | | | | | | | | | | | | | | |  | | |  |
| **Self-reflection** | | | **File Organisation** | | | | | **Time Management** | | | | | **Project life cycle** | | | | | | **Review graphics** |