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| http://www.cooperstc.com/index_htm_files/25897.png | **Coopers**  Cambridge TEC (Certificate/Diploma) in IT  **Unit 31 – Digital Graphics For Interactive Media** | Student Name:­­­­ **Grade Awarded by:**  **Date Awarded: \_\_\_\_\_\_\_\_\_\_** Grade: PASS/MERIT/DISTINCTION |

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

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| **TASKS & LEVEL** | | **ACTIVITIES** | | | | | | | | | | | | | | | | | | | | | | | **STUDENT** | **STAFF** |
| **LO1 - Understand theory and applications of digital graphics technology** | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P1.1 – Task 1** | | Using various examples, describe the style and content of Digital Media. | | | | | | | | | | | | | | | | | | | | | | |  | |
| **Interactive television** | | | | **DVD/Blu-Ray Menus** | | | | | | | | | **Video Games** | | | | | | **Dynamic Websites** | | | |
| **Virtual Reality** | | | | **Interactive Advertising** | | | | | | | | | **Social networking** | | | | | | **Smart Phone Interface** | | | |
| **P1.2 – Task 2** | | Using various examples, describe the style and content of Non-Digital Media. | | | | | | | | | | | | | | | | | | | | | | |  | |
| **Board Games** | | **Pop-Up Books** | | | | | | **Games Books** | | | | | | **Magazines (with Competitions)** | | | | | | | | **Board Games** |
| **P1.3 - Task 3** | | With examples, analyse how graphics are used in a range of interactive media products. | | | | | | | | | | | | | | | | | | | | | | |  | |
| **How they are used effectively** | | **Suitability of graphics used for target audience** | | | | | | | | **How they enhance a product or service** | | | | | **Technical decisions made** | | | | | **Examples of where they were not used effectively and why.** | | |
| **P1.4 – Task 04** | | State and define the technical difference between Vector and Raster with chosen examples in terms of function and features. | | | | | | | | | | | | | | | | | | | | | | |  | |
| **P1.5 – Task 05** | | Define and compare **Lossy** and **Lossless** Compression and the importance of **Optimising** images for final output with chosen examples. | | | | | | | | | | | | | | | | | | | | | | |  | |
| **M1.1 – Task 06** | | Research and Discuss the different purposes and benefits of colour models in defining graphic images. | | | | | | | | | | | | | | | | | | | | | | |  | |
| **M1.2 – Task 07** | | Discuss how the density of a output image can impact on the users picture quality with chosen examples. | | | | | | | | | | | | | | | | | | | | | | |  | |
| **D1.1 – Task 08** | | 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. | | | | | | | | | | | | | | | | | | | | | | |  | |
| **Digital media 1** | | | | | | **Digital media 2** | | | | | | | | | | **Digital media 3** | | | | | | |
| **LO2 - Be able to generate ideas for digital graphics for an interactive media product** | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P2.1** - **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** | | |
| **P2.2** – **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. | | | | | | | | | | | | | | | | | | | | | | |  | |
| **P2.3** – **Task 03** | | Describe the other legal Implications restricting Image use and the implication of not gaining permission. | | | | | | | | | | | | | | | | | | | | | | |  | |
| **P2.3** – **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** | | | | | |
| **P2.4 - 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** | | | | | | | | | |
| **P2.5 – 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. | | | | | | | | | | | | | | | | | | | | | | |  | |
| **Decisions made in the Brief** | | | **Justification of Graphics and their inclusion** | | | | | | | | | | **Copyright decisions** | | | | | **Ethical Issues** | | | | |
| **Mood Board decisions** | | | **Mind Map decisions** | | | | | | | | | | **Visualisation Sketches** | | | | | **Justification of project planning software used.** | | | | |
| LO3 Be able to create digital graphics for an interactive media product following industry practice | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P3.1** – **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. | | | | | | | | | | | | | | | | | | | | | | | |  | |
| **P3.2** – **Task 02** | Create a **Company Logo** using vector Tools that meets the needs of the Client. | | | | | | | | | | | | | | | | | | | | | | | |  | |
| **D3.1** – **Task 03** | Demonstrate advanced features within the package for the creation of the Logo | | | | | | | | | | | | | | | | | | | | | | | |  | |
| **P3.3** - **Task 04** | Create a **Company Banner** using Bitmap Tools in line with the Client Brief. | | | | | | | | | | | | | | | | | | | | | | | |  | |
| **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 | | | | | | | | | | | | | | | | | | | | | | | |  | |
| **P3.4** - **Task 06** | Create a **Third Interactive Media Graphic** using Bitmap or Vector Tools in line with the Client Brief | | | | | | | | | | | | | | | | | | | | | | | |  | |
| **D3.3** - **Task 07** | Demonstrate advanced features within the package for the creation of the 4th Graphic | | | | | | | | | | | | | | | | | | | | | | | |  | |
| **P3.5** - **Task 08** | Create a **Fourth Interactive Media Graphic** using Bitmap or Vector Tools in line with the Client Brief. | | | | | | | | | | | | | | | | | | | | | | | |  | |
| **D3.4** - **Task 09** | Demonstrate advanced features within the package for the creation of the 4th Graphic | | | | | | | | | | | | | | | | | | | | | | | |  | |
| **P3.6** – **Task 10** | Discuss with evidence the File Constraints of saving and exporting your four images. | | | | | | | | | | | | | | | | | | | | | | | |  | |
| **Format** | | | | | | **Size** | | | | | | | **Resolution** | | | | | | | **Colour** | | | |
| **Compression / Optimisation** | | | | | | **Dimensions** | | | | | | | **Software and Hardware** | | | | | | | **Final File Format** | | | |
| **P3.7** – **Task 11** | Evidence exporting the completed four images into an appropriate range of formats for the client. | | | | | | | | | | | | | | | | | | | | | | | |  | |
| **P3.8** – **Task 12** | 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** | |