



# **Transition Pack**

## **Year 9**

### **Creative iMedia**

#### **R082 Digital Graphics**

**Name..... Tutor.....**

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## Welcome to Creative iMedia

Hello!

Firstly, a great big welcome to Creative iMedia at Churchdown School. I am really looking forward to teaching you in September. In preparation for this course, this workbook has been created for you to complete. Its aim is to give you an introduction into some of the essential components within the R082 Digital Graphics topic that you will be covering in Year 10. You will gain a general understanding of some of the skills that you will be required to demonstrate and what you complete now will genuinely count towards your coursework grade.

There are some very straight forward tasks for you to complete which will help introduce you to the world of graphics from an ICT perspective and you will begin to learn some subject specific terminology. We hope that you enjoy doing them.

***All completed workbooks to be emailed or past back to Mr Hall with your full name and tutor group on the front cover***

***Mr Hall***

***Head of Creative iMedia***

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# Digital Graphics - Task 1: Analysing graphic products

Analysing the properties of various graphic products e.g. CD covers, magazine covers, DVD covers, posters, billboards, game covers etc. made through the manipulation of digital graphics, images and text, using graphics editing software is essential to understand the importance of choices and decisions behind such things as;

- Colour
- Font
- Layout
- White Space
- Perspective
- Logos
- Information
- Age ratings and category types

Look at the exemplar below and then analyse the 4 images below it in the same way.

## ***Example of analysing the graphic properties of a DVD cover;***

Three three main characters, (also on the front cover) show quite strong figures and show the kind of character they are also in writing there names are next to them same font as the front and main name.

The game logo would be designed in a programme like Illustrator and saved as a vector without losing quality when needed.

The purpose of the graphic is to go with the packaging when you purchase the game. It shows front, back and side views from any angle.

This is a good bold title displayed well as the bright colours stand bold compared to the others.

Vector logo

Bitmap graphics that would have probably been designed in something like Adobe Photoshop.

This is a high resolution graphic that has been designed for print. Probably about 300 ppi.

Characters from the game most likely main characters in this case a main character.

Scenes from the games (action to make you more interested).

Logo from game makers showing the company that created and licensed the product as their own.

Certificate rating is a bold sign for legal purchasing based on age.

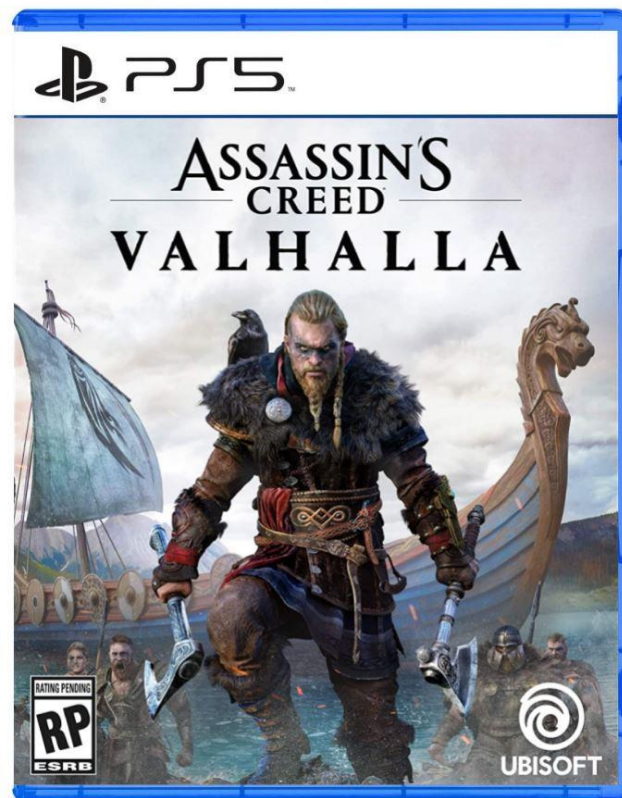
## Analysing a DVD cover



## Analysing a CD cover

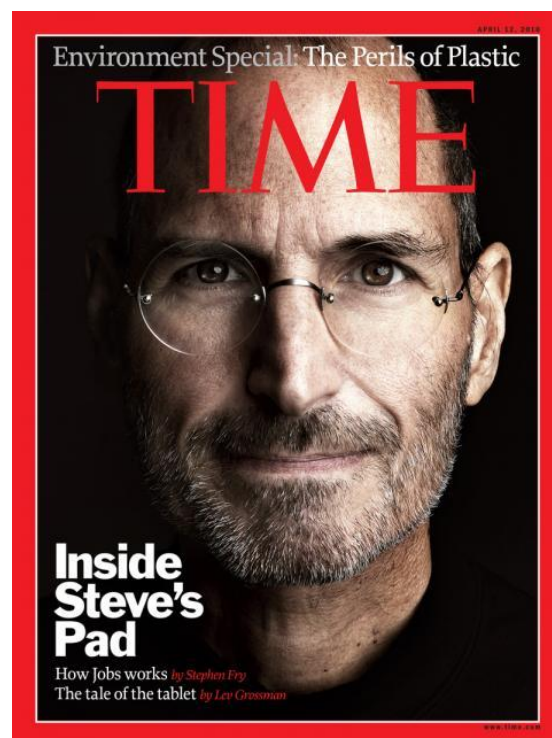


## Analysing a game cover





## Analysing a magazine cover



## Digital Graphics - Task 2: Understand the Client Brief for the album cover

Read through the **client brief** below that explains about the specifications (height, width, no. of pixels) of the album cover and what should be included on it. **Highlight** or underline ALL the important information that you will need to know to plan out your own version of the album cover in Task 3.

### Client brief for the new vinyl album cover

Your client is the music band called Percussive Progress. They are launching their debut album 'Fifth planet on the left'.

The band has chosen a retro approach for the album and it will be a vinyl record. You have been asked to create a digital graphic for the vinyl record sleeve for this new album. Musical instruments of the band are a key feature, which include drums and keyboards.

The digital graphic will include both the front and back of the sleeve as a single piece of artwork.

The record label is 'That Record' and there will be six tracks on the album:

1. Fifth planet on the left
2. My escape
3. Floating
4. Gravity gets me down
5. I know where I am
6. Evolution

A high-quality file will be needed for the printed sleeve. The sleeve dimensions are 63 cm (24.8 inches) wide × 31.5 cm (12.4 inches) high, with a fold at the left hand side.

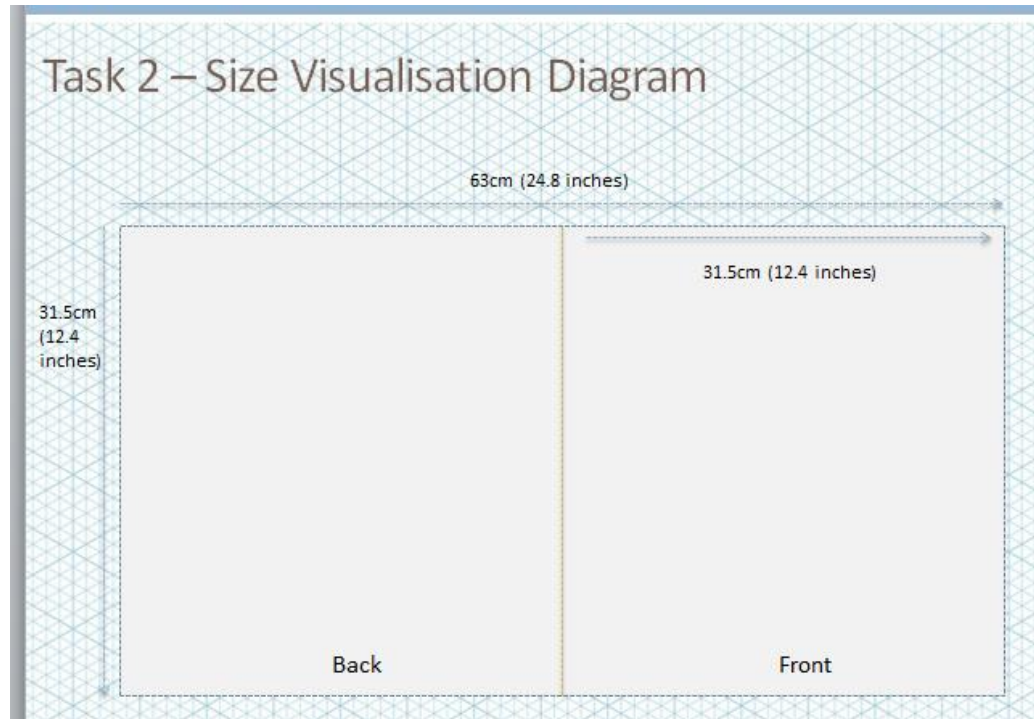
You will also need to create a low-resolution version of 450 pixels in height suitable for online promotion of the album. The online promotion version can be for the entire front/back artwork or just the square front cover but must be 450 pixels high whichever approach you take.

The target audience will be quite broad but you can select a more specific audience group in your planning and explain why the content will appeal to them.

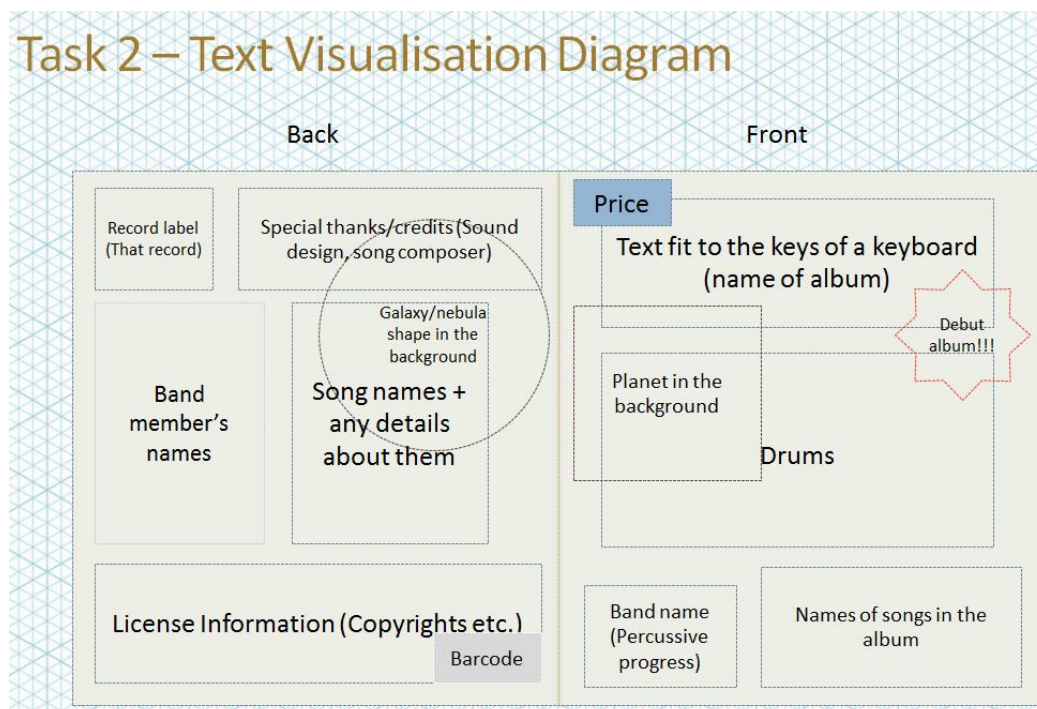


## Digital Graphics - Task 3: Visualisation diagrams showing the specifications, layout and design of the album cover

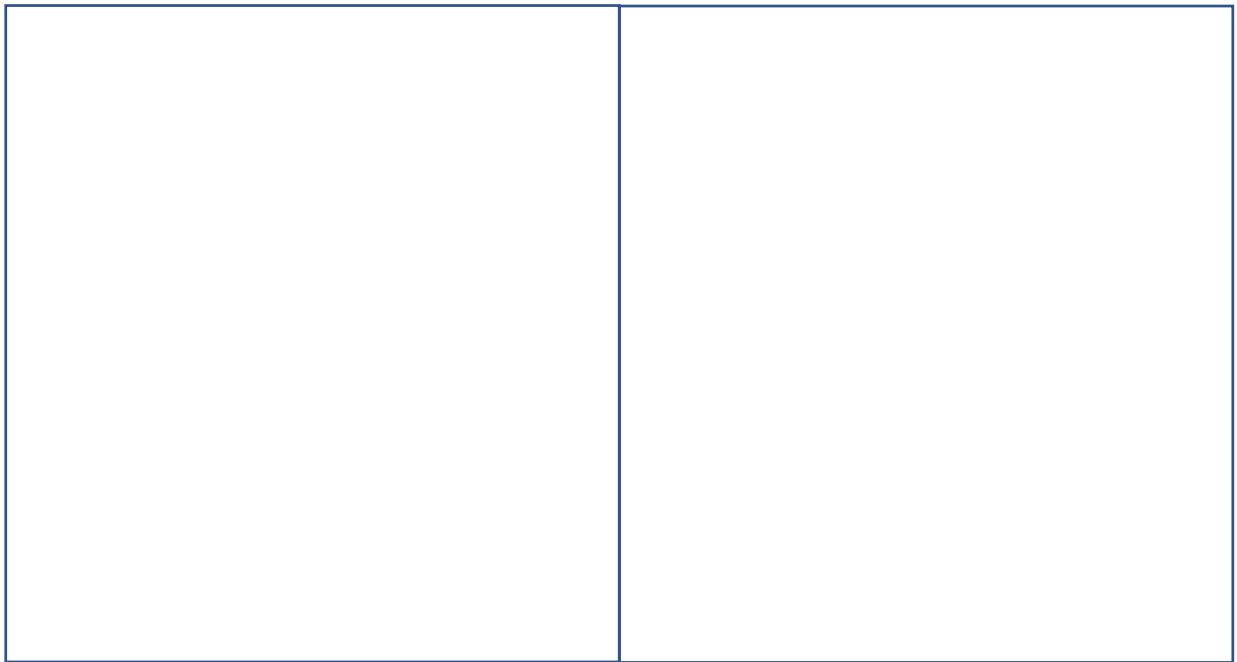
*Example of a visualisation diagram for the album cover with technical specifications – size (height/width in CM and inches);*



*Example of a visualisation diagram for the album cover with basic layout shown for all essential items that need to be included;*

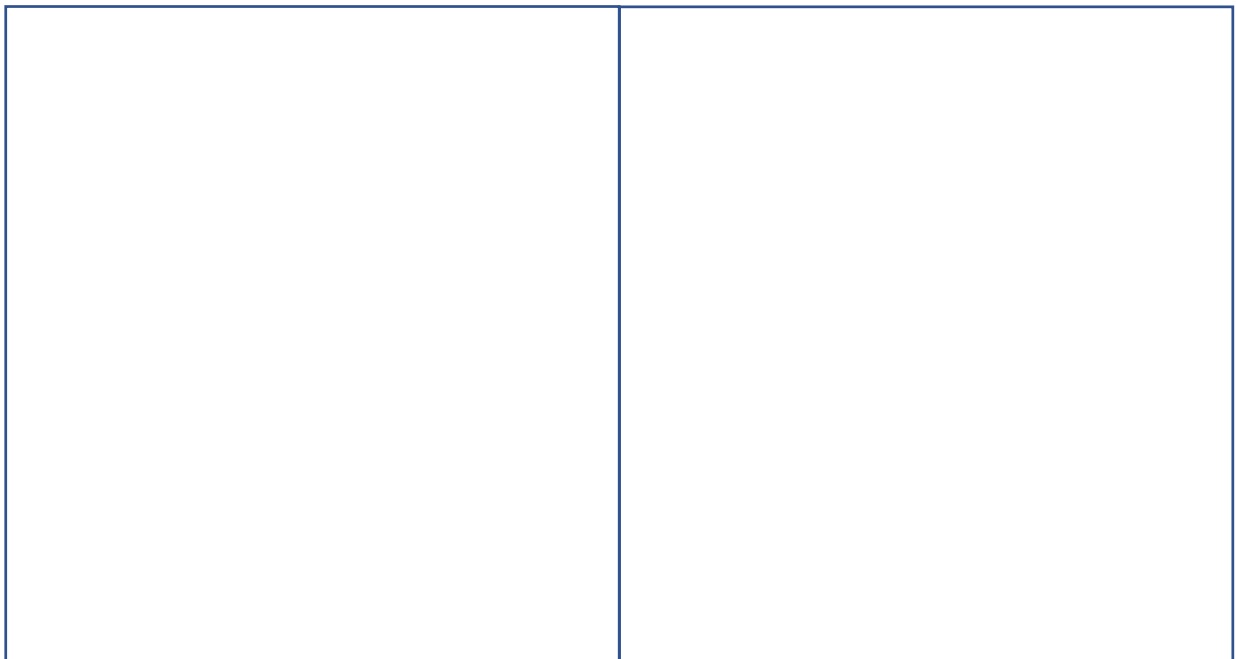


**Visualisation diagram showing the specifications  
(height, width, pixels)**



**Visualisation diagram showing the album layout**

**Back** **Front**



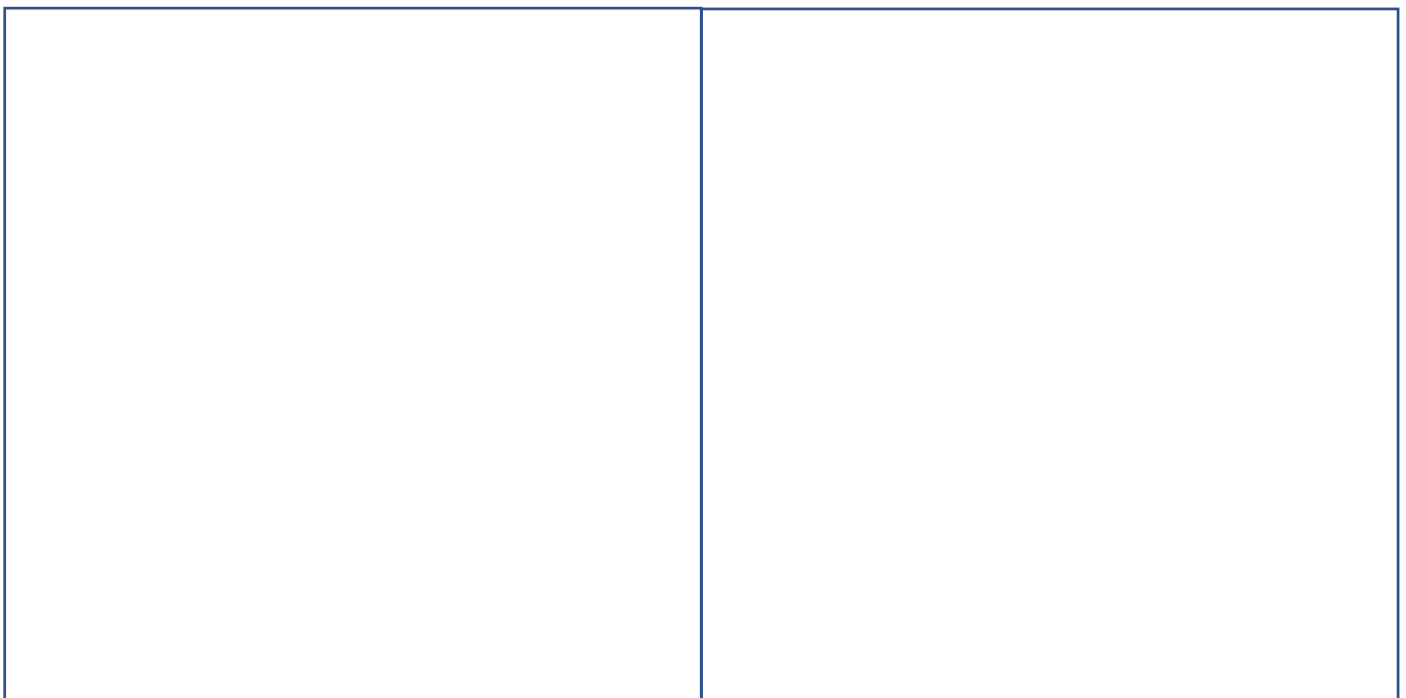
## Visualisation diagram design exemplars

4 examples of visualisation diagrams for the album cover showing what it may actually look like with correct information on e.g. titles;



## Visualisation diagram showing the design

Sketch out what the album cover might actually look like, using the correct titles, songs, types of images etc. from the Client Brief.



## Digital Graphics - Task 4: Resources / Equipment I need to make my Digital Graphic

Write a list of ALL the resources (hardware) you need to make the digital graphic (e.g. digital camera, cables, internet, scanner, computer system & graphics software)

[illegible]

## Digital Graphics - Task 5: Features of the PhotoPlus X6 software explained

Describe the key features of the PhotoPlus X6 software in terms of how they would be useful to edit and create the album cover.

Editing feature	Use – why I need it to make the album cover
Importing images	
Adding text	
Cropping	
Background removal	
Move and resize tool	
Rotate tool	
Colour adjustment	
Brightness / Contrast	
Selections	
Filters	
Cloning	
Levels	

## Digital Graphics - Task 6: Legislation governing digital graphics

Identify and describe how legislation applies to the use of other peoples' images in the creation of your album cover using graphics editing software (whether sourced on the internet or created).

Legislative term	Description
Copyright	
Trademarks	
Logos	
Intellectual property use	
Permissions	
Implications of use	

