

Unit 5: Digital Publishing Production



*Resource Pack for BTEC Level 1 / Level 2 in
Creative Digital Media Production*



POD 6588

media@zigzageducation.co.uk
zigzageducation.co.uk

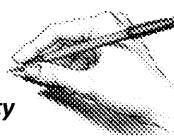
ZigZag is a large community of over 6000 teachers & educationalists.
Review new titles or publish your own work

Fancy being involved?

Then register at...

publishmenow.co.uk

The Professional Publishing Community



Alternatively email new resource ideas directly to...
publishmenow@zigzageducation.co.uk

Contents

| | |
|--|------------|
| Thank You for Choosing ZigZag Education | ii |
| Teacher Feedback Opportunity | iii |
| Terms and Conditions of Use | iv |
| Teacher's Introduction | 1 |
| Aim A – Digital Publishing Opportunities | 2 |
| What are digitally published products? | 2 |
| How are digital publishing products used? | 3 |
| Where are digitally produced products published? | 4 |
| Traditional printing and publishing technology and techniques | 5 |
| Publishing in the digital age: technology and techniques | 8 |
| Combining images, texts, graphics and interactive elements in digitally published products | 10 |
| Aim B – Use of digital publishing technology and techniques | 11 |
| Acquisition of digital media | 11 |
| Digital tools to import materials | 12 |
| Using digital tools to produce digital publishing material | 14 |
| Naming, logging and storing digital materials correctly | 19 |
| Aim C – Producing Material for Digital Publication | 20 |
| Develop concepts for a digital publishing product | 20 |
| Pre-production for a digital publishing product | 25 |
| Production of a digital publishing product | 26 |
| Unit 5: Digital Publishing Production – Practical Task | 28 |
| Unit 5: Digital Publishing Production – Checklist | 30 |
| Unit 5: Digital Publishing Production – Crossword | 34 |
| Answers | 35 |
| Questions | 35 |
| Crossword | 38 |
| Additional Worksheets/Templates | 39 |

Teacher's Introduction

This resource has been designed to cover the content in Pearson BTEC Level 1 / Level 2 (First) in Creative Digital Media Production specification for *Unit 5: Digital Publishing Production*.

It contains information sheets containing all of the key theory for each Learning Aim, in the same order as the Unit 5 specification. Interspersed throughout the theory are objectives, key terms, questions and tasks.

Before you start: Two of the tasks in this resource require learners to load certain images; a zip file containing these images can be downloaded from zzed.uk/BTEC-Unit5

In addition to the information sheets are the following:

- *Practical Task* – a scenario-based task requiring learners to demonstrate the skills, knowledge and understanding of the unit to research, plan, produce, edit and evaluate a digital publishing production.
- *Learner Checklist* – encourages learners to take control of their progress by helping them identify where they can improve. Can be used for both peer and self-assessment.
- *Crossword* – a fun activity to reinforce the unit's key terminology.
- *Worksheets and Templates* – included to help with practical work that learners will complete during the unit.

Suggested answers to each question in the information sheets, as well as the crossword solution, can be found on pages 36–39. *Please note that these are not exhaustive and there may be alternative acceptable answers.*

Important: All tasks in this resource are designed to provide **practice only**, and are **not** designed or intended as a way for learners to provide evidence for the unit.

Free updates

Register your email address to receive any future free updates* made to this resource or other Media resources your school has purchased, and details of any promotions for your subject.

Go to zzed.uk/freeupdates

* resulting from minor specification changes, suggestions from teachers and peer reviews, or occasional errors reported by customers

Aim A – Digital Publishing Opportunities

Objectives:

- ✓ To know what digitally published products are and how they are used.
- ✓ To understand the progression from traditional print material and methods of production and distribution and the impact upon the production, distribution and demonstrational process.

WHAT ARE DIGITALLY PUBLISHED PRODUCTS?

A digitally published product is any kind of product that was once solely produced in a physical format but is now primarily or solely released in the digital domain.

A number of examples include:

- **E-newspapers:** This mainly refers to the release of newspapers for digital consumption, either on an e-reader, such as those found on mobile phones, tablets and dedicated e-reading devices. They can be produced in two formats:
 1. an exact copy of the physical paper available in a digital format that replicates the turning of pages, much like a physical book – this is normally a chargeable service.
 2. Apps and websites that provide news stories, articles and other content in a more optimised layout for digital devices – this is normally a free service, although it has a chargeable counterpart.

Overall e-newspapers offer an additional advantage over traditional newspapers; digital audio-visual content can be easily embedded rather than requiring the user to separately find it.

- **E-magazines:** These follow the same principles as e-newspapers; however, there are a large number of e-magazines that are not available in a traditional printed format due to the opportunity of easily creating an online news presence.

They are normally distributed through emails in the form of newsletters, e-books and leaflets. They can also be displayed using **HTML** in a traditional website format and flash versions that feature page-turning animations.

- **Adverts:** Adverts are traditionally published in print, posters, flyers, billboard and other publications such as newspapers. Digital versions can be in a wide range of formats, including image, video, animation and audio, and also include innovative interactive elements such as quizzes and games. An advantage of digital publications is that they allow the producer to update content without it being possible if it was static, and also aim to draw the attention of the user.
- **Product and CD covers:** These are now generally produced or edited using digital software and distributed digitally with the product. With audio albums and images, they can be embedded within the file so that the user can always see it when playing the product.
- **Flyers and leaflets:** Although prominently featured online through social media platforms, traditionally-printed flyers and leaflets are still used for advertising events and services – the digital format is simply uploaded onto the internet.

INSPECTION COPY

COPYRIGHT
PROTECTED



- **Training material:** Traditionally made available in visual and text-based formats; however, digital versions are now offered as audio visual guides that are useful in work situations where there is a need to visually demonstrate a situation rather than explain it on paper.
- **E-books:** An e-book is a digital publication of text, images or both that is intended to be read in the same format as a traditional book on a computer or other electronic device, e.g. an e-reader.
An e-reader is a purpose-built device intended to display and layout text in an optimised way for the display size. However, e-books can be read on most electronic devices such as tablets and smartphones.

Questions:

1. What is a digitally produced product? (1 mark)
2. Suggest an advantage of an e-newspaper over a traditional printed newspaper.
3. Name the four ways that e-magazines are distributed and displayed.

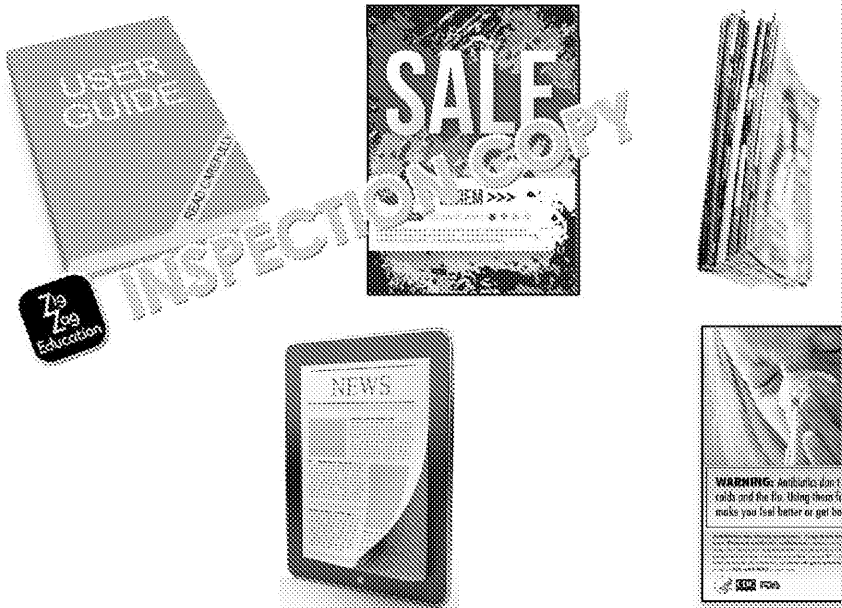
HOW ARE DIGITAL PUBLISHING PRODUCTS USED?

Digital products that are published are used for a variety of purposes within different sectors, sometimes to gain or entice an emotion or reaction from the audience.

- **To inform** – These products aim to provide the audience with useful information.
- **To educate** – Presents information in a way that intends to be easily understood.
- **To entertain** – Displays media that aims to keep the viewer amused.
- **Market/promote a product** – Advertises a product or service in a fun way.
- **Promote an event** – Displays information about an event for an audience.
- **Provide advice or support** – These products provide important information such as health guidance.

Questions:

4. Identify the purpose of each of the publications below: (6 marks)



**COPYRIGHT
PROTECTED**



WHERE ARE DIGITALLY PRODUCED PRODUCTS

Digital publishing products can be published in a variety of ways, for example:

- Online over the Internet where they can be made available to view, download, and thus open to be transferred. Some products such as books are sometimes only available once a fee has been paid, while others such as album artwork are included within products.
- E-books that are published are usually offered within the webstore of the device used. However, they are also widely available online and can be viewed on other digital devices other than specialised e-readers. There is an extensive range of websites and other online sources where you can download e-books both for free and for purchase.
- Products designed for smart devices (mobile phones and tablets) are mostly compatible across a wide range of digital devices that feature a screen to load external data.
- Digitally produced products can also be stored electronically in a cloud and depending on their use viewed on most digital devices. The files are accessed via a network.
- Digitally produced products can also be printed and then displayed in a traditional manner.
- Some products are specially created or adapted for use on games consoles and TV screens. These products are obtained through the Internet or other digital sources.

Questions:

5. What is the main form of distribution for digitally produced products?
6. What is an e-book? (1 mark)

INSPECTION COPY

**COPYRIGHT
PROTECTED**



INSPECTION COPY



TRADITIONAL PRINTING AND PUBLISHING TECHNIQUES

'Traditional publishing' describes methods by which a work is physically produced with the aid of computer technology – as is the modern method used to create a printout or digital way.

Techniques

There are two main families of printing techniques: **intaglio** and **relief**.

Relief printing means that the design and ink are raised on the plate or printing block; these sections are transferred onto the resultant surface after pressure has been applied.

In intaglio printing, the image is cut into the printing block surface; this recess holds the ink and any excess is removed. The design is transferred to the surface once pressure is applied.

Etching is a printing technique that utilises a copper plate coated in an acid-resistant material.

1. The design or image is scratched into the copper plate using an etching needle.
2. Once finished, the entire plate is then dipped into an acid that dissolves the metal that is exposed – where the acid-resistant material was removed.
3. The remainder of the material is removed and the plate covered in ink. The ink fills the grooves from the overall design.
4. The leftover ink is removed and the plate is put through a printing process onto another material – this causes the print from the copper plate to transfer.

Linocut is a method of printing where a design is cut into a sheet of **linoleum** and printed onto another surface such as fabric or paper.

1. The design is first cut into the lino and then rolled over with an ink roller.
2. The lino is then pressed (by hand or mechanically) onto the desired surface. The image of the raised areas will be transferred.

Another printing method is **screen-printing** which is commonly used to produce large quantities of prints.

1. A mesh is first attached to a square frame which is placed over a stencil and the printing surface.
2. Ink is poured onto the mesh and evenly distributed over the stencil using a squeegee.
3. When the screen and stencil are lifted from the printing surface the ink transfers to the surface. A substance can also be added in order to increase the durability of the print.

Lithography is a method of relief printing.

1. A raised design is produced on a printing plate.
2. The plate is then first coated in water and then ink. The ink only sticks to the areas that are not wet or saturated with water – the raised parts of the design.
3. The printing plate is then attached to a roller where the design is transferred to the paper as it's fed underneath the roller.

INSPECTION COPY

**COPYRIGHT
PROTECTED**



Questions:

7. What are the differences between intaglio and relief printing techniques? (2 marks)
8. Describe the process of printing with linoleum. (2 marks)
9. Using the information provided, categorise the following printing techniques as intaglio or relief printing: (5 marks)

Etching, Linocut, Lithography, Letterpress and Rotogravure.

Technology

Letterpress printing is one of the oldest forms of printing. It is a technique of relief printing that uses a printing press to produce a design onto a surface.

There are two main types of printing devices used in letterpress printing: the platen press and rotary press.

Using a rotary press makes it possible to print onto a continuous roll of paper, which was done in the past when newspapers were printed.

A platen press uses two surfaces: the bed and the platen. The platen is a smooth backing for the paper and the bed holds the raised plate to be printed.

Within this method a surface plate with the raised letters or design is inked. The surface plate can be made up of various blocks from a large sheet, typically made from metal.

When the plate is pressed into the paper the force of the press can result in the resultant print having an embossed appearance. For this reason this method of printing is still used by those who value the effect and historical nature of hand-made prints.

In **rotogravure** printing there are two cylindrical rollers positioned one above the other. The image is etched into a cylinder plate attached to the lower roller; the upper roller is smooth, and paper is fed in-between them.

The lower roller is partially submerged within a pool of ink; as it rotates, excess ink is removed using a doctor blade. The paper runs along the plate surface before being pressed into the paper.

Doctor
Blade

Ink
Fountain

Questions:

10. State the names of the two printing devices within letterhead printing.
11. In rotogravure printing, which roller holds the image to be printed?

INSPECTION COPY

**COPYRIGHT
PROTECTED**



Printing

A **photocopier** is a machine used to create copies of documents and images using xerography.

A photocopier works through a number of stages:

1. The user places the document face-down onto the glass of the copier.
2. The document is then scanned by a bright light. Light reflects from the document, although more light reflects back from the black (inked) areas.
3. A 'shadow image' of the document is formed by the photoconductor component that reads and measures light intensity. The photoconductor rotating conveyor belt is coated with a chemical called selenium.
4. As the conveyor belt rotates it carries the 'shadow image' and with it; a drum filled with ink coats the belt with small pieces of ink called **toner**.
5. Due to an electrical charge given to the toner, it sticks to the 'shadow image' which creates an inked image of the document being copied.
6. A sheet of paper is given an electrical charge and fed towards the conveyor belt.
7. When the paper is near to the conveyor belt holding the ink, the electrical charge causes the toner to transfer onto the paper.
8. The paper is then pressed through two hot rollers that infuse the ink onto the paper before it comes out of the photocopier.

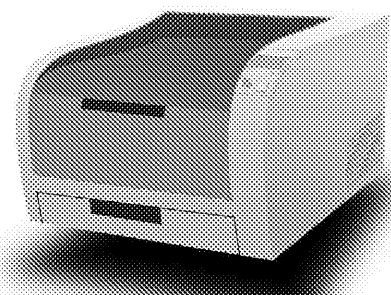
Key

✓

The technology
invented by

Originally
his invention
compared
duplication

There are two main types of printers – laser and inkjet – that differ in the way the ink is transferred to the paper and the type of ink itself.



A **laser printer** is a non-impact printer. Unlike a photocopier, it uses electrical charges to create an image. When a document is sent to the printer, it creates an image of the document and then draws the image using electrical charges.

The drum is coated in toner once it has created the image in the form of the document. The toner is then transferred to a piece of paper and attached using heat and pressure.

Within a **laser printer** there are a number of cartridges containing ink. The printer head is a component that mixes and releases the ink using a number of small nozzles. The printer head moves across the paper as it's funnelled through the printer and ink is sprayed from the nozzles onto the paper, forming the letters and images.

INSPECTION COPY

**COPYRIGHT
PROTECTED**



The main differences between inkjet and laser printers are:

- **The type of ink used** – Toner is a powdered form of ink while the ink is liquid, meaning that it requires a little time to dry. Toner also generates less heat than ink which means that it's cheaper to run over time.
- **Type of paper used** – Because inkjets print with wet ink some porous types of paper, such as those containing fibres, are unsuitable as the ink can bleed or smudge along the fibres. Laser printers, however, don't suffer from this problem as they use toner and can, therefore, use all types of paper.
- **Cost** – Inkjet printers are generally cheap in price, laser printers are not; although, due to the cost and frequency of buying new ink cartridges it can work out cheaper to purchase a laser printer if a large number of prints are to be made over time.

Questions:

12. State one advantage and two disadvantages of inkjet printers. (3 marks)
13. What's the difference between toner and ink? (2 marks)
14. Explain the process that bonds toner to paper in a photocopier. (3 marks)

PUBLISHING IN THE DIGITAL AGE: TECHNOLOGY

Less printing

Within this digital age of instant and global communication there is invariably less printing.

Due to the prevalence of computers, smart devices and fast digital communication via broadband, it makes more sense for certain formats to become more popular in their printed counterparts.

One example is the use of email in comparison to printing and sending a document (for example bank statements); there are a number of benefits such as the ease and speed of automated emails compared with the time and costs involved in printing and distributing the documents. Paperless systems also bring obvious environmental benefits.

Using adverts as another example, online advertisements are generally cheaper for individuals and organisations to take than traditional printed ones. Furthermore, they can be specifically tailored and aimed towards certain people by using data from search engines.

Cost is likely to be another factor for magazine and newspaper publishers' enthusiasm for digital subscription versions of their newspapers – it omits the costs and efforts of recycling unsold papers, printing and distribution.

INSPECTION COPY

**COPYRIGHT
PROTECTED**



Desktop publishing software

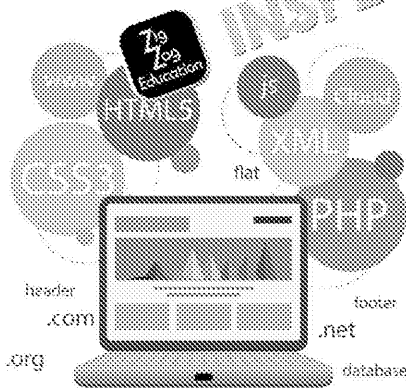
Desktop publishing software can best be described as a type of application that helps the user to create and layout documents – it is used to produce text and image pieces that are similar to, or greater than, the works created by traditional typography and printing methods.

Materials that are created using this type of software range from menus and flyers to posters and promotional displays.

Desktop publishing software is particularly useful for projects that need many themes such as flyers and booklets, although it can also be used to format documents such as magazines.



INSPECTION COPY



Multi-media capture and integration

Within digital products such as online magazines, it's possible to fully integrate content with external websites and content with related media.

Most online video libraries such as YouTube allow users to embed videos in any HTML-supported code to do so. Hyperlinks are also supported in many applications and publications.

Advantages of digital publishing

There are a number of advantages to modern digital publishing methods.

Audience reach is one of the main advantages of using digital publishing. It provides the opportunity to reach global markets and audiences for content. This is particularly true for publishing niche products, as it means that a product that would have had little exposure in traditional publishing has the opportunity to be noticed by a much larger audience.

Key term

- ✓ **Demographic:** A study relating to population structure based on factors such as age, ethnicity, sex, nationality and employment.

For example, a shop selling horror books in a town of 1,000 people might gain much interest. However, if the same product is sold in a national market of millions, the likelihood of interest increases significantly.

Convenience plays an important factor in the rise of digital publishing. There are significant savings when traditional publishing techniques are replaced by digital. Additionally, consumers to buy products such as books from their smart devices means that digital publishing is more accessible. Additional factors of devices such as portability, screen size and resolution mean that digital content can be shown in a comparable quality to that produced using traditional methods, and can be transferred from location to location.

With devices and computers almost constantly connected to the Internet, it is possible for information to be updated in real time; for example, news articles can be updated as events unfold, which obviously isn't possible with a newspaper.

COPYRIGHT
PROTECTED



COMBINING IMAGES, TEXTS, GRAPHICS AND ELEMENTS IN DIGITALLY PUBLISHED PRODUCTS

The relationships between the elements within a product are usually closely related. Within a text-based product all the text will relate to each other; it remains true with the addition of other elements such as graphics, images, audio and video.

Text is sometimes added to other elements and media in order to aid the viewer's understanding of the product in situations when the principal element – be it video, audio or image – isn't deemed to be clear and understandable to the audience.

One such example is a video clip in a foreign language where subtitles are added in order for the viewer to understand.

Interactive and responsive elements can also be added to digital publications, although mainly for entertainment purposes; for example, quiz the readers' knowledge upon a certain subject or topic.

Questions:

15. What is desktop publishing software used for? (1 mark)
16. State two advantages of digital publishing for consumers. (2 marks)

INSPECTION COPY

COPYRIGHT
PROTECTED



Aim B – Use of Digital Publishing Technology

Objectives:

- ✓ To understand how digital assets and materials are sourced and imported
- ✓ To be able to identify a variety of digital tools used to produce digital products

ACQUISITION OF DIGITAL MEDIA

Generating material

Digital material such as photos, video, audio, graphics and text can be created using hardware peripherals or using additional devices and then transferring the data to a computer.

Generating text requires more than a computer and keyboard – you also need a way to input text. It is possible to input text using most digital devices such as smartphones and tablets.

Audio can be digitally created using a music production application that generates synthetic instruments. It can also be directly inputted and recorded onto a digital instrument using a microphone and audio interface.

Digital images and graphics can be created by:

- By taking an image using a digital camera. Most cameras allow the user to control and change certain properties that can impact quality such as exposure value and resolution
- Using a graphics tablet, this is a computer input device that allows the user to draw images that are then digitised and inputted onto the computer.



- Using specialised software to draw and edit images, shapes and patterns. Many types of software it's usually possible for the user to emulate hand-drawn methods of producing graphics.

They also feature a number of effects and filters that can be used to enhance the final output.

Videos and other moving images can be created by:

- Using a video camera, as most cameras and smart devices such as smartphones have the ability to record high-quality video. It may also be possible to record video on a computer or laptop using an inbuilt or camera accessory, although this is not possible for some circumstances.
- Using specialised software to draw and animate still images, shapes and patterns, either 2D or 3D.

INSPECTION COPY

COPYRIGHT
PROTECTED



Sourcing material

Not all materials and assets need to be created. It is perfectly acceptable to use material found online, provided there are no copyright restrictions.

The Internet remains an excellent source of information as advanced search requirements can all be specified. Internet libraries also exist where users can find material for different uses. When sourcing material online it's important to ensure the material is suitable for use.

Importing material

Images can also be found offline, as scanners and cameras provide the ability to capture images on a computer. For good measure, it's best to source images at the largest dimension possible and then need to scale them. This is particularly important with bitmap images as they are not scalable.

Images for print should be sourced at a minimum of 200–300 dpi to maintain quality.

Que. Zig Zag Education:

17. State two methods by which images or graphics can be created. (2 marks)

18. 'The Internet remains an excellent source of material and assets.'

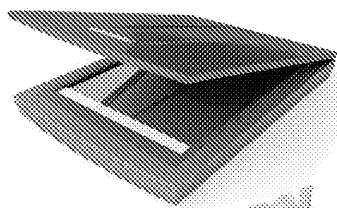
Suggest a reason for this sentence. (1 mark)

DIGITAL TOOLS TO IMPORT MATERIALS

Scanning

A scanner is an electronic device that is used to capture graphic images and documents on a computer, thereby converting them into the digital domain.

When scanning images, in particular photographs, it's important to scan in documents at a minimum of 300 dpi (dots per inch) as this ensures that the images will retain sharpness and quality when displayed on a digital display.



Key term

✓ **DPI:** a calculation that determines how many dots or pixels can fit in an inch of image. The higher the DPI, the higher the resolution and detail of the image.

File transfer

File transfer describes the movement of files and data between digital information systems over a network or connection. A wired network, such as the Internet allows data to be transferred and downloaded worldwide. The Internet is a source to import materials for a project.

There are several wireless communication methods used to transfer data between devices; Bluetooth is one such example – a telecommunications specification that allows data to be sent and received easily using a short-range wireless connection.

Another method of short-range wireless communication is NFC (Near-field communication) that allows users of smaller devices such as mobile phones and tablets to transfer small amounts of data by moving devices closer to one another.

INSPECTION COPY

COPYRIGHT
PROTECTED



File formats

A file format is a method in which image information is stored (or compressed).

Compression describes the process of gaining an accurate representation of data without degrading the quality to an unacceptable level. The reduction in file size allows more files to be stored and reduces the time required for files to be sent, received or downloaded over a network connection.

There are a number of different file formats used for storing image data depending on its use, and the types supported by a computer can vary depending upon the software installed on it.

The most common image file formats are described below:

- **TIFF** – Tagged Image File Format (TIFF) is commonly used within the printing and publishing industry, and typically results in large file sizes. Multiple layered images can be stored in a TIFF file and it employs a **lossless** compression method.
- **JPG** – Joint Photographic Experts Group (JPG) is a file type that was developed for storing photographic images and uses a **lossy** compression. It is commonly used for storing images from digital cameras and displaying images over the Internet.
- **GIF** – Graphics Interchange Format (GIF) is widely supported online and is used for simple animations. However, GIF only supports up to 256 distinct colours and cannot replace colours outside this palette.
- **PNG** – Portable Network Graphics (PNG) was originally developed for storing images with alpha colour channels, full transparency and lossless compression. Although it does not support animation.
- **BMP** – Bitmap (BMP) is used for any type of bitmap image. It does not support compression like TIFF and results in very large files; it also uses a lossless compression method.
- **PDF** – Portable Document Format (PDF) is a format used to capture a document, including images and text. Within a PDF the text can be searched, highlighted and copied – although it is not easily edited.

Examples of PDF publications include digital magazine articles, brochures, and information/training documents.

- **DOCX** – Microsoft Word Open XML Format Document file Office Open XML (DOCX) was developed by Microsoft for displaying presentations, spreadsheets and documents. This can include text, images, charts, tables, objects, styles and formatting. A DOCX file will open the same on any computer.

Questions:

19. Explain an advantage of storing an image in a JPEG format in comparison to a TIFF or GIF. (2 marks)
20. Describe an advantage of using lossless compression and suggest a user would prefer to work with this compression method. (2 marks)
21. Using worksheet (A), compare the following file types:

| | | |
|------|-----|------|
| TIFF | PNG | GIF |
| JPG | BMP | DOCX |

Key

✓

✓

INSPECTION COPY

COPYRIGHT
PROTECTED



USING DIGITAL TOOLS TO PRODUCE DIGITAL PUBLICATIONS

Most desktop and image processing applications feature autocorrect tools that automatically adjust certain settings such as colour and contrast to improve the image.

At times this can be beneficial, and actually develops and improves the image. However, if the results can look strange; therefore, it's usually best to learn how each setting works and manually manipulate the image.

Listed below are a range of tools and techniques used within digital publishing applications.

Scaling

Scaling is a tool that enables an image or shape to be resized – from a reference point, you can enlarge the object by dragging it outwards or shrink it by dragging it inwards. It should be noted that enlarging the image size generally has a proportionate increase to file size – meaning that the larger the image, the larger the file size.

While it is possible to enlarge an image safely, rescaling beyond a certain point will show a noticeable decrease in quality and could show evidence of pixellation. This is particularly evident when enlarging low-resolution images.



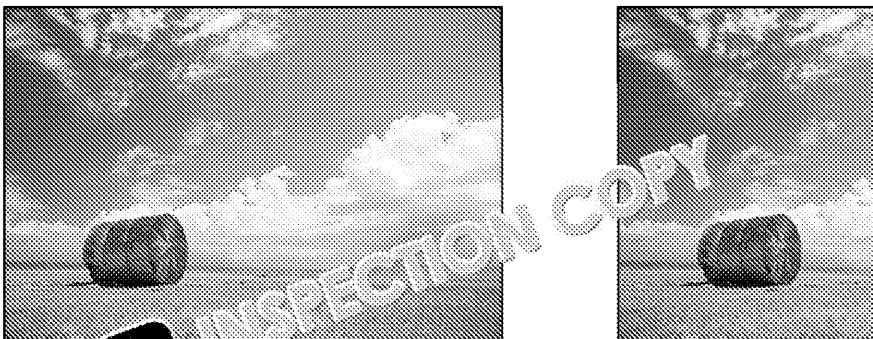
Shear tool

The shear tool is used to skew an object horizontally or vertically to give the impression of depth, dimension and perspective.

Cropping

Cropping an image involves cutting an image down to a specified section, or areas. You may want to crop an image to fit it to a specific dimension or to remove unwanted elements. Sometimes cropping involves trimming away a little detail around the edges of an image and discard everything else.

Cropping an image does not change the resolution or image quality; it only removes the parts of the image that are outside the specified area.



The images above show an example of cropping accompanied by the symbol used in digital publishing applications.

Task:

Using a desktop publishing application, open the file 'Politicians.jpg'.

Using the scale and crop tool, enlarge the image and remove the man in the image. Save the edited image as 'Politicians_cropped.jpg'.

INSPECTION COPY

COPYRIGHT
PROTECTED



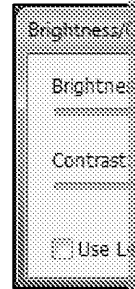
Brightness

The **exposure** of an image might not always be correct. It could be underexposed by appearing too dark, or overexposed by being too bright. The brightness/contrast adjustment enables simple changes to be made to the tonal range of the selected image. Increasing the brightness expands highlights and decreasing it expands shadows.

Contrast

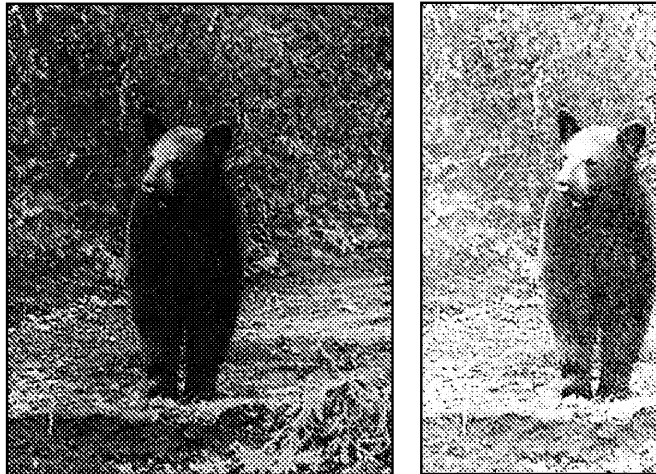
Contrast means the difference between two states, in this case referring to the difference between two **tonal** ranges – increasing the contrast makes dark tones darker and light tones brighter.

Maximising the contrast will make the image dichromatic and completely black and white. Reducing the contrast will do the opposite, eventually making the image completely grey.



Key terms

- ✓ **Exposure**
a photo
- ✓ **Tonal**
bright



The photographs above show an example of adjusting contrast

The photograph to the left is dark and unclear; by reducing the contrast and increasing the amount of grey and appears more clearly.

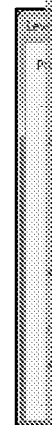
Although it is possible to adjust both the brightness and contrast of an image, it shouldn't be considered as a substitute for a well-exposed photo.

Levels

Levels allows the user to adjust the tonal range and colour balance of an image; this is done by tuning the intensity levels of the shadows, midtones and highlights.

A histogram provides a graphical illustration of pixel distribution at each colour intensity level. Within a histogram, shadow detail is shown in the left part of the histogram, midtones are shown in the middle and highlights on the right.

By looking at a histogram it also gives the opportunity to see the overall tonal range and identify the need for tonal corrections.

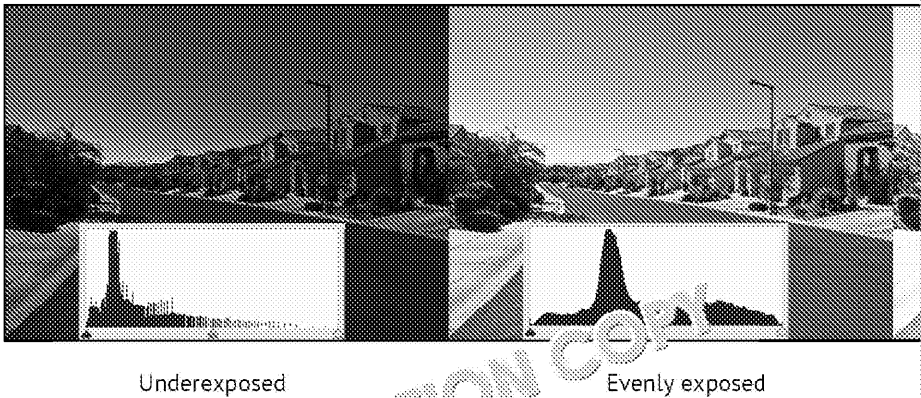


INSPECTION COPY

**COPYRIGHT
PROTECTED**



Look at the example below; an overexposed image has detail in the highlights and an underexposed image has detail in the shadows and a properly (evenly) exposed image has detail in both.



Underexposed

Evenly exposed

Task.

Using an image processing application, open the file 'Nature_reserve'. Attempt to evenly expose the image using the levels, brightness and contrast tools.

Does the final image look as expected? Has there been a deterioration of quality?

Colour adjustment

Different image-manipulation software may have different tools and options for colour management, but all produce similar outcomes.

Colour balance is a measure of red, green and blue in an image and can be used to simply change the colour of an image or correct other mistakes; for example, correcting photos taken at an incorrect **white balance**.

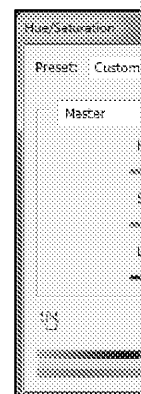
Another example is reducing the yellow of an incandescent light bulb to a neutral white colour; this is known as a **white balance** adjustment.

Adjusting the saturation allows the user to specify the colour intensity within the image.

Reducing the saturation levels will result in a greyscale image. Increasing the saturation will result in a much more intensely coloured, and often artificial-looking image.

Key terms

- ✓ **White balance** defines the colour of the white in an image.



**COPYRIGHT
PROTECTED**



Page layout

Page layout refers to the margins and columns displayed within a document.

Margins are a visual border that provide a frame to the content and support the layout structure, in addition to supplying a 'resting place' for the viewer.

There are also other considerations for margins when the product is to be printed:

- Ensuring that an image frame won't cover some of the content. Images need to be larger.
- If the print is to be bound, such as when compiling a book, margins need to be considered.

Columns are series of vertical boundaries that split a document and help compose a document. The purpose of columns is to divide the document where assets such as text can be arranged and measured accurately.

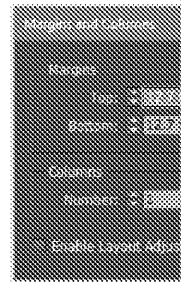


Image manipulation

Most desktop publishing and image manipulation software works using layers. This allows an image to be compiled while keeping individual assets separate; therefore, effects and adjustments can be applied to specific parts of an image.

For example, adding a new text layer will mean that the text and image will remain separate, giving the user the ability to edit or delete the text without a corresponding effect on the underlying image.

These types of software will also feature their own native file format; allowing the user the ability to reopen and make further adjustments to the image while retaining the individual layers.

Text

Text is a common element within almost all digital publications. Most software has a basic text facility, allowing the user to add their desired text to a document. Some software also offers additional styling to text, such as changing the colour, embossing or adding a shadow.

The table below details some text functions within most publishing software.

| | |
|------------------------|---|
| Text tool | Allows the user to define a text field where text can be added. |
| Text spacing | Adjusts the amount of space between each character. |
| Line spacing (leading) | Adjusts the vertical space between lines of type. |
| Text warping | Distorts the shape of the text vertically or horizontally. The user can specify the amount of distortion and the degree of warping. |
| Text wrapping | Wraps text around an object so that the text follows the object's outline. |
| Spell checker | Checks the spelling and grammar of text to ensure accuracy. |

INSPECTION COPY

**COPYRIGHT
PROTECTED**



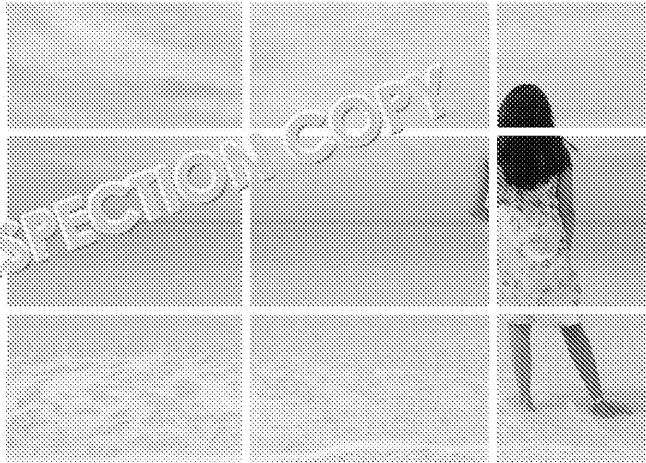
Composition

Composition describes the layout of the overall image, and how it's used to influence the perspective or emotional state of the audience.

Looking at the image below you can see two elements of image composition: the 'rule of thirds' and symmetry.

Symmetrical balance is achieved by evenly distributing the visual elements.

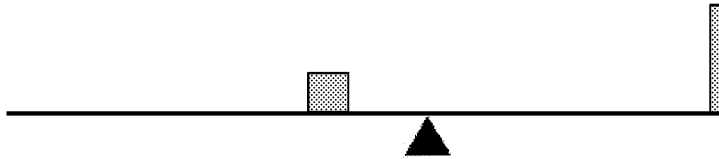
This provides a focus to the centre of the image.



Key term

✓ **Composition** describes the layout of the overall image, and how it's used to influence the perspective or emotional state of the audience.

To demonstrate how placement and positioning can attract the attention of the viewer, an image of a scale is shown below.



The elements are positioned unequally, and it's assumed by the viewer that the scale would tilt towards the right. By composing the components, the viewer's attention is drawn to the right, and encourages the thought process.

Placement

The placement of text and images is not only closely related to composition but also serves purposes such as being used to provide detail and explanation. Placement, in combination with styling, can also be used to increase the readability of text. The use of uppercase, colour, boldness and italics can also lead a piece of text to have a specific effect.

Task:

Using a digital publishing application, create a new document. Create a margin and three columns – dividing the document into three equal parts.

Now experiment using the text tool and the features mentioned to create a piece of text. Have you noticed how layers work?

INSPECTION COPY

**COPYRIGHT
PROTECTED**



NAMING, LOGGING AND STORING DIGITAL MATERIALS

File naming conventions

Naming files correctly makes them significantly easier to locate, such as within large folders. One method of naming a file is by using its description. A kitten called 'DSCN004.jpg' could be renamed 'Black_kitten.jpg'.

| | |
|---------------|---------------------------|
| File name: | Black_kitten.jpg |
| Save as type: | JPEG (*.JPG;*.JPEG;*.JPE) |

In addition to naming a file correctly, the containing folder should also be named. A method is to name the folder and image with the current day, month and year the photo was uploaded, e.g. 'Black_kitten_05042015.jpg' (5th April 2015).

File organisation is important as it allows files to be found easily and avoid being deleted. This is particularly relevant if working within a team using a shared drive of files.

Appropriate file formats

It should also be noted that a file should be saved within a format that is appropriate to the format and device it will be displayed on.

The table below lists some formats and compares instances of correct and incorrect use.

| Format: | Correct use: | Incorrect use: |
|---------|--|--|
| PDF | Scanned documents to be digitally distributed without the need to change them. When preserving a document in which layout is imperative. | Documents that are frequently edited. |
| AVI | When burning video content onto a DVD for use in a DVD player. | Streaming video content. |
| JPEG | Image files for use on the Internet. | Image files for high quality printing. |

Archiving

Archiving is the process of storing files in a safe area away from the computer. Files can be placed on a CD, DVD, hard drive or memory stick, which is then clearly labelled. A secure safe place to archive is an additional safeguard, ensuring that files won't be lost.

Questions:

22. State the reason why it's important to keep files and folders organised.
23. Suggest one advantage of naming and storing files correctly. (1 mark)

INSPECTION COPY

COPYRIGHT
PROTECTED



Aim C – Producing Material for Digital

Objectives:

- ✓ To develop a concept for a digital publishing product.
- ✓ To undertake the pre-production process.
- ✓ To produce a digital publishing product.

DEVELOP CONCEPTS FOR A DIGITAL PUBLISH

Initial ideas development

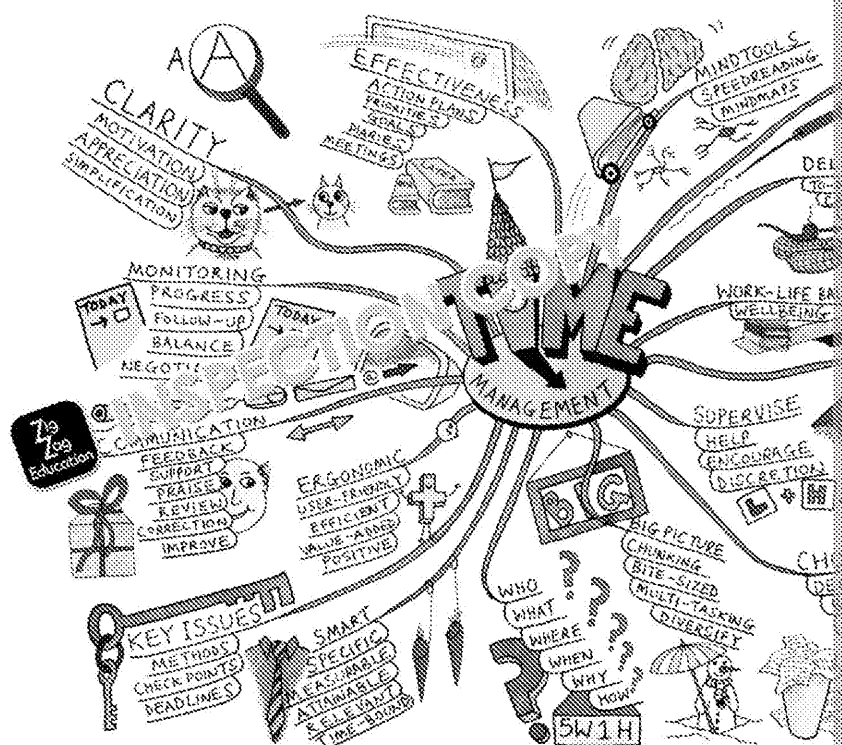
To develop and progress an idea or concept for a product there are a number of steps first undertaken to avoid producing an underdeveloped idea.

Mind map / Spider diagram

A spider diagram is a useful method of generating ideas when created individually. Within a group, every member should contribute words and ideas which are related to the central idea and written down; this in turn shows the strength and relation to the central idea and written down; this in turn shows words, colours and images.

A mind map is described as an extension of a spider diagram; images and colours are also used to further represent the central idea. It could be thought of as a tree, where the centre is the main idea, thicker branches are subtopics and thinner branches are the finer details. The thicker branches should be drawn first and then diverge from the central text.

Spider diagrams / mind maps can be created by hand and then scanned digitally using a scanner. They can also be created on a computer using hardware and a software application.



INSPECTION COPY

COPYRIGHT
PROTECTED



In order to create a mood board first you must decide upon the central theme the mood board is based.

If compiling the mood board on paper then a wide range of source material from newspapers, magazines and material could be cut and pieces used within the board and images can be drawn for use. There are no strict instructions or restrictions on the mood board, only that the things included are somewhat related or provide inspiration.

Task:

You've been employed to create a poster about the royal family. Create about things you could include in this poster.

Digitally creating a mood board may be easier due to the abundance of images on the Internet. With a digital mood board it's also possible to provide and link to websites related to the topic.

Word-processing, presentation and image-manipulation software are all e can be used to digitally compile a mood board.



Questions:

24. What is the purpose of a spider diagram? (1 mark)
25. What is the purpose of a mood board? (1 mark)

**COPYRIGHT
PROTECTED**



Research

It might also be necessary to conduct some research prior to undertaking an idea, as this could lead to the further advancement and generation of ideas.

There are two research methods: primary and secondary.

- Primary research describes research that is undertaken first-hand; interviews, observations or giving out questionnaires. This type of research is undertaken on a project that has a small amount of previous research.
- Secondary research involves gathering existing data and research conclusions. Examples of secondary research include looking up information in newspapers.

Data can be categorised into two types: qualitative and quantitative.

Qualitative data is information such as opinions and views that hold meaning. It is often gathered through interviews and open-ended questionnaires.

Quantitative data is statistical data that can be used to create graphs and charts. It is usually collected from experiments and closed questionnaires.

It's usually most useful to use a combination of primary and secondary research methods that can gain both qualitative and quantitative data. When performing research for a digital media project certain research methods, such as focus group interviews, and the analysis of similar projects can hold some of the most beneficial value, as they allow you to see the type of end product and also understand what the target audience wants.

Examples of primary and secondary research sources are listed in the table below.

| Primary research sources | Secondary research sources |
|--------------------------|----------------------------|
| Interviews | Academic research |
| Questionnaires | |
| Focus groups | |
| Competitor analysis | |
| Surveys | |

Questions:

26. Explain the difference between primary and secondary research.
27. Identify one digital and one traditional research source. (2 marks)
28. Provide an example of a research source and explain if it provides qualitative or quantitative results. (2 marks)

INSPECTION COPY

**COPYRIGHT
PROTECTED**



Current practices and products

Another method of idea generation is to look at similar products and current and strategic management; this is known as 'competitor analysis'. Compete closely at other work, e.g. ideas and products that, in principle, may be similar but not meant to be copied or plagiarised. The purpose is to identify the strengths before beginning your own work, allowing you to learn from previous mistakes to improve your product.

In terms of current digitally published products that could be looked into are media publications such as newspapers and magazines that can be freely accessed, such as posters and DVD covers that can be found using most search engines.

Consider publishing platform

When producing a digital product, it is important to consider the platform onto which it will be released as this could lead to a fundamental shift in development.

For text-based content for mobile devices, the amount of text should be a factor to consider; with a smaller screen, a large amount of text will use a larger amount of the screen space and maybe even require the user to scroll to continue reading. Additionally, this relates to the location in which the user will read the content, e.g. reading somewhere in transit such, as on a bus or train, would require the amount of text shown to be shortened or summarised, possibly with the option of reading it in full if desired.

Any product released across multiple platforms should also be fully responsive as sizes change depending on the display size of the device used. This principle as it means people using smaller devices such as mobile phones and tablets.

With printed products there are a number of factors to consider such as image quality, consequently, the quality of the image when it's printed), readability of text as where it's going to be displayed.

Lastly, the file format will need to be compatible across different devices. For example, text within a HTML web page and PDF is mostly readable across devices; however, other formats such as ePUB (default format for e-books) may require to install additional software before viewing.

Review initial ideas

Although often overlooked when planning a project, there is an importance within a project and modify them in light of the resources made available. It can prove useful to present the ideas to an outside individual and gain some feedback from an individual or member of the demographic which the product is aimed to.

Critical thinking and self-evaluation can be thought of as processes that are reflection, both of which are vital factors in this stage.

Here are some examples of questions you could ask yourself when reviewing:

- What are the overall aims of the product?
- Do my aims directly correlate to my idea?
- Is it appropriate for the publishing platform?

INSPECTION COPY

**COPYRIGHT
PROTECTED**



The use of analytical and evaluative questions forces the user to form an opinion and reason.

Examples of analytical questions:

- How...?
- Why...?
- What are the reasons for...?
- What is the relationship between... and...?
- What are the possible solutions to these issues?

Examples of evaluative questions:

- What are the advantages or disadvantages of...?
- Is... clear or unclear?
- Is there support for this opinion?
- Is it a good idea for the project?

Trial layout

A trial layout is usually the final stage of the design process – a type of visualisation used to provide a realistic representation of the finalised project. It can then be used to get feedback and showcase a range of designs that are representative to the design.

A trial layout should take note of all the important design and usability factors. You should remember the following:

- Composition
- Layout
- Clarity
- Selection and use of colours
- Publishing platform and related considerations
- **Target audience** and demographic
- Fitness for purpose

Key terms

- ✓ **Target audience** – the group of people you are designing for, e.g. students

The content of a trial layout for a visual product such as posters usually includes:

- Images
- Graphics
- Logos
- Text

It can be designed by hand and used to ensure that the included content is legible and well presented; it can also include annotations with descriptions and justifications. The trial layout can then be digitised using hardware such as a scanner, computer, camera or tablet.

Another way to produce a digital mock-up of the design using computer software is to use image processing, publishing, image editing or presentation software.

INSPECTION COPY

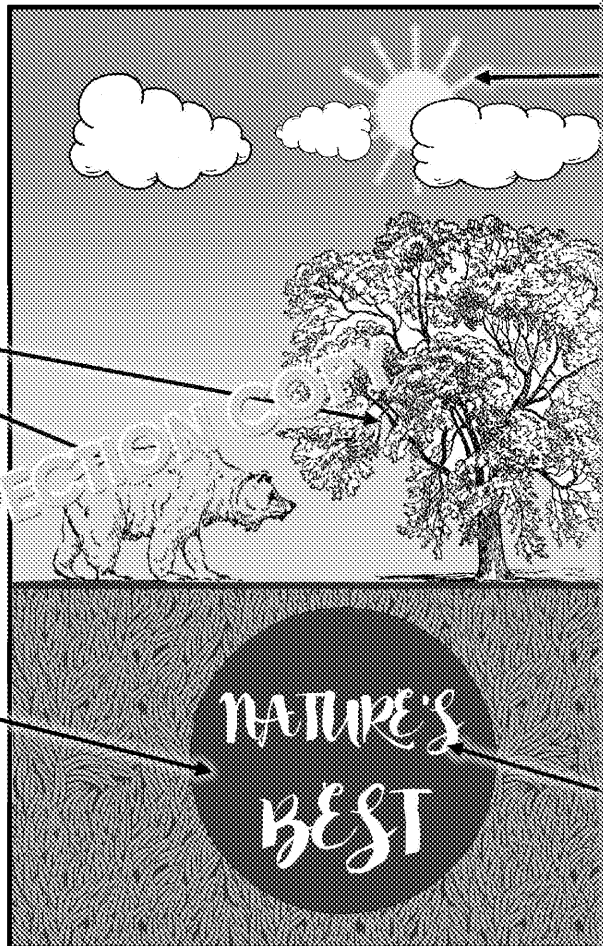
**COPYRIGHT
PROTECTED**



Below is an annotated example of a visualisation diagram for a poster:

Positioned at either side to emphasise central text.

Surrounding blank space makes text appear bold.



INSPECTION COPY

Questions:

29. State the four pieces of content that can be included within a visualisation.
30. Give two examples of computer application software that can be used to create a visualisation. (2 marks)
31. What is the purpose of a trial layout? (1 mark)

PRE-PRODUCTION FOR A DIGITAL PUBLISHING PRODUCT

Pre-production for a digitally produced product should include a portfolio of images and text that have been used in preparation to develop the product concept.

A wide range of elements should be included:

- Screenshots of any influences and inspirations found through the research phase of the project.
- A list of resources such as images, videos and text that will be used within the product. Sourced from external locations. **Template B**
- A location recce (and associated risk assessment) if any film production is undertaken as part of the project. **Template C**
- A 'shot list' detailing the photographs taken, if applicable **Template D**
- List of any equipment or props used in the creation of the product
- Mock-ups of the product that could display to others the finalised product. Computer-generated images, thumbnails and annotated sketches.

COPYRIGHT
PROTECTED



PRODUCTION OF A DIGITAL PUBLISHING PRO

Gathering and preparing materials

The first stage when producing a digital product is to gather together all the resources that you intend to use throughout the project.

Any text that will be included should first be written, or sourced, and checked for its accuracy using a spell checker or similar software. Factual information, such as statistics, has to be cross-checked against its source to ensure its reliability.

The same principle applies to tables, graphs and charts that display factual information, as it's vital that any information presented as objective fact truly is.

Images to be included with the product that are not sourced should be created by hand or digitisation of a sketch, or using image-manipulation software. It should be prepared carefully in the correct format for use.

Interactive elements to be included with online and electronic publications should be in a language appropriate for their use and display platform. Most elements can be made to provide a direct link to the media source.

The collection of material can then be edited in terms of size, readability and layout for its purpose.

- When sourcing interactive elements such as video and audio files, be aware of legal concerns such as copyright and intellectual property rights.

Combining materials

Although quality and aesthetics are subjective in nature, there are still design principles to be given attention when combining materials for the product design and layout. Factors such as the readability, text size and the quality of images, and aesthetic balance, symmetry, the psychology of colour and the placement of materials and images are all important.

Materials such as images and video should be positioned in an inclusive way with the related text; therefore, the viewer can easily see what they're related to. Captions should be clearly displayed underneath the relevant image where they can be easily accessed.

The use of colour is also important as it can help to convey emotion, though it can also affect the audience. When choosing colours it's important to think about colour psychology and how it affects the audience.

Common examples include:

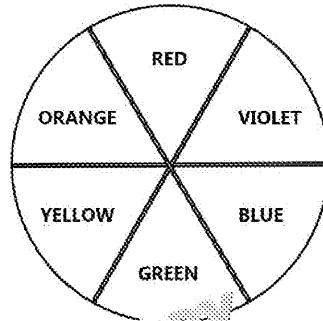
- Pink, as a traditionally feminine colour, used to symbolise love and romance.
- Blue, as the colour of the ocean and the sky, is seen as constant in nature and creates a sensation of trust and security. It's commonly used in corporate communication and business.
- Red can signify energy, warning and urgency. In the UK, most red signs are prohibitive and give orders.
- Green, as the omnipresent colour in the natural world, often symbolises nature, health or health.
- Orange can represent warmth, energy and friendliness.

INSPECTION COPY

COPYRIGHT
PROTECTED



The chosen colours should also complement one another; it may be useful to consider the relationship between colours within a **colour wheel**.



White space describes the absence of content and can be used to draw the viewer's eye towards a certain aspect by making it stand out against the background. It can also be used to separate text and increase readability.

Questions:

32. Define 'composition'. (1 mark)
33. Suggest a reason why green is used as the colour for recycling and recycling.
34. State one way in which the use of white space could be used to guide the viewer. (1 mark)

The placement of interactive materials such as hyperlinks and audio clips should be in a product where it is still appropriate and easy to find, i.e. underneath content. Hyperlinks should be embedded within words – usually indicated from being underlined and colored.

Are you up for the challenge? If this job seems like something you are interested in, then you can contact us by [email](#), [Facebook](#), or alternatively you can talk to one of our employment advisors.

Example showing how clickable hyperlinks appear when embedded within text.

The intelligibility of text and images should be adapted for the sight range of the audience, including those with slight visual impairments; in this case the size and quality of the text and images should be clearly understood by all. Images should also be of high quality and clearly shown to the audience.

Publishing product on a publishing platform

The product should be tested for readability and interactivity on the platform where it will be published. It is important to ensure that no mistakes were made during the production process to decrease readability and usability.

With both images and text, the resolution in which they are displayed is a key factor. The product should be tested across the various media where the product will be published. The readability of the text is also important due to potential intelligibility issues, as previously mentioned.

Interactive elements such as applications should be tested not only for the speed of interaction – overly slow response times will lead users to become frustrated.

INSPECTION COPY

**COPYRIGHT
PROTECTED**



Unit 5: Digital Publishing Production –

For this task you must plan, produce and review a digital media publication. learning outcomes and main tasks included within this guide.

Scenario – The Town Times

The local newspaper of your town is in trouble; weekly subscriptions are down and the editor believes it's due to an increasing youth population who now use the Internet as a primary information source. The newspaper – *The Town Times* – currently has no online presence, although it puts links to online content within its articles.

The editor asks you to develop a digital newspaper that can be read across a wide range of devices and publishing platforms; however, he doesn't know much about the Internet and wants to know its potential when used for this product.

Task 1 – Research

→ This task covers **Learning Aim A**

Within this task you are required to produce an illustrated report about the digital publishing methods. This is to be compared and contrasted against within newspaper publication.

You need to explore:

- Digital content that is published.
- How digitally published content is used.
- How content such as text, images, graphics, videos and interactive for use.
- The platforms on which this digital content is displayed.
- A comparison of digital and traditional publishing methods.
- Advantages and limitations.

INSPECTION COPY

**COPYRIGHT
PROTECTED**



Task 2 – Planning

→ This task covers **Learning Aims B and C**

This task entails the creation of a sample digitally produced product which is a demonstration to show the benefits to the editor – the sample product is

To complete this task, you should do the following:

- Detail how digital tools and resources are used to source, import and
- Make use of digital tools to produce a sample product.
- Use a range of images, text, video, audio and graphics to produce a sample product showing how the digitally produced product will function.

Don't forget:

- Version control of the organisation and storage of digital assets.
- Transfer options.
- Digitisation of materials.
- Appropriate file formats.

Task 3 – Creation

→ This task covers **Learning Aim C**

Having researched the product, you will now develop the product that you

It should also include:

- Different publication platforms.
- Justification of main ideas.
- Explanation of any elements changed from proposal.
- Annotated screen shots of the development phase.

**COPYRIGHT
PROTECTED**



Unit 5: Digital Publishing Production

Learning Aim A: Know about digital publishing opportunities

| Mark band | What is needed |
|---------------------|---|
| Level 2 Distinction | Have you compared and contrasted the uses of a wide range of published products, giving a range of strengths and limitations? |
| Level 2 Merit | Have you clearly planned how digitally published products are |
| Level 2 Pass | Have you provided a clear description of the uses of a range of published products? |
| Level 1 | Have you provided a brief description of the uses of one to three published products? |

| Mark band | What is needed |
|---------------------|---|
| Level 2 Distinction | Have you given a clear, detailed and evidenced assessment of the advantages of digital publishing in comparison to traditional methods? |
| | Have you provided a range of detailed examples ? |
| Level 2 Merit | Have you assessed the advantages of digital publishing in comparison to traditional methods? |
| | Have you provided one to three examples ? |
| Level 2 Pass | Have you described a range of advantages of digital publishing in comparison to traditional methods? |
| Level 1 | Have you outlined one to three advantages of digital publishing in comparison to traditional methods? |

INSPECTION COPY

COPYRIGHT
PROTECTED



| Mark band | What is needed |
|------------------------|---|
| Level 2 Distinction | Have you given a clear, detailed and evidenced assessment of how text, images, graphics and interactive elements are combined in a digitally published product? |
| Level 2 Merit | Have you assessed how text, images, graphics and interactive elements are combined in a digitally published product? |
| Level 2 Pass | Have you given a clear and detailed description of how text, images, graphics and interactive elements are combined in a digitally published product? |
| Level 1 | Have you given a brief description of how text, images, graphics and interactive elements are combined in a digitally published product? |

Learning Aim B: Understand the technical requirements for digital audio

| Mark Band | What is needed |
|------------------------|--|
| Level 2 Distinction | Have you made creative and innovative use of tools to source and import digital content? |
| Level 2 Merit | Have you made relevant and effective use of tools to source and import digital content? |
| Level 2 Pass | Have you made suitable use of tools to source and import digital content? |
| Level 1 | Have you made basic use of tools to source and import digital content? |

COPYRIGHT
PROTECTED



| Mark band | What is needed |
|---------------------|---|
| Level 2 Distinction | Have you demonstrated confident and comprehensive use of digital tools for publishing production? |
| Level 2 Merit | Have you demonstrated relevant and effective use of digital tools for publishing production? |
| Level 2 Pass | Have you demonstrated appropriate use of digital tools for publishing production? |
| Level 1 | Have you demonstrated basic or limited use of digital tools for publishing production? |

Learning Aim C: Produce material for digital publication

| Mark band | What is needed |
|---------------------|--|
| Level 2 Distinction | Have you developed a concept for a digital publishing product that is imaginative and unique through wide-ranging and inclusive planning? |
| Level 2 Merit | Have you developed a concept for a digital publishing product that is innovative and creative by undertaking both detailed and clear planning? |
| Level 2 Pass | Have you developed a concept for a digital publishing product that is appropriate for use with an adequate amount of planning? |
| Level 1 | Have you developed a basic concept for a digital publishing product with minimal planning? |

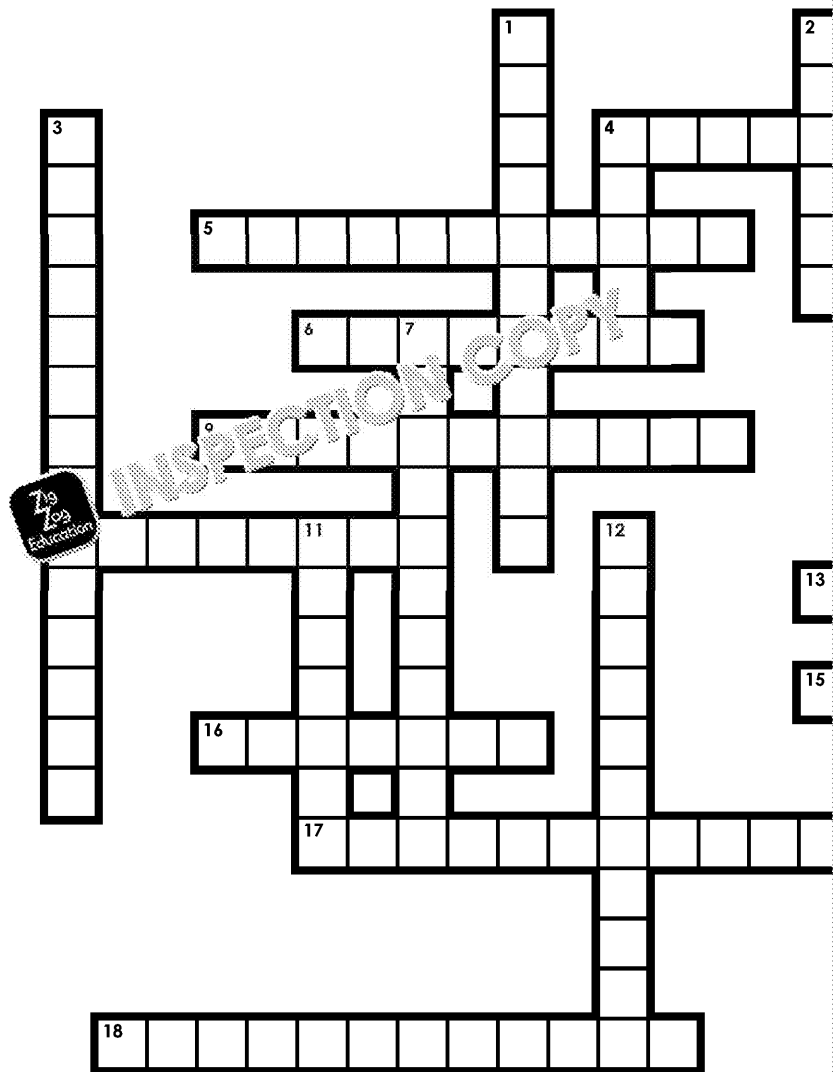
COPYRIGHT
PROTECTED



| Mark band | What is needed |
|---------------------|--|
| Level 2 Distinction | Have you digitally produced an innovative and imaginative publication product that shows confidence and assertiveness in the interpretation of the brief? |
| Level 2 Merit | Have you produced a digital publishing product that is both effective and creative and demonstrates a competent and knowledgeable interpretation of the brief? |
| | Have you digitally produced a creative and effective publishing product that demonstrates a competent and knowledgeable interpretation of the brief? |
| Level 2 Pass | Have you produced a digital publishing product that is appropriate and demonstrates suitable interpretation of the brief? |
| Level 1 | Have you produced a basic digital publishing product that only shows a minimal and basic interpretation of the brief? |

COPYRIGHT
PROTECTED

Unit 5: Digital Publishing Production



Across

- 4 The range of brightness within a photo. (5,5)
- 5 A spatial measure used to define the number of pixels that can fit into an inch. (4,3,4)
- 6 The amount of light within a photo, determined by the quantity of light reaching the image sensor. (8)
- 9 The layout of assets that constitutes the overall image, such as text and images. (4,7)
- 10 A printing method where an image is cut into a block surface; the ink is then transferred to the surface where the image has been applied. (8)
- 13 A computer markup language used to create web pages. (4)
- 15 A compression technique which aims to remove unnecessary data from the image. (5)
- 16 A printing technique that utilises a copper plate coated in an acid-resistant material. (7)
- 17 A specific group of people who are the intended viewers or recipients. (6,8)
- 18 The process of defining colour casts, to ensure that the colour white in reality also appears white in the photo. (5,7)

Down

- 1 The process of representation of the quality to a
- 2 A printing method where a raised surface is cut into a surface once printed
- 3 A printing method where designs are cut into a surface
- 4 A powder form of ink used in printing
- 7 A machine used to produce documents and images
- 8 A type of printer used in printing
- 11 A method of printing where an image is cut into a sheet of paper and then transferred onto a surface such as fabric
- 12 A study relating to the quality of life based on factors such as nationality and income
- 14 A compression technique where the size of the image is reduced

INSPECTION COPY

**COPYRIGHT
PROTECTED**



Answers

QUESTIONS

1. A digitally produced product is any kind of product that was once solely in a physical format but is now primarily or additionally released in the digital domain. (1 mark)
2. One mark for any of the following: (1 mark)
 - Additional multimedia content.
 - Can link directly to websites.
 - Option of interactive content.
3. One mark given for each correct answer: (4 marks)
 - Email
 - E-book
 - Lesson video
 - Homework website
4. From left to right: (6 marks)

to educate, to promote an event, to entertain, to promote a product, to inform
5. Online, over the Internet. (1 mark)
6. An e-book is a digital publication of text, images or both that is intended to be read as a traditional book on a computer or other electronic device. (1 mark)
7. One mark for each correct answer. (2 marks)
 - In intaglio printing the image is cut into the printing block surface, and
 - In relief printing the printing block surface is raised.
8. Both correct answers required for full marks: (2 marks)
 - The design is first cut into the lino and then rolled over with an ink.
 - The lino is then pressed onto the desired surface where a mirror print is transferred.
9. One mark given for each correct answer: (5 marks)

| Relief printing | Intaglio printing |
|-----------------|-------------------|
| Lithography | Etching |
| Letterpress | Linocut |
| Rotogravure | |

10. Both correct answers required for any marks: (2 marks)
 - Platen printing
 - Rotary printing
11. The lower roller holds the ink. (1 mark)
12. 1 mark for up to two negatives, 1 mark for one positive: (3 marks)
 - Wet ink can smudge. (negative)
 - Ink tends to be expensive. (negative)
 - Certain porous papers are unsuitable. (negative)
 - The printers are cheap to purchase. (positive)
13. One mark for each point raised: (2 marks)
 - Toner is a powdered form of ink.
 - Ink is in liquid form.

INSPECTION COPY

COPYRIGHT
PROTECTED



14. Toner is given a small electrical charge; the paper is also given an electrical charge through the photocopier that makes the toner stick to the paper's surface.
15. Desktop publishing software is used to create and layout documents. It handles graphics and text works. (1 mark)
16. One mark for each correct answer: (2 marks)
 - Global library of products
 - Convenience
 - Real-time information and updates
17. One mark each for any two of the following: (2 marks)
 - Using a graphics tablet.
 - Using specialised computer software
 - Hand-drawn and digitised using a digitiser or optical scanner.
18. One mark for any one of the following: (1 mark)
 - Global reach with worldwide reach.
 - A wide range of search options.
 - Vast amount of information.
19. One mark for each advantage: (2 marks)
 - TIFF files can be quite large, and memory constraints in digital camera needs to be low if possible.
 - GIF only supports a 256 colour palette; with photography this will likely be replaced.
20. Both points required for marks: (2 marks)
 - The resultant image retains all the original data.
 - When editing or manipulating an image.
- 21.

| Format | Common Uses | Advantages |
|--------|---|---|
| TIFF | Images within the printing and publishing industry. | Lossless compression – retains maximum amount of image data. |
| JPG | Storing photos on digital cameras. Displaying photos on the Internet. | Small file size – ideal for web use and email. Widely supported on web. |
| PNG | Web development. Images also containing graphics. | Lossless compression. Supports full transparency. Supports full colour palette. |
| BMP | All images. | Lossless compression. Displays realistically. |
| GIF | Simple animations. | Widely supported online. Small file size. Easy to create. |
| DOCX | Word processing documents. | Widely supported. Can include objects, tables, charts and formatting. |

**COPYRIGHT
PROTECTED**

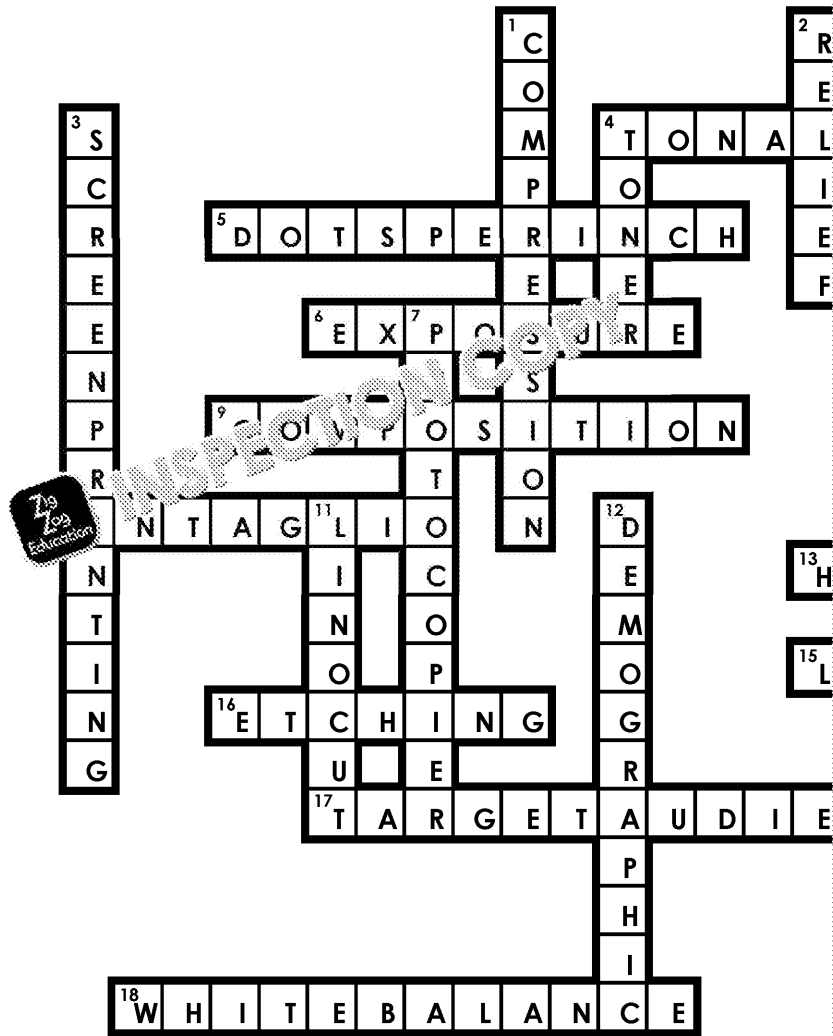


22. Keeping files and folders organised makes them easier to find, especially (1 mark)
23. Using version control can reduce the likelihood of accidentally deleting
24. To help generate ideas. (1 mark)
25. One mark for each correct answer from: (2 marks)
- *Can be used as a visual tool.*
 - *Helps to assist in generating ideas.*
 - *Helps to gain a feel/look for the product.*
26. Primary research has been undertaken by yourself, while secondary research is undertaken by other people. (2 marks)
27. One mark for each correct answer: (2 marks)
- The Internet as an electronic information source.
 - Any one from magazines, books, newspapers, journals, reports or published information source.
28. Answer must be one of the following mentioned within the resource (one mark for the source and another for the identification of the type of source): (2 marks)
- *Interview – quantitative results.*
 - *Questionnaire – can be either quantitative or qualitative, depending on the type of questions asked.*
 - *Focus group – qualitative.*
 - *Survey – can be either quantitative or qualitative, depending whether it is a closed or open question.*
29. One mark for each correct answer from: (4 marks)
- *Images*
 - *Graphics*
 - *Logos*
 - *Text*
30. One mark for each correct answer from: (1 mark)
- *Word processing*
 - *Image manipulation*
31. To allow the viewer to visualise the end product and see the justification for the choices made. (1 mark)
32. Composition is defined as the overall design; the method in which a piece of work is put together.
33. One mark for each correct answer from the following: (2 marks)
- A good design should be functional, clear, and easy to use.
 - A good design should be aesthetically pleasing.
 - A good design should be easy to read.
 - A good design should be easy to understand.
34. One of the following answers: (1 mark)
- *Provides emphasis for another image element*
 - *Increases readability*

**COPYRIGHT
PROTECTED**



CROSSWORD



INSPECTION COPY

COPYRIGHT
PROTECTED



INSPECTION COPY



A Comparison of File Formats

| File format | Common uses | Advantages |
|-------------|-------------|------------|
| TIFF | | |
| JPG | | |
| PNG | | |
| BMP | | |
| GIF | | |
| DOCX | | |

INSPECTION COPY

COPYRIGHT
PROTECTED



| Asset | File name | Date Acquired | Resources | Sou |
|-------|-----------|---------------|-----------|-----|
| | | | | |
| | | | | |

INSPECTION COPY

**COPYRIGHT
PROTECTED**



| Asset | File name | Date Acquired | Resources Required | Score |
|-------|-----------|---------------|--------------------|-------|
| | | | | |
| | | | | |

INSPECTION COPY

COPYRIGHT
PROTECTED



Ⓑ Location Recce

Production title:

Crew:

Location:

Date of production:

Date of recce:

| | | |
|---|---|--|
| <p>Local condition:</p> <ul style="list-style-type: none"> Any known problems? If yes, please detail (including site safety information) | <p>No <input type="checkbox"/> Yes <input type="checkbox"/></p> | |
| <ul style="list-style-type: none"> Aid needed? If yes, please detail name, address and contact numbers for each person/organisation Permission needed? Protective clothing needed? If yes, please detail | <p>No <input type="checkbox"/> Yes <input type="checkbox"/></p> <p>No <input type="checkbox"/> Yes <input type="checkbox"/></p> <p>No <input type="checkbox"/> Yes <input type="checkbox"/></p> | |
| <p>Equipment position:</p> <ul style="list-style-type: none"> Any obstructions? Easy to reach and safe? | <p>No <input type="checkbox"/> Yes <input type="checkbox"/></p> <p>No <input type="checkbox"/> Yes <input type="checkbox"/></p> | |
| <p>Requirements:</p> <ul style="list-style-type: none"> Power available? If no, please detail alternative arrangements Sound equipment | <p>No <input type="checkbox"/> Yes <input type="checkbox"/></p> <p>No <input type="checkbox"/> Yes <input type="checkbox"/></p> | |
| <p>Anticipated problems:</p> <ul style="list-style-type: none"> Power Other | <p>No <input type="checkbox"/> Yes <input type="checkbox"/></p> <p>No <input type="checkbox"/> Yes <input type="checkbox"/></p> | |
| <p>Other considerations:</p> <ul style="list-style-type: none"> Security considered Welfare considered (transport, food, first aid, etc.) | | |

INSPECTION COPY

**COPYRIGHT
PROTECTED**



Location Details

Location address:


Contact name:

Telephone no.:

Emergency Services

Police: 999 (Emergency)

Hospital:

101 ext. (L 

Power Problems

No. of power outlets:

Location of circuit breakers:

INSPECTION COPY

**COPYRIGHT
PROTECTED**





© Risk Assessment

Production title:

Date of shoot:

Location:

Date of risk assessment:

|  1 | Persons who may be harmed | Property which may be damaged |
|---|---------------------------|-------------------------------|
| | | |
| | | |
| | | |
| | | |
|  | | |
| | | |

INSPECTION COPY

COPYRIGHT
PROTECTED



① Shot List

| Shot # | Location | Shot description | Crew | |
|--------|----------|------------------|------|--|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

INSPECTION COPY

COPYRIGHT
PROTECTED



⑤ Prop/Equipment List

| Shot # | Shot description | Prop | Eq |
|--------|------------------|------|----|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

INSPECTION COPY

COPYRIGHT
PROTECTED

