CREATIVE IMEDIA KNOWLEDGE ORGANISER

UNIT R081 – LO1 – UNDERSTAND PURPOSE & CONTENT OF PRE-PRODUCTION

MOOD BOARD

Definition:

It is a collage -physical (on paper) or digital, which tries to capture a feeling, theme or design.

Purpose:

- Visual tool used to generate ideas on a new project
- Create a **mood** or **feel** for a product (be specific)
- **NOT** to show what a product will look like

Content:

- Images (photographs, graphics, logos)
- Text (fonts, styles, quotes)

SCRIPTS

Definition:

A written document.

Purpose:

- Provide lines for characters so that they know what they are saying
- Provide details about expressions
- Provide stage directions for actors ٠
- and production crew.

Textures / fabrics

- Annotations (justify decisions) Use:
- Visual tool used to generate ideas on a new project
- Create a **mood** or **feel** for a product (be specific)
- **NOT** to show what a product will look • like.

Industry use:

- Interior designers
- Advertising
- Fashion designers
- Photographers

Content:

- Speech/Dialogue between characters
 - Location/Set/
- Direction
- Camera shots
- Camera movement

Use:

- Movies
- Animations
- Plays / theatres

MINDMAP / SPIDER DIAGRAMS

Definition:

Can use the client brief as the main branches, then add thoughts/ideas **Purpose:**

- Quickly generate ideas / outline ideas
- Link or connect aspects of ideas

- Character names

Content:

- Central node (main theme)
- Sub-node (with branches)
- Topics (keywords)
- Colour

Images

Industry use:

Graphic designers Design team **Project planners**

VISUALISATION DIAGRAMS

Definition:

It shows in a visual way what something might look like.

Purpose:

- **Mock version** of intended product (static)
- Draft version for client (be specific) Content:
- Images (graphics, logos) ٠
- Colour (scheme) ٠
- Text (fonts, styles, text examples, ٠

STORYBOARD

Definition:

A sequence of drawings, representing the shots planned for a TV or move productions

Purpose:

- Visual plan on a timeline.
- Guidance on how to edit scenes. Content:
- Camera shots (Close up, mid, long..) ٠
- Camera movement (pan, tilt, zoom) ٠
- Timings / durations ٠
- Location ٠
- Sound

CAMERA SHOTS

FS - Full shot / WA – Wide Angle MS – Midshot CU – Close up ECU - Extreme Close Up **LA** – Low Angle **C/TS** – Conversation/Two shot

- titles, font size, position)
- Dimensions
- Annotations

Use:

- still images and graphics projects poster designs and CD/DVD covers.
- Can be used to show layout of webs page, multimedia display, game scene

Industry use:

Graphic designers Game designer Web designers

- Scene sketches (content, characters, scenery, speech)
- Lighting Use:
- Movies
- Animations

Industry use:

Scene designers

WA – Wide Angle

HA – High Angle

Z – 700m

D – Dolly

P – Pan

T - Tilt

Editors (scene & movie)

OTS – Over The Shoulder

EWA – Extreme Wide angle

Directors

Actors

Plays/ theatre productions