The Westbourne Academy KS4 Creative iMedia Journey

Maximising Potential within Creative iMedia

WESTBOURNE ACADEMY

4.2 File Formats

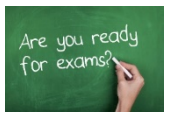
Targeted Revision

Final Exam

Post 16 Pathway

3.4 Health & Safety Law

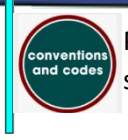
The Year 11 PRE – R093 practice



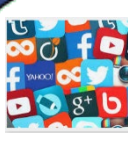
3.4 Regulation, certification & classification

3.4 Intellectual Property

2.5 Media Codes



Period 6 starts



4.1 Distribution Platforms

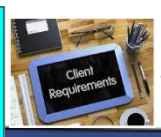
Easter Revision

Targeted Revision

3.4 Law to protect privacy

2.4 Research Methods

2.2 Client Requirements



2.1 Purpose of Product Design

1.1 Media Jobs

1.1 Media Industry

THE R097 PROJECT ASSESSMENT

3.2 Reviewing IDMs

2.1 Style, Content & Layout

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2.1 Advanced Tools & Techniques for assets

2.2 Basic Tools & techniques for IDMs

2.2. Advanced tools for IDMs

2.1 Basic Tools & techniques for assets

2.2 File Management

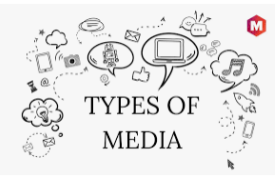
3.1 Testing IDMs

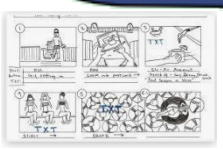
3.2 Reviewing IDMs

1.3 Resources of IDMs

1.2 Features of Interactive Digital Media

1.1. Types of Interactive Digital Media





1.4 Pre-Production

1.2 Conventions of Interactive Digital Media

1.1 Content used in Interactive Digital Media

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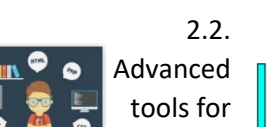
3.2 Creating, sourcing, editing & saving Assets for use in Digital Graphics

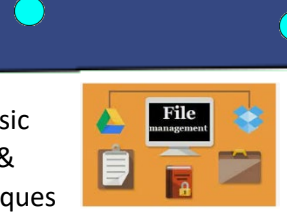
2.2 Licences & Permissions

2.3 Wireframes & Visualisation



3.1 Advanced Tools & Techniques

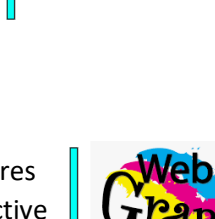
2.2 Vector Properties



2.3 Mind maps & Mood boards

3.1 Using Basic Graphic Tools & Techniques

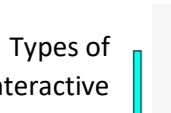
2.2 Bitmap Properties



1.1 Visual Identity Elements

2.1 Components of Graphic Design

1.1 Purpose of Visual Identity



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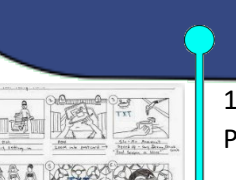
2.1 Layout Conventions



1.1 Visual Identity Design Style

1.1 Visual Identity Components