

UNIT 3

LEARNING OUTCOME 1

P3 – PRE-PRODUCTION

THE CRITERIA

P3*:

Develop pre-production materials for an original media product

*(*Synoptic assessment from Unit 2
Pre-production and planning)*

THE CRITERIA

LO2 Be able to plan and develop preproduction materials for an original media product to a client brief

P3: Learners are required to produce a range of preproduction materials for the intended media product. Specific documentation to be produced by the learner is outlined in the teaching content for the specific media product that the learner is going to produce and must be completed. Learners must include reference to the proposal that they completed as part of LO1 to inform their preproduction materials. Presentation of preproduction materials, health and safety requirements, and timescales and milestones information should be consistent with industry standards. Where learners are working in groups, each individual's contribution must be evidenced or supported by a witness statement.

EVIDENCE

- Time plan – This can be in the form of a gantt chart or a production schedule
- Visualisation diagram
- Mood board (already produced in P2)
- Photograph Plan – A detailed and exact plan of what photographs you need in your magazine pages
- Graphics plan - A detailed plan of any graphics you will need to create to contribute to your overall production
- Fonts – A detailed plan of what fonts you will use for each part of your magazine.
- Risk assessment for a photoshoot
- Call sheet for a days photography.

TIME PLAN

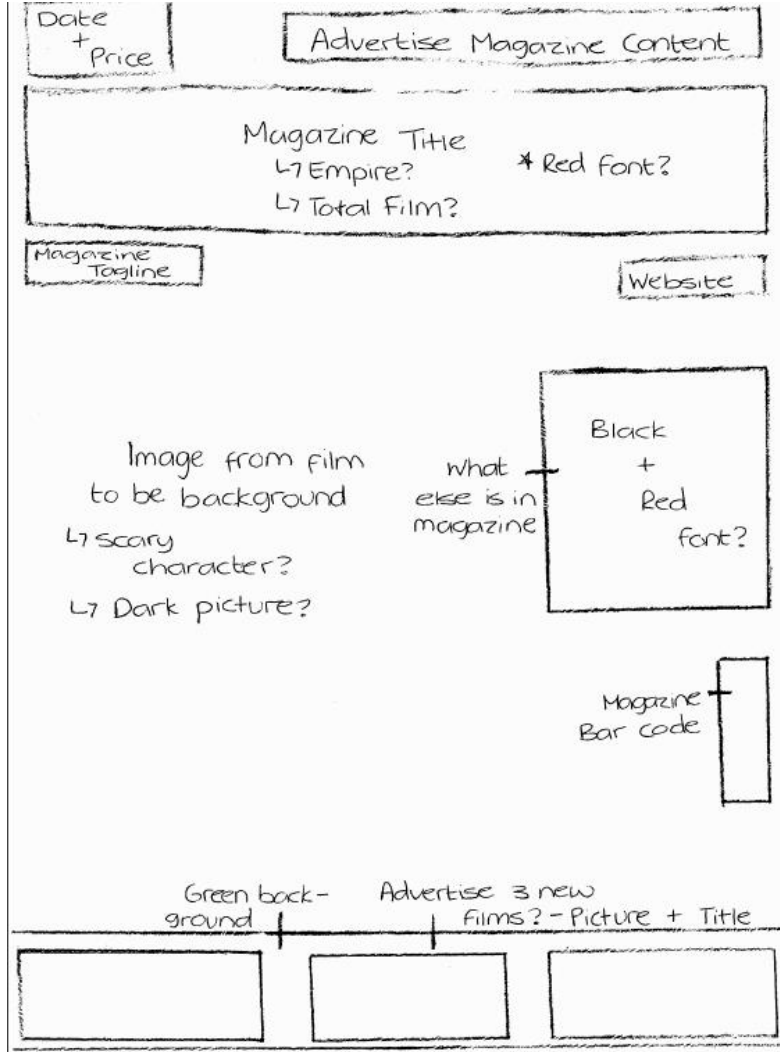
You need to plan your time and add milestone and deadlines in order to complete these tasks by the specified launch date (in the assignment brief)

See the scratch store for some examples.

VISUALISATION DIAGRAM

- A detailed plan of the layout and design of your final productions
- Hand drawn and fully annotated to explain your design choices.

VISUALISATION DIAGRAM



PHOTOGRAPH PLAN

- You need exact details of the photographs you need in your final productions. This needs to be accurate and ensure that when you visit the university you get the images you need and you ensure any found images are sourced and not subject to copyright issues....

PHOTOGRAPH PLAN

Image needed	Where used	Copyright issues
Image of a football player holding a club replica shirt	Front cover of magazine	Sourced by me – no issues

GRAPHICS PLAN

- You need to provide details of the graphics you will require for the magazine to ensure that it follows the conventions of magazines of this genre....
- This can be done by analysing similar magazines and discussing the shapes you want to use or by providing samples of the types of shapes you will be using or a combination of both.....

GRAPHICS PLAN



I will require a number of rectangles for the top and bottom of my magazine cover to fit some further information. This can give audiences an indication of what will be included in the magazine and what type of things will potentially draw them in to wanting to purchase it....

This small + symbol graphic is a good technique and something I think I would like to include in my magazine as it makes it more creative and interesting.

GRAPHICS PLAN



This graphic helps emphasise the font over the main cover image which is a good idea. I will be using a similar graphic to ensure my font stands out over the image and the narrative of the main cover image is included.

FONTS

- In order to fully plan your publications you need to specify which fonts you want to include and where they will be used on your final pages.
- Use Da Font to select the exact fonts for each element of your magazine, for example the masthead, cover lines, contents copy etc.

FONTS

Cocogoose Pro-trial.ttf

SOCCER MATTERS

This font is called 'cocogoose' and can be used as open source from dafont.com.

I am going to use this font for my masthead as it is bold and stands out well. I think it fits in nicely with the theme and is an appropriate masthead style. I will also use this for the main cover line as it clearly stands out.

FONTS

ModernSans-Light.otf

New star striker speaks!

This font is called 'ModernSans-Light' and can be used as open source from dafont.com.

I am going to use this font for my small quote to accompany the main cover line. I think it will look good against the more blocky and bold font selected earlier.

RISK ASSESSMENT

When sourcing your original images, there will be certain risks to the health and safety of the people involved including yourself as the photographer, the models featured and anyone helping out with the process.

It is important to identify and minimise the risk to you and others. This can be done through the use of a risk assessment document.

RISK ASSESSMENT

Risk assessment

Company name:

Date of risk assessment:

Background Information

Visit to SAE institute to source photographs and take part in photography masterclass. Also includes the editing of original images using computers.



What are the hazards?	Who might be harmed and how?	What are you already doing?	Do you need to do anything else to control this risk?	Action by who?	Action by when?	Done



RISK ASSESSMENT

A template to be completed can be found in the P3 folder.

CALL SHEET

A call sheet is similar to a production schedule but breaks down the time management of a specific days work rather than the overall task.

It provides instructions to all stakeholders involved in the days work regarding where they should be and when. It also breaks down the tasks involved during the day and often given details of how to get to the venue in question.

CALL SHEET

Call Sheet Photoshoot

Client: Name of Magazine
Project: Cover and Contents
Location: SAE University Liverpool Campus
Date: 2/11/2018

Transport: Public

Resources and Equipment:
Camera (12.30 – 14.00)
Tripod (12.30 – 14.00)
Lighting (12.30 – 14.00)
Green Screen (12.30 – 14.00)
Portable Storage (12.30 – 14.00)
Apple Mac (10.30 – 12.30)

Talent: Christopher Gantley

Props and Costumes:
Liverpool Scarf
Liverpool Shirt

CALL SHEET

An example call sheet, which can be used as a template, can be found in the P3 folder in the Scratch Store.