

Modified Enlarged 18 pt

OXFORD CAMBRIDGE AND RSA EXAMINATIONS

Friday 13 January 2023 – Afternoon

Level 3 Cambridge Technical in Digital Media

05843/05844/05845/05846/05875

Unit 2: Pre-production and planning

Time allowed: 2 hours plus your additional time allowance

**You must have:
the Insert**

**You can use:
an HB pencil**

Please write clearly in black ink.

**Centre
number**

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**Candidate
number**

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First name(s) _____

Last name _____

**Date of
birth**

D	D	M	M	Y	Y	Y	Y
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READ INSTRUCTIONS OVERLEAF

INSTRUCTIONS

Use black ink. You can use an HB pencil, but only for illustrations and diagrams.

Write your answer to each question in the space provided. If you need extra space use the lined pages at the end of this booklet. The question numbers must be clearly shown.

Answer ALL the questions.

Use the Insert to answer all the questions.

INFORMATION

The total mark for this paper is 80.

The marks for each question are shown in brackets [].

Quality of extended response will be assessed in questions marked with an asterisk (*).

ADVICE

Read each question carefully before you start your answer.

Answer ALL the questions.

SECTION A

1 (a) Identify **THREE** assets that the team could use to create the interactive animation.

1 _____

2 _____

3 _____

[3]

(b) Explain **ONE** potential consequence if the team do **NOT** consider all the assets needed to complete the task.

[3]

2 Identify and explain TWO audience requirements that need to be considered when designing the animation interface.

1

2

3 (a) Identify THREE planning tools that Jem Animation can use to show their initial ideas to Daylight Education.

1

2

3

[3]

(b) Other than communicating ideas to the client, identify and explain ONE reason why Kofi would need planning and pre-production tools to fulfil his job role.

[3]

4 Identify and explain TWO client requirements that will impact on Ben's job role.

1

2

6 Identify and explain TWO legal issues that the team will need to consider before finalising design ideas.

1

2

[6]

7 Explain TWO ADVANTAGES of creating a prototype of the interactive animation.

1

2

[4]

SECTION B

- 8 You are helping to plan the character design for Number Hero.**

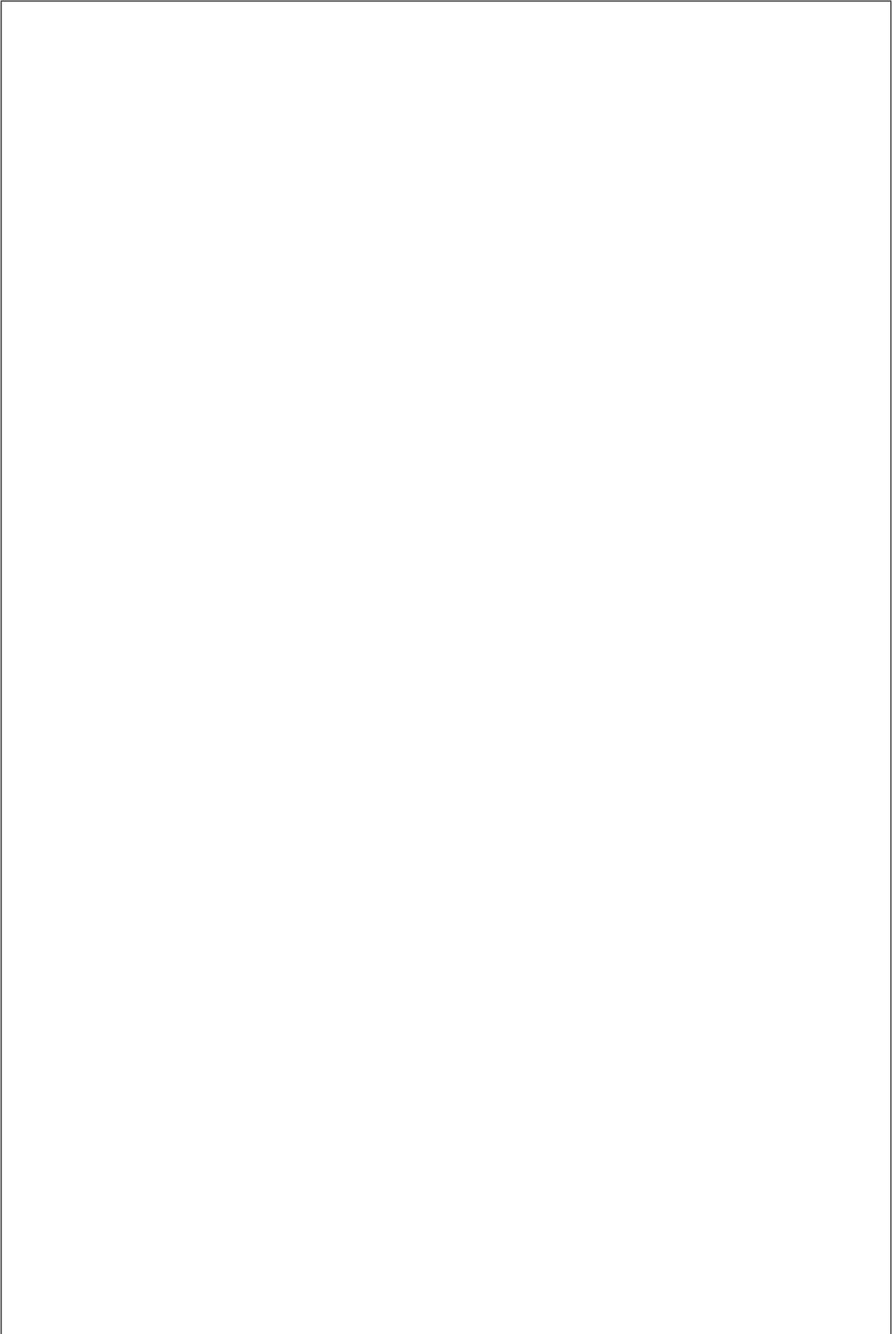
In the space opposite, draw a piece of CONCEPT ART for ONE potential design for Number Hero. Use the information in the brief.

Marks will be awarded for:

content

fitness for purpose

justifications of decisions. [8]



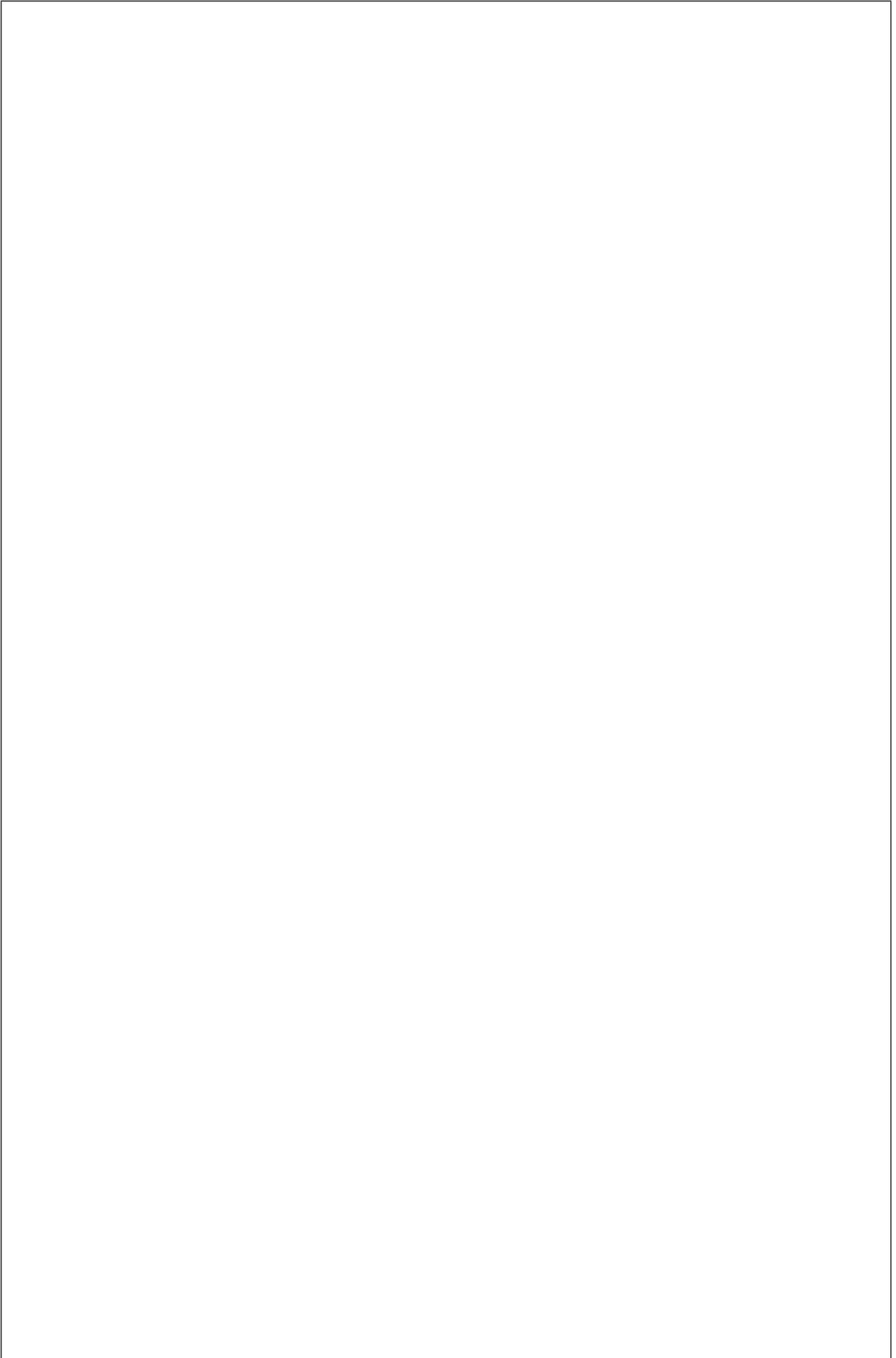
- 9 In the space provided opposite, create an ASSET LOG that catalogues the different assets required for the project, based on the information in the brief.**

Marks will be awarded for:

content

layout

fitness for purpose. [10]



END OF QUESTION PAPER



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