Learning Outcome 1: **Understand the purpose and content of pre-production**

the purpose and uses for: o mood boards (e.g. ideas and concepts for a new creative media product development, assisting the generation of ideas)

o mind maps/spider diagrams (e.g. to show development routes and options for an idea, or component parts and resources needed for a creative media product)

o visualisation diagrams (e.g. for still images and graphics)

o storyboards (e.g. for use with video, animation)

o scripts (e.g. for a video production, voiceover, comic book or computer game)

• the content of:

o mood boards

o mind maps/spider diagrams

o visualisation diagrams, i.e.: - images

- graphics

- logos

- text

o storyboards, i.e.:

- number of scenes

- scene content

- timings

- camera shots (e.g. close up, mid, long)

- camera angles (e.g. over the shoulder, low angle, aerial)

- camera movement (e.g. pan, tilt, zoom or using a track and dolly)

- lighting (e.g. types, direction)

sound (e.g. dialogue, sound effects, ambient sound, music)

- locations (e.g. indoor studio or other room, outdoor)

- camera type i.e.

 still camera

 video camera

 virtual camera (e.g. for animations, 3D modelling or computer games)

o scripts, i.e.:

- set or location for the scene

- direction (e.g. what happens in the scene, interaction)

- shot type

- camera movement

- sounds (e.g. for actions or events)

- characters

- dialogue (e.g. intonation, loudness, emotion)

- formatting and layout.