

Pre-Production Skills

Mind Maps



A mind map is a diagram used to organise information and ideas. You start with a central idea and then add branches for main points and details.

Moodboards



A moodboard is a collection of images, colours and text that shows a particular theme, style or feeling. It is used to help plan and develop creative projects.

Design Principles

Balance
Alignment
Contrast
Proximity

Design principles are guidelines for making visual design look and work well. They are used to help create attractive and effective designs



Sourcing Assets

Creating an user interface from a template and given scenario.



You might use an assets list to help you source images, text and other visual elements you need for a user interface. This can be created from a template, based on a given scenario.

PRE-PRODUCTION SKILLS

CREATING A USER INTERFACE ON POWERPOINT

Plan your user interface

Decide on the purpose of your user interface and consider your target audience



Create the layout



Choose a slide in PowerPoint as the template for your user interface. Add shapes to outline the structure

Add elements and content



Insert your content, such as text and images. Then add interactive elements like buttons and hyperlinks

Design the appearance



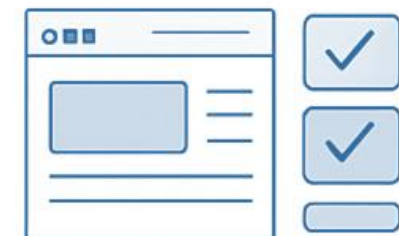
Select a color scheme that matches your theme. Choose a consistent font style and add images and icons

Add navigation elements



Include navigation elements, such as home button or navigation bars, to help users easily navigate your

Test and adjust



Test any interactive elements and make sure everything functions correctly. Adjust the layout if needed

Pre-Production Skills

What Are Pre-Production Skills?

Pre-production skills refer to the planning and preparation activities that take place before a project is started. These skills are essential for creating organized, effective, and successful projects.

•Key Elements of Pre-Production:

- **Visualisation Diagrams:** Diagrams used to visualize the design and layout of a project before it begins.
- **Target Audience:** The group of people a product, service, or project is aimed at. Understanding the target audience helps in designing a project that meets their needs and interests.

Visualisation Diagrams

Purpose of Visualisation Diagrams:

- To map out the design layout.
- To highlight key features and elements.
- To plan the colour scheme, font style, and other aesthetic elements.

Types of Visualisation Diagrams:

- Storyboards:** Often used in film and animation to show scenes in sequence.
- Mood boards:** Used to collect ideas and inspirations for the style and tone of the project.
- Wireframes:** Basic outlines of websites or apps showing the structure and layout.

•Key Features to Include:

- **Design/Structure:** Layout of the product or design elements.
- **Colors and Fonts:** Planning the visual style and aesthetic.
- **Placement:** Where each element will be placed in the design.

Target Audience

What is a Target Audience?

The target audience is the group of people for whom a product or service is intended. Knowing your audience helps you design something they will find appealing and useful.

•How to Identify the Target Audience:

- **Demographics:** Age, gender, income, education, etc.
- **Psychographics:** Interests, hobbies, values, and lifestyle choices.
- **Geographics:** Where the audience lives (city, country, climate).

•Why Understanding the Target Audience is Important:

- **Designing for Their Needs:** Ensures that the project appeals to the right people.
- **Improving Engagement:** Increases the likelihood that the audience will connect with and use the product.
- **Effective Communication:** Helps create messages that resonate with the target group.

HALF-TERM TOPIC

INTRODUCTION TO PHOTOSHOP SKILLS

What is Photoshop?



Adobe Photoshop is a professional graphic design software used to edit images, create digital art, and design projects.

Key Concepts



Image Resolution

Refers to the quality of an image. Higher resolution means better image quality.



Color Modes

RGB (for screens) and CMYK (for printing).

Key Photoshop Skills



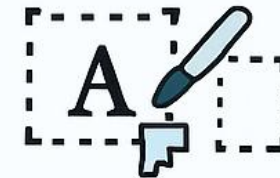
Basic Tools

Brush, eraser, lasso tool, and more.



Layers

Organizing elements of a project into layers for easy editing



Selection Tools

Techniques like the Magic Wand or Marquee Tool to select areas of an image for editing

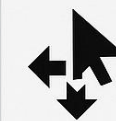


Filters and Effects

Applying visual effects to make designs more interesting.



Photoshop Tools and Purposes



Move Tool

Repositioning and moving elements



Marque Tool

Selecting rectangular or circular areas



Lasso Tool

Drawing freeform selection borders



Magic Wand Tool

Selecting similar colors with one click



Crop Tool

Trimming and cutting edges of an image



Eraser Tool

Erasing parts of an image



Healing Brush Tool

Removing blemishes and imperfections



Gradient Tool

Creating a gradual blend of colors



Brush Tool

Painting with a customizable brush



Text Tool

Adding and editing text in the image



Clone Stamp Tool

Duplicating parts of an image



Zoom Tool

Zooming in and out on the image

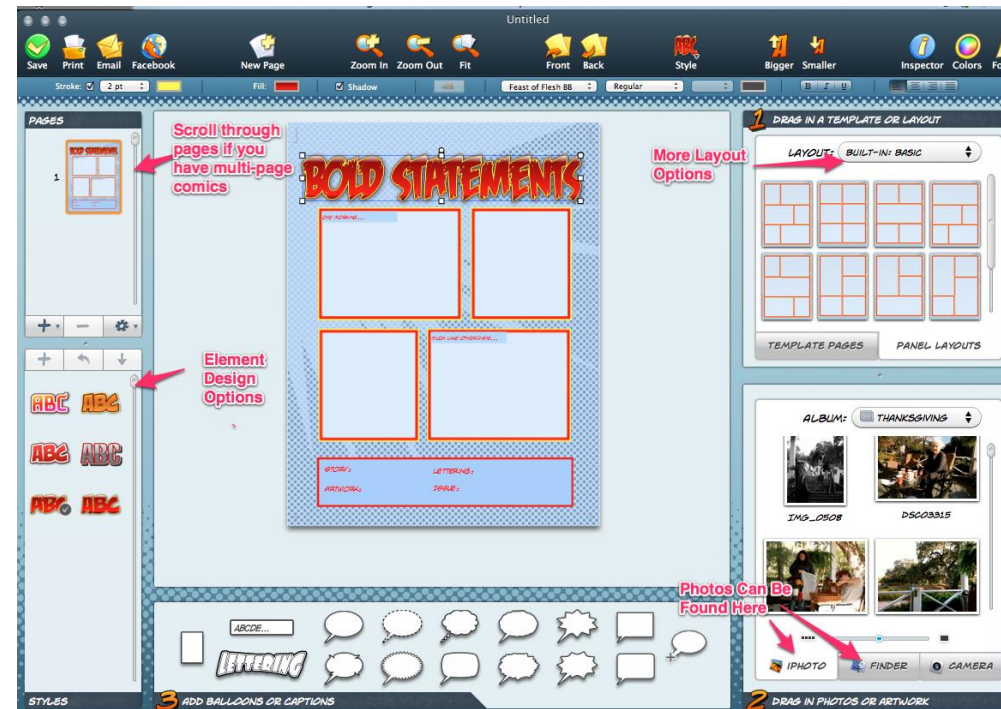


KEY VOCABULARY

- Comic Panel**
A single frame or box in a comic that shows part of
- Speech Bubble**
A rounded shape conact what a character says.
- Thought Bubble**
A cloud-shaped bulble ahc shows a caracter story.
- Caption Box**
A rectangular box for narration or description.
- Page Layout**
To prrange on timas or discreption on a

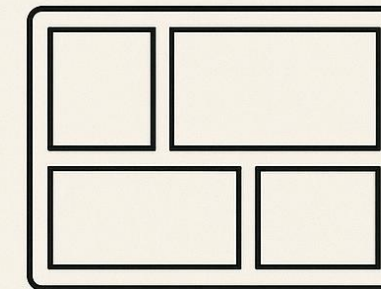
KEY FEATURES OF COMIC LIFE

- Templates**
- Drag and Drop**
- Inspector Tool**
- Image Import**
- Speech & Thought Bubbles**
- Layering**
- Comic Filters**
- Zoom & Grid**



HOW-TO GUIDE

1 CHOOSE A TEMPLATE



Select a template to start your comic.

2 ADD TEXT



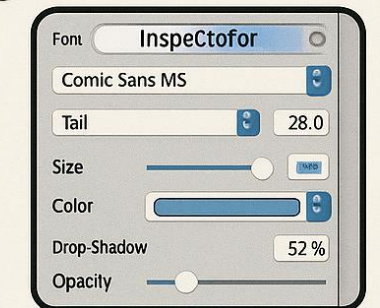
Use the tools to add caption boxes, speuch bubbles, and thought bules.

3 ADD IMAGES



Drag and drop photos from your computer or the panel Library

4 EDIT TEXT



Use the Inspector to change the font, style, size, color, and more.

5 EXPORT YOUR COMIC



Save or export your comic as an image file

5 EXPORT YOUR COMIC

Important Vocabulary	
Panel	A comic is divided into panels, which are the scenes of the story.
Narration	Tells the story in words.
Stickers	These can be added to the panels to show effects, such as a bang or visual sound effect.
Scale	Change the size of an object.
Arrange	Put the objects in front or behind each other (e.g a character in front of background)
Flip	Turn an object, such as a character, to face the other way.

