

## **Btec Creative Digital Media Production**

## Unit 10 – Film Production – Fiction (Teacher 1)

LAA – Understanding codes and conventions, purpose, formats, genre, audience and professional product analysis. LAB – Sourcing material, production management LAC - Applying post production techniques - music, sound effects, titles. Considerations of generic conventions. Test playback and exportation.

Unit 18 – Storyboarding for Digital Media (Teacher 2) LAA – Analysing how storyboards are used in a range of sectors, purpose and features of storyboards LAB – Plan storyboard designs and consideration of how ideas will be communicated.

LAC – Create and review storyboards, consideration of how design and written notes communicate information to crew.

Unit 8 – Responding to a Commission (Teacher 1) LAB – Preparing a pitch based on the commission LAC - Creating a proposal which shows intentions, target audience ideas, USP and budget. LAD – Presentation of final production and justification of ideas through treatments.

### Unit 36 – Lighting Techniques (Teacher 2)

LAA – Examine lighting techniques in various moving image productions, consider the relationship between lighting techniques and specific genres and how these create meaning to the audience.

LAB – Analyse studio and portable lighting and commonly used set ups.

LAC – Set up and review lighting techniques for a range of media productions.

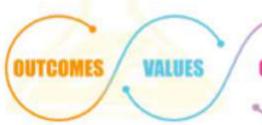
# AUTUMN 1 AUTUMN 2 SPRING 1 SPRING 2 SUMMER 1 SUMMER 2

conventions

Unit 20 - Single C LAA – Examine si effectiveness, une LAB - Pre-produc contingency plans LAC - Post produc single camera pro production and a

Unit 25 – Sound LAA - Report on recording techniq LAB – Research o that may hinder r LAC - Produce, re **Review technique** 

Unit 21 - Film Ed LAA – Understand LAB - Exploring th conventions for s LAC – Applying re production of the and editing techn



apply techniques

LAC – production

management log, self-

## Unit 3 – Digital Media Skills (Teacher 2)

LAA – Understanding the brief, identifying and creating assets, secondary research, genre

LAB – E-Portfolio creation, analysis of preparation and editing of sources, review of skills LAC – Finalising E-Portfolio, creating the exam product to reflect required skills.

		1.70
<b>Camera Techniques (Teacher 1)</b> single camera techniques and their inderstand purposes. action paperwork - production schedules, ins, scripts. Production of single camera task uction techniques applied to create a final roduction. Review of single camera analysis of skills.	Unit 35 – Multi Camera Techniques (Teacher 1) LAA -Analyse multi camera techniques, roles & requirements of the crew. Purposes & formats. LAB – Prepare material and begin multi camera production.	skills. Unit 8 – Responding to commission (Teacher 1 LAA - Rationale of idea: secondary research, understanding the clien developing responses.
Recording (Teacher 1) various sound recording equipment and iques. on how sound works and consider factors recording. record & refine sound editing techniques. ues that have been applied.	<ul> <li>Unit 7 – Media Enterprise (Teacher 1&amp;2)</li> <li>LAA – Understanding of new digital products /services, generate ideas, audience research</li> <li>LAB – portfolio of planning, mock ups</li> <li>LAC – Production of new product, application of enterprise skills, codes and conventions.</li> <li>LAD – review of final productions and enterprise skills.</li> </ul>	
diting (Teacher 2) nding editing techniques and purposes. the use of editing tools, techniques and specific moving image purposes. relevant editing techniques through the post an moving image piece. Review of production aniques.		

