



**Thursday 12 June 2014 – Afternoon**

**Level 1/2 Cambridge Nationals in Creative iMedia**

**R081/01: Pre-production Skills**

Candidates answer on the Question Paper.

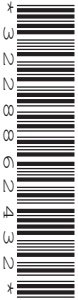
**OCR supplied materials:**

None

**Other materials required:**

None

**Duration:** 1 hour 15 minutes



Candidate forename		Candidate surname	
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Centre number						Candidate number				
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### INSTRUCTIONS TO CANDIDATES

- Write your name, centre number and candidate number in the boxes above. Please write clearly and in capital letters.
- Use black ink. HB pencil may be used for graphs and diagrams only.
- Answer **all** the questions.
- Read each question carefully. Make sure you know what you have to do before starting your answer.
- Write your answer to each question in the space provided. Additional paper may be used if necessary but you must clearly show your candidate number, centre number and question number(s).
- Do **not** write in the bar codes.

### INFORMATION FOR CANDIDATES

- The number of marks is given in brackets [ ] at the end of each question or part question.
- The total number of marks for this paper is **60**.
- Your Quality of Written Communication will be assessed in questions marked with an asterisk (\*).
- This document consists of **16** pages. Any blank pages are indicated.

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## SECTION A

OmicronBit is a computer games company that is developing a new game to be played on various mobile platforms. The new game will be based around a main character who will ride a bike around streets of a city collecting coins and logos. The coins and logos will be collected by the character riding over the coins and the logos. The coins and logos can then be used to purchase upgrades to the character's bike from a bike shop. The target audience of the game is teenagers who have smartphones or tablet computers.

- 1 The game begins with an animated scene in which the bike shop owner explains how the game is played. OmicronBit requires a script to be written for this animated scene.

- (a) Identify **two** purposes of a script.

1 .....

.....

2 .....

.....

[2]

OmicronBit has asked for a storyboard to be created for the animated scene.

- (b) (i) Tick **one** box in each row to indicate if an item would be included in a storyboard for the animated scene.

Item	YES	NO
Health and Safety information		
Number of scenes		
File format		
Timings		
Scene content		
Camera angle		

[6]

- (ii) Explain why a storyboard is a suitable pre-production document for the computer game's animated scene.

.....

.....

.....

..... [2]

2 When designing and producing the computer game, OmicronBit wants a work plan to be produced.

(a) Identify **four** components, other than milestones, that are used to create a work plan for the computer game.

- 1 .....
- 2 .....
- 3 .....
- 4 ..... [4]

(b) Explain the purpose of milestones in a work plan for the computer game.

.....  
.....  
.....  
..... [2]

3 During the game the main character will collect some coins and logos of various brands. The logos are the trademarks of real companies.

(a) Describe what steps must be taken to allow the use of these trademarked logos in the computer game.

.....  
.....  
.....  
..... [2]

(b) Explain how the age and income of the target audience will affect the choice of trademarked logos used in the game.

.....  
.....  
.....  
..... [2]

4 The computer game will be promoted through an online advertising campaign. OmicronBit has produced a mind map in a digital format of the various ideas about how the campaign can be carried out.

(a) (i) Identify **two** pieces of hardware that can be used to help create a digital mind map.

1 .....

2 ..... [2]

(ii) Identify **one** type of software that can be used to create a digital mind map.

..... [1]

(b) (i) Identify a suitable file format for the digital mind map so that it can be reviewed.

..... [1]

(ii) Identify a suitable naming convention for the reviewed copy of the digital mind map.

.....

.....

.....

..... [2]

(iii) Identify **one** piece of hardware that would allow a hardcopy of the digital mind map to be produced.

..... [1]

5 The computer game is based around a character collecting coins and logos that can be used to upgrade the character's bike with existing and futuristic add-ons. All the upgrading is done in the game bike shop.

(a) Identify **one** electronic source of information where you could research about bikes.

..... [1]

(b) Explain what primary research you would carry out to help you to research about bikes and their upgrades.

.....  
.....  
.....  
..... [2]

7


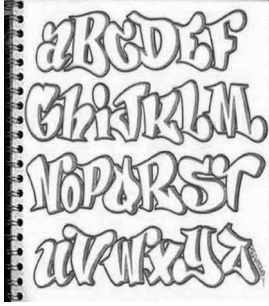




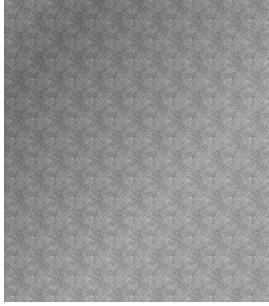





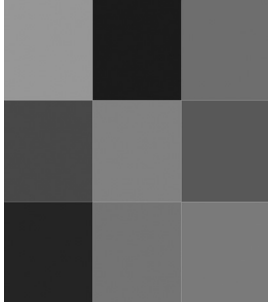


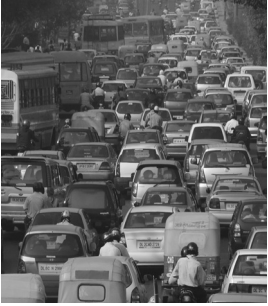




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**Question 6 begins on page 9**

8  
SECTION B

Fig. 1

				
IMAGE 1	IMAGE 2	IMAGE 3	IMAGE 4	IMAGE 5
				
IMAGE 6	IMAGE 7	IMAGE 8	IMAGE 9	IMAGE 10
				
IMAGE 11	IMAGE 12	IMAGE 13	IMAGE 14	IMAGE 15
				
IMAGE 16	IMAGE 17	IMAGE 18	IMAGE 19	IMAGE 20



6 OmicronBit is setting the game in a cityscape environment.

Choose five images from **Fig. 1** to create a pre-production mood board that can be used to create the atmosphere for this computer game.

You do not need to draw the images. You must show which images you have chosen.

Marks will be awarded for:

- fitness for purpose
- annotations to justify choices.

[9]

A large empty rectangular box with a thin black border, intended for the student to create a mood board by selecting five images from Fig. 1 and showing their choices with annotations.

7 The final computer game will be played on a number of different mobile devices. During the game there will be a number of animated scenes between each of the levels.

(a) Identify an appropriate format for the final version of these animated scenes.

..... [1]

(b) Explain what factors must be considered when selecting a final format for these animated scenes.

.....  
.....  
.....  
..... [2]

- 8 As the game is played, the main character will move through different levels of the game where the difficulty will change. Between each level there will be an animated scene set in a bike shop where the shop owner will explain the next level of the game. These animated scenes will be approximately 10–15 seconds in length.

Create a pre-production storyboard for an animated scene between levels 1 and 2. In level 2 the rider will have to ride up and down ramps to collect coins and logos that are placed at different heights.

Marks will be awarded for:

- content
- fitness for purpose
- annotations to justify decisions.

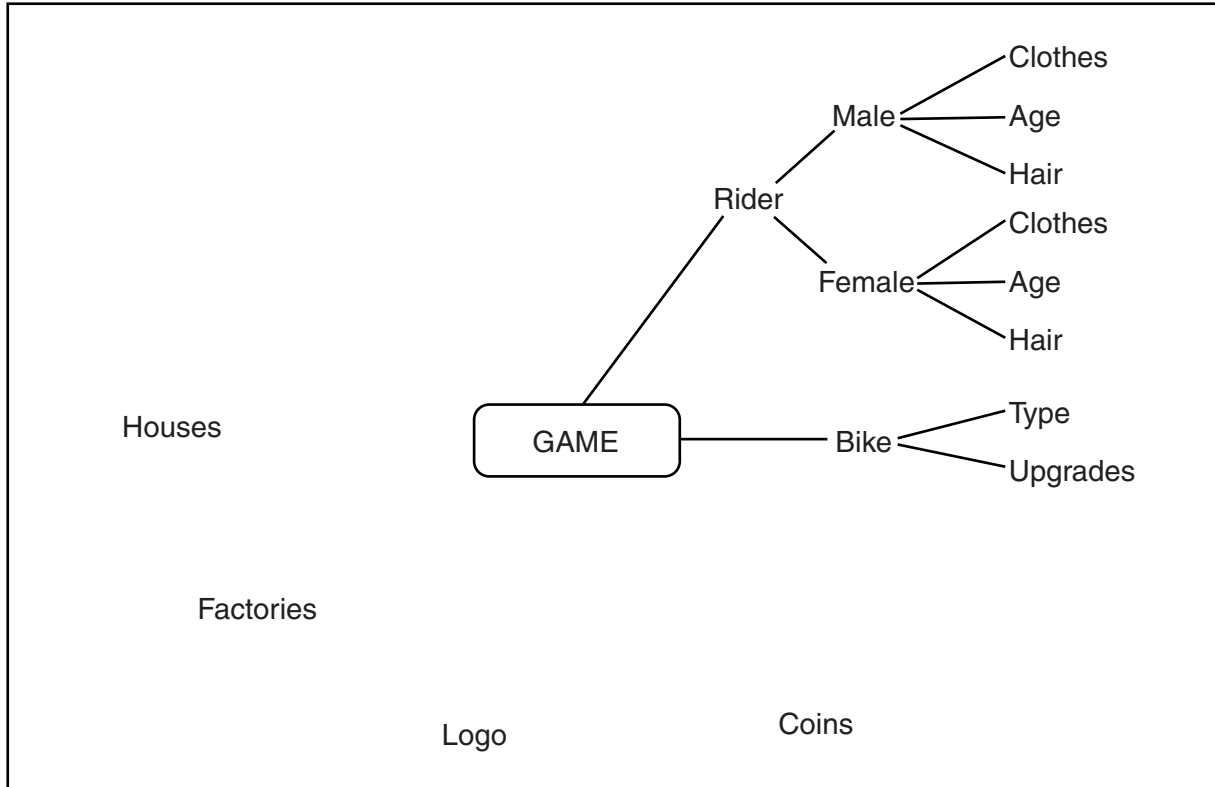
[8]


12

## SECTION C

Question 9 is based on **Fig. 2**

**Fig 2.** is the first draft of a pre-production mind map. This is intended to show the structure of the game and how the levels will link together.







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