

INCORPORATE CONTENT

PP11 Incorporate interactive media in a product

Overview	Knowledge & Understanding	Performance Statements
<p>This Standard is about incorporating in a product an end-user interface and the pathway that enables the end-user to navigate content, making use of the interactive material that has been developed by a specialist.</p>	<p>What you need to know</p> <ul style="list-style-type: none"> a) Intended functionality of the project b) Techniques for combining and synchronising files c) Methods of testing functionality d) Technical standards and formats for working and delivery e) Standards of documentation to support end-users 	<p>What you must be able to do</p> <ul style="list-style-type: none"> 1) Ensure that the material can be incorporated within time and budget 2) Incorporate interactive material within a coherent, agreed product architecture 3) Propose changes that may be needed in order to improve technical or commercial viability 4) Ensure that end user features match the expectations and requirements of the project sponsor 5) Ensure that the material incorporated covers the required user journeys 6) Liaise with colleagues to ensure that documentation accurately describes how end-user features operate 7) Ensure the incorporated material is compatible with the intended distribution media and viewing platform(s)

PP12 Incorporate graphics and visual effects during post production

Overview	Knowledge & Understanding	Performance Statements
<p>This Standard is about combining graphics and VFX with live footage in the way envisaged by the project sponsor and the graphics and VFX designers, and in a way that is consistent with the quality and format requirements of the product.</p>	<p>What you need to know</p> <ul style="list-style-type: none"> a) The look and feel intended by the project sponsor b) Technical and format requirements for the master that is to be produced c) File formats for graphics and VFX and their compatibility with live action formats d) The place of graphics and VFX in post production workflow e) Operation of equipment for incorporating graphics and VFX 	<p>What you must be able to do</p> <ul style="list-style-type: none"> 8) Ensure that the material can be incorporated within time and budget 9) Ensure the material you incorporate matches the project sponsor's requirements for any live-action footage it is intended to fit into 10) Propose changes that may be needed in order to make the idea more technically or commercially viable 11) Create the impact, tone and mood that the project sponsor wished to achieve 12) Match the technical attributes of incorporated material to the live action footage 13) Ensure the incorporated material is compatible with the intended distribution media and viewing platform(s)

PP13 Layback audio master sound to image

Overview	Knowledge & Understanding	Performance Statements
<p>This Standard is about creating a finished master with a mixed sound track and edited video after colour correction combined without generational degradation of the audio.</p>	<p>What you need to know</p> <ul style="list-style-type: none"> a) Sound requirements of different types of project b) How to operate layback equipment c) Different types of workflow and their impact on the layback process d) Technical and format requirements 	<p>What you must be able to do</p> <ul style="list-style-type: none"> 1) Check the overall technical and format requirements for the project 2) Identify the audio master conformed to match the edited video 3) Check that all required prior workflow has been completed 4) Identify the standards and format required for the finished master 5) Check that sound quality and mix is retained as optimal in the audio master without generational effect 6) Combine video and audio material in a single synchronised file 7) Ensure that worked is logged and handed over in acceptable formats