

Visualisation Diagrams – Key Learning

Visualisation diagrams are one of the pre-production documents you need to know about for the iMedia exam.

Part One: What are Visualisation Diagrams?

1. Describe what a visualisation diagram is.

[2 marks]

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2. At what stage in the production process will a visualisation diagram be produced?

[1 mark]

.....

3. List three types of product that a visualisation diagram could be used to help design:

[3 marks]

1.

2.

3.

4. List **five** things that a visualisation diagram should include:

[5 marks]

1.

2.

3.

4.

5.

5. What are annotations?

[1 mark]

.....
.....

6. Why should annotations be included on a visualisation diagram?

[2 marks]

.....
.....
.....
.....

7. Identify **two** groups of people who are the audience for a visualisation diagram

[2 marks]

Hint: the answer is not the target audience for the product. They will never see the visualisation diagram. You need to be thinking about the people who will use the visualisation diagram.

1.
2.

8. Identify **three** purposes of visualisation diagrams (what are they used for?)

[3 marks]

1.
.....
2.
.....
3.
.....

Part Two: Producing Visualisation Diagrams

9. Describe how you could produce a **physical** visualisation diagram

[2 marks]

Hint: a physical diagram will be one that you can touch with your hands - not one that is produced initially on computer

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10. Describe **two** ways you could convert a physical visualisation diagram into a digital version

[2 marks]

Hint: a digital version of something is on a computer. The question here is asking you to give two ways you could get a physical thing on to a computer

1.

.....

2.

.....

11. Identify **two** types of software you could use to produce a digital visualisation diagram

[2 marks]

Hint: give me two **types** of software (types of programs on a computer) you could use

1.

2.

12. Identify **four** pieces of hardware you could use to produce a digital visualisation diagram

[4 marks]

Hint: hardware is something attached to a computer that you can touch

1.

2.

3.

4.