Topic Area 4 – Distribution considerations

4.2 Properties and formats of media files	
Content	**Notes on breadth and depth required**
4.2.1 Image files: **The properties of digital static image files:** ● DPI/PPI resolution ● pixel dimension **Static image file formats:** ● raster/bitmap ● vector ● uncompressed ● compressed	To include: ● Know what is meant by DPI/PPI ● How DPI/PPI relates to resolution and image quality ● The relationship between pixel dimensions and ● quality for different image uses ● Know examples of raster/bitmap and vector image files ● The properties and limitations of uncompressed and compressed (lossy, lossless) file formats ● The properties and limitations of raster/bitmap and vector static image file formats ● How file format choice relates to use and context
4.2.2 Audio Files: **The properties of digital audio files:** ● bit depth ● sample rate **Audio file formats:** ● uncompressed ● compressed	To include: ● Know what is meant by sample rate and bit depth ● How sample rate and bit depth relate to sound quality ● What audio compression is and how it affects quality ● The properties and limitations of uncompressed and compressed (lossy, lossless) file formats ● How file format choice relates to use and context
4.2.3 Moving image files: **The properties of digital moving image files:** ● frame rate ● resolution (SD, HD, UHD, 4K, 8K) **Moving image files formats:** ● animation ● video ● uncompressed ● compressed	To include: ● Know what is meant by frame rate ● Know what is meant by SD, HD, UHD, 4K, 8K ● How frame rate affects the quality of a product ● Know examples of digital video and animation files ● The properties and limitations of video and animation file formats ● The properties and limitations of uncompressed and compressed (lossy, lossless) file formats ● How file format choice relates to use and context
4.2.4 File compression: ● lossy compression ● lossless compression	To include: ● Know what is meant by lossy compression ● Know what is meant by lossless compression ● Why lossy and lossless compression are used