

Space Explorer 2050 is a video game which is in production. Players will take the role of the captain of a space ship exploring uncharted space. They will meet other explorers and alien races.

Animated scenes will be used to link different sections of the game together. You have been asked to produce a storyboard for one of the animated scenes.

(a) State **one** purpose of a storyboard for the animated scene.

[1 mark]

Point such as: visual plan for the scene [1], easy to see what's going to happen [1], to provide information to create the scene [1] to provide information to edit the product together

(b) Give **two** reasons why a storyboard is a suitable choice of pre-production document for the animated scenes.

[2 marks]

Can see the timeline/timings easily [1], can see the flow from scene to scene [1], can easily see how the product/each scene will look [1], provides information such as camera angles [1], timings [1], audio [1] etc...

(c) Identify **two** possible audiences for the storyboard.

[2 marks]

Two from: director, producer, animators, artists, sound engineers, voice actors. DO NOT allow camera operators – this is an animated scene

(d) Identify **four** items that could be included on the storyboard for the animated scene.

[4 marks]

Four from: scene numbers [1], timings [1], scene content [1], sound effects [1], dialogue [1], lighting [1], camera shot [1], camera angle [1]

DO NOT allow text/image/description/sketch – too vague by itself

(e) Identify one type of software that could be used to create the storyboard.

[1 mark]

One from: desktop publishing, graphics software, illustration software

DO NOT allow office software types or vague reference to online tools

**Total marks: 10**