higher education & training

Department:
Higher Education and Training
REPUBLIC OF SOUTH AFRICA

MARKING GUIDELINE

NATIONAL CERTIFICATE (VOCATIONAL)

MILTIMEDIA BASICS
NQF LEVEL 2

15 November 2022

This marking guideline consists of 6 pages.

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SECTION A

QUESTION 1

1.1 D
1.2 B
1.3 A
1.4 C
1.5 B
1.6 D
1.7 D
1.8 C
1.9 A
1.10 A

(10 × 1) **[10]**

QUESTION 2

2.1 Screen
2.2 Clip-on
2.3 Uncompressed
2.4 program
2.5 Blur
2.6 Lasso
2.7 Texture
2.8 Dynamic
2.9 Shapes
2.10 Photograph
2.11 3D
2.12 .avi
2.13 Montage
2.14 Premier
2.15 Text is added

(15 × 1) **[15]**

QUESTION 3

3.1 E
3.2 K
3.3 C
3.4 A
3.5 L
3.6 H
3.7 F
3.8 B
3.9 I
3.10 J

(10 × 1) **[10]**

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QUESTION 4

4.1 True
4.2 True
4.3 False
4.4 False
4.5 True
4.6 False
4.7 False
4.8 True
4.9 True
4.10 True
4.11 False
4.12 False
4.13 False
4.14 True
4.15 True

(15 × 1) **[15]**

TOTAL SECTION A: 50

SECTION B

QUESTION 5

5.1 This stage starts when shooting✓ begins to capture all the necessary footage.✓ The producer and production team will follow a work schedule.✓ Extra crew✓ may be hired e.g., prop master.✓ People and activities in this phase are camera and light operators, grips, actors, caterers, finance department, hair, makeup – and costume department, cinematographer, picture – and sound editors. At the end of the stage a rough cut of the film must be ready. (Accept answers that refer to script, storyboarding, locations.) (5)

5.2 Sound effects
Music
Soundtracks
Voiceovers
Animations (3)

5.3 2D object have 2 dimensions✓ namely height x width;✓ traditionally created by drawing✓ frame by frame, and cheaper to produce than 3D.

3D objects have 3 dimensions✓ namely height x width x depth;✓ created with computer software✓ and expensive to produce because of all the steps and professional skills involved. (2 × 3) (6)

5.4 5.4.1 The object is created digitally and given a skeletal structure✓ that can be used to manipulate✓ the various points✓ in the structure. (3)

5.4.2 Objects are given character✓ by making use of texture e.g., skin,✓ pores, wrinkles. (2)

5.5 Vector graphics are made up with solid colour,✓ and can be resized✓ and enlarged✓ without any distortion or loss of quality. Suitable for logos.

Bitmap graphics are made up out of colour pixels✓ and loses quality/pixelates✓ when enlarging it too much✓ e.g., photographs. (2 × 3) (6)
[25]

QUESTION 6

6.1
- Research
- Premise
- Synopsis
- Character profile
- Story outline
- Treatment
- Rough drafts
- Final draft
- Scene script (Any 5 × 1) (5)

6.2 The central character✓ is the main character.✓
Principal characters✓ are friends/family to the main character.✓
Secondary✓/incidental/extra characters play a small role✓ in the story. (2 × 3) (6)

6.3 They are seen on a big screen✓ in a cinema; usually run for two hours✓ or more; they are shot over a long period of time✓ and have a big budget✓ for locations, many actors, special effects, and panoramic shots. Its plots are complicated and have many twists. Editing of the film takes a very long time. (4)

6.4 The open areas between blocks of text✓ are called negative space. In design it is used to make layout appear more organised,✓ attractive✓ and readable.✓ A layout without open spaces is unattractive, heavy, and difficult to read. Negative space between text block gives breathing space in a layout. Text can be formatted into paragraphs or columns to create negative space. The negative space can be increased, decreased, or manipulated with typographic tools. (5)

6.5
- Simplicity
- Memorability
- Timelessness
- Versatility
- Appropriateness (5)

[25]

QUESTION 7

7.1 It is when sound from an original recording✓ is altered or changed✓ in any way e.g., changing the volume,✓ speed,✓ or adding effects; to amplify, compress, equalise, normalise, change channels. (4)

7.2 Narrowband noise are sounds such as hum✓ with a narrow range of frequencies✓ and are caused by incorrect grounding✓ and badly shielded cables.

Broadband noise includes sound such as hiss✓ and static with a wide range of frequencies.✓ It often appears in the silence at the beginning of a track.✓ All recorded audio has some degree of broadband noise. (2 × 3) (6)

7.3
- Adobe Audition
- Audacity
- WavePad
- Audio Editor (Any other applicable audio editing software 2 × 1) (2)

7.4 Lossless compression keeps the original✓of the sound. It has very little or no compression✓ and is used for master recordings✓ and sound editing for CD or DVD quality. These file sizes are large and takes long to process e.g. .wav format.

Lossy compression has the most compression✓ which causes them to lose some audio information✓ and sound quality.✓ These file sizes are small and are used for general storage and playing on computer, internet or digital players or YouTube e.g. .mp3 format. (2 × 3) (6)

7.5
- Traffic
- Rain
- People talking
- Footsteps
- Explosion
- Chorus
- Echo
- Reverb
- Distortion
- Multi-delay (Any other applicable answer 4 × 1) (4)

7.6 Image brightness✓ and contrast✓ can be adjusted. Over- or underexposed images can be corrected.✓ (3)

[25]

QUESTION 8

8.1
- Natural light
- Studio lights
- Camera flash
- Reflector board
- Spotlight
- Backlight
- 3-point light system
- Electronic flash (Any 4 × 1) (4)

8.2 Switch on the grid function of the camera.✓ The grid will appear on the camera's viewfinder/LCD screen.✓ Compose the person/object on one of the four key points✓ where the grid lines meet to achieve an off-centre composition and to prevent a central focus point image. (3)

8.3 It is a creative process✓ that refers to altering images,✓ modifying✓ process, image manipulation, image enhancement and image transformation.✓
(Accept answers that refer to editing techniques e.g. spot removal, colour enhancement or any other applicable photo editing process.) (3)

8.4
- Heading
- Imagery
- Body copy (3)

8.5 Typography refers to the art and technique✓ of arranging✓ type✓ in a layout or design. Designers use type in an attractive way✓ for an aesthetic pleasing appearance and feel. Typography is the style and size of typeface/font and how it is used in a design/layout. (4)

8.6
- Design✓
- Modelling✓
- Texturing✓ and materials✓
- Lighting ✓
- Animation✓
- Rendering✓ (Any 5 × 1) (5)

8.7 The animator sets the beginning and end✓ of an action on two key frames✓ and the software will create the in-betweens.✓ (3)
[25]

TOTAL SECTION B: 100
GRAND TOTAL: 150

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