higher education & training

Department:
Higher Education and Training
REPUBLIC OF SOUTH AFRICA

MARKING GUIDELINE

NATIONAL CERTIFICATE (VOCATIONAL)

MULTIMEDIA BASICS
NQF LEVEL 2

24 November 2023

This marking guideline consists of 6 pages.

Copyright reserved

SECTION A

QUESTION 1

1.1	1.1.1	False
	1.1.2	True
	1.1.3	False
	1.1.4	False
	1.1.5	True
	1.1.6	True
	1.1.7	True
	1.1.8	False
	1.1.9	False
	1.1.10	True
	1.1.11	False
	1.1.12	False
	1.1.13	False
	1.1.14	True
	1.1.15	True

(15 × 1) (15)

1.2	1.2.1	Onion skin
	1.2.2	Thumbnail
	1.2.3	Logo
	1.2.4	Font
	1.2.5	Protagonist
	1.2.6	Opacity
	1.2.7	Morphing
	1.2.8	Histogram
	1.2.9	Flash
	1.2.10	Crop
	1.2.11	Rendering
	1.2.12	Rule of thirds
	1.2.13	Development
	1.2.14	Cropping
	1.2.15	Simulated

(15 × 1) (15)

1.3	1.3.1	Hyperlinks
	1.3.2	End Point
	1.3.3	Comic Sans
	1.3.4	Positive
	1.3.5	Plot
	1.3.6	Diffuse
	1.3.7	StoryBoard
	1.3.8	Blur
	1.3.9	Vector
	1.3.10	Screenplay

(10 × 1) (10)

Copyright reserved

1.4	1.4.1	G
	1.4.2	A
	1.4.3	H
	1.4.4	I
	1.4.5	E
	1.4.6	C
	14.7	D
	1.4.8	J
	1.4.9	F
	1.4.10	B

(10 × 1) (10)
[50]

TOTAL SECTION A: 50

SECTION B

QUESTION 2

2.1
- Simple✓ – the symbolism within a simple logo design is easier to identify and remember than complicated logos.✓
- Memorable✓ – a good logo should be memorable. This is achieved by illustrating unique and clear symbolism.✓
- Timeless✓ – a good logo must still be effective in 50 years' time. In order to achieve this, the logo should not follow fashion trends that come and go.✓
- Versatile✓ – the logo should be versatile in use. This means it must work on digital and print media, can be up-scaled or downscaled, colours can be inverted or changed to black and white.✓
- Appropriate – the logo must be appropriate for its intended use. The colours and composition must suit the company. (4 × 2) (8)

2.2 In Serif fonts✓ the characters have little extra lines at the beginning/end of the letters✓ and in sans serif✓ fonts they do not have the extra lines.✓ (4)

2.3 Film stories are created to be seen on a big screen at a cinema✓ and can run form two hours or more.✓ They are shot over long periods of time✓ an even longer time is spent editing them.✓ They have big budgets.✓ Plots can be complicated✓ with many characters. Different locations. Often exotic, and lots of action and special effects. They have large scale action. Epic stories, may have less dialogue and more action and panoramic shots. (6)

2.4
- Players can choose events
- characters
- navigation
- objects
- receive or collect things (Accept any other applicable answer 4 × 1) (4)

2.5
- Commercials
- Promotional content,
- Educational material
- Training material
- Corporate videos
- Corporate websites
- News
- News features
- Financial reports
- Magazine and lifestyle programmes talk shows
- Debates
- Documentaries (Accept any other applicable answer 3 × 1) (3)

[25]

QUESTION 3

3.1
- Omni-directional microphones✓ – pick up sounds from all directions, good for recording background sounds, music from several direction or several people talking.✓
- Uni-directional microphones✓ pick up sound from only the direction in which the microphone is pointed, good for recording one speaker or a single sound effect or instrument.✓
- Clip-on microphones✓ can be fixed onto peoples clothing so they are excellent for recording individuals in conversations because they are close the persons mouth.✓
- Table microphones✓ work well for a group of people sitting around a table.✓ (4 × 2) (8)

3.2
3.2.1 Makes very low intensity sounds✓ that humans can hear, louder and within the human ear hearing range.✓

3.2.2 High and low frequencies can be changed,✓ bass and treble can be emphasised.✓

3.2.3 It lowers the differences between high and low audio volumes✓ to change the character of the overall sound.✓

3.2.4 It increases the volume of all the tracks✓ and makes them as loud as possible without any distortion or clipping.✓

(3 × 2) (6)

3.3
- Broadband noise✓ includes sounds such as hiss and static, with a wide range of frequencies. All recorded audio has some broadband noise. It often appears in the silence at the beginning of a track.✓
- Narrowband noise✓ has a narrow range of frequencies. A common example is the hum that is often caused by incorrect grounding an badly shielded cables.✓
- Impulse noises✓ are short, sharp sounds such as clicks and pops. Usually caused by small scratches or specks of dust on a record, also happens when digital devices are not synchronised.✓
- Irregular noise✓ includes sounds like background conversation, traffic and rain, difficult to remove because they are made up of may random sound, frequencies and loudness.✓ (4 × 2) (8)

3.4 It is the mood or emotion that the sound provokes. (1)
[25]

QUESTION 4

4.1 DTP is the arrangements and style✓ of design elements and principles✓ on a page.✓ (3)

4.2
- Adobe InDesign
- Microsoft Publisher
- CorelDraw (Any other applicable software 2 × 1) (2)

4.3
- Heading
- Imagery
- Body copy (3)

4.4
- Choose the correct font✓ – serif and sans serif fonts are more readable for body copy than decorative font. Use decorative font only for short headings.✓
- Use different font sizes✓ – it creates contrast and helps the reader understand the order of the layout.✓
- Avoid writing everything in uppercase✓ – uppercase suggests shouting. Use uppercase for short words, not headings or sentences. Uppercase suitable for street posters and newspaper headlines.✓
- Use of space✓ – break up too much text with white space. Too much text is boring. Make use of columns and paragraphs to make text more manageable to read.✓ (4 × 2) (8)

4.5 Gif,✓ jpg,✓ tiff,✓ png,✓ bmp, psd. (4)

4.6 UV (ultraviolet) filters,✓ ND (neutral density) filters,✓ graduated ND filters,✓ polarising filters. (3)

4.7 Extreme✓ close up.✓ (2)
[25]

QUESTION 5

5.1 The RGB✓ colour model is used for digital projects i.e. projects that will be viewed on a screen.✓ It uses a light system✓ consisting of red, green and blue✓ light to mix and transmit colours. An RGB colour consist of three numbers , each representing a primary colour of the system e.g. 255,0,0 for pure red, 0,255,0 for pure green and 0,0,255 for pure blue. (4)

5.2
- Design✓ – in this stage an object or character is planned and this includes how the object or character looks from all angles. The object or character is then designed with animation or 3D software. During this process the elements and principles of design are kept in mind.✓
- Modelling✓ – this process involves the creation of a model of the object or character with the software.✓
- Texturing and materials✓ – the texturing process tells the software what the object is made of and how the texture should be place.
- Lighting✓ – objects have to be lit so they can be seen and their textures revealed.✓
- Animation✓ – animation is created by setting keyframes while the software will insert the in-betweens. It can also be frame by frame animation.✓
- Rendering✓ – this is when the software compiles the final animation for playback.✓ (6 × 2) (12)

5.3
- Adobe Animate
- Maya
- Adobe Character Animator
- Blender or (Any other applicable software 3 × 1) (3)

5.4
- Key light✓ – This is the main light which shines the brightest. This light has the most influence on the look of the scene. It is placed to one side of the subject so that this side is well lit and the other side has some shadow.✓
- Fill light✓ – the is the secondary light and is placed on the opposite side of the key light. It is used to fill the shadows created by the key light and to show some shadow detail. Less bright that the key light.✓
- Back light✓ (rim light) – the back light is placed behind the subject. Instead of providing direct lighting it created definition and highlights around the subject's outlines. It helps separate the subject from the background and gives a three dimensional look.✓ (3 × 2) (6)

[25]

TOTAL SECTION B: 100
GRAND TOTAL: 150

Copyright reserved