

Next Generation Higher National Unit Specification

Compositing and Motion Graphics (SCQF level 7)

Unit code: J5MJ 47
SCQF level: 7 (8 SCQF credit points)
Valid from: session 2024 to 2025

This unit specification provides detailed information about the unit to ensure consistent and transparent assessment year on year. It is for lecturers and assessors and contains all the mandatory information you need to deliver and assess the unit.

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Unit purpose

This unit provides learners with an understanding of the pre- and post-production techniques associated with compositing and motion graphics.

Entry is at your centre's discretion. Learners should have completed a relevant group award at SCQF level 6 or above, or have an equivalent qualification or work experience, before starting the unit.

On completion of the unit, learners may progress to further study or trainee positions in the television industry.

Unit outcomes

Learners who complete this unit can:

- 1 source and create a range of graphical material to meet a given brief
- 2 manipulate material using a range of pre-production techniques
- 3 create a motion graphics sequence using appropriate software and demonstrate post-production techniques

Evidence requirements

Learners must provide evidence to demonstrate their knowledge and skills across all outcomes by:

- ◆ researching and selecting audio-visual material that reflects the requirements and range of a brief
- ◆ importing selected materials into editing software
- ◆ carrying out pre-production image manipulation using a range of techniques
- ◆ producing a storyboard that visualises the motion graphics sequence
- ◆ creating a motion graphics sequence appropriate to a brief, using editing techniques, transitions, effects and audio manipulation

You assess learners on their ability to create a motion graphics sequence that meets the requirements of a brief.

Grading

This unit contributes to learners' overall final grades.

Knowledge and skills

Knowledge	Skills
<p>Learners should understand how to:</p> <ul style="list-style-type: none">◆ source material that is appropriate to a given brief◆ collate material that is appropriate to a given brief◆ carry out pre-production image manipulation, using:<ul style="list-style-type: none">— colour correction— resizing— resolution— file formats◆ select and organise material◆ use storyboarding techniques◆ use compositing techniques◆ use editing techniques◆ use audio manipulation techniques	<p>Learners can:</p> <ul style="list-style-type: none">◆ research reference material appropriate to a given brief◆ select audio-visual material◆ import selected materials into editing software◆ carry out image manipulation using a range of techniques◆ produce a storyboard◆ create a motion graphics sequence using appropriate transitions, editing techniques and audio manipulation

Meta-skills

You must give learners opportunities to develop their meta-skills throughout this unit. We've suggested how to incorporate the most relevant ones into the unit content, but you may find other opportunities.

Self-management

This includes focusing, integrity, adapting and initiative. The most relevant is:

- ◆ Focusing:
 - research, manage and select material appropriate to a given brief

Social intelligence

This includes communicating, feeling, collaborating and leading. The most relevant is:

- ◆ Communicating:
 - interpret a brief using visuals and audio to convey a message, feeling or concept

Innovation

This includes curiosity, creativity, sense-making and critical thinking. The most relevant is:

- ◆ Creativity:
 - use pre-production manipulation techniques to source materials that are suitable for editing

Literacies

This unit provides opportunities to develop the following literacies.

Numeracy

Learners calculate storage capacity for a variety of formats, screen resolutions, shot lengths and timecode readings.

Communication

Learners read and analyse briefs.

Digital

Learners use digital editing techniques and understand editing systems and software.

Learning for Sustainability

Throughout this unit, you should encourage learners to develop their skills, knowledge and understanding of sustainability.

This includes:

- ◆ a general understanding of social, economic and environmental sustainability
- ◆ a general understanding of the United Nations Sustainable Development Goals (SDGs)
- ◆ a deeper understanding of subject-specific sustainability
- ◆ the confidence to apply the skills, knowledge, understanding and values they develop in the next stage of their life

Delivery of unit

You can deliver and assess this unit alongside Television Programme Production at SCQF level 7, Television Technical Production at SCQF level 7, and selected optional units in the HNC Television qualification.

Additional guidance

The guidance in this section is not mandatory.

Content and context for this unit

This unit requires learners to demonstrate knowledge of image manipulation software, and editing and compositing techniques, so you should introduce it at a later stage in the qualification. It is helpful if learners can observe and experience a wide range of the techniques associated with image manipulation and the editing process.

Approaches to delivery

You should introduce learners to the skills they need to create motion graphics across a range of media, such as multimedia, animation, film, television and web environments.

Learners should explore the pre- and post-production materials and techniques associated with compositing and motion graphics.

The motion graphics sequence does not need to have a narrative structure. You should encourage learners to use a range of audio-visual material. Their interpretation of a brief can reflect a range of genres and mediums, such as:

- ◆ 'pop-promo' advertising
- ◆ infographics
- ◆ narratives
- ◆ trailers
- ◆ web
- ◆ film
- ◆ television
- ◆ multimedia

Approaches to assessment

You assess learners on the technical competence and quality of a motion graphics sequence that they create to the requirements of a brief. You can use an assessor's checklist to record your assessment.

Equality and inclusion

This unit is designed to be as fair and as accessible as possible with no unnecessary barriers to learning or assessment.

You should consider the needs of individual learners when planning learning experiences, selecting assessment methods or considering alternative evidence.

Guidance on assessment arrangements for disabled learners and those with additional support needs is available on the [assessment arrangements web page](#).

Information for learners

Compositing and Motion Graphics (SCQF level 7)

This information explains:

- ◆ what the unit is about
- ◆ what you should know or be able to do before you start
- ◆ what you need to do during the unit
- ◆ opportunities for further learning and employment

Unit information

This unit introduces you to the techniques of image manipulation in a pre- and post-production setting. Your brief allows you to experience and demonstrate your understanding of editing and compositing techniques for a range of industry contexts, which may include film, television and multimedia.

Entry is at your centre's discretion. We recommend that you have completed a relevant group award at SCQF level 6 or above, or have an equivalent qualification or work experience, before starting the unit.

On completion of this unit, you can:

- 1 research and collate the graphical material required to meet a given brief
- 2 manipulate material using a range of pre-production techniques
- 3 create a motion graphics sequence using post-production techniques

You are assessed on your ability to create a motion graphics sequence that meets the requirements of a brief.

This includes:

- ◆ researching and selecting audio-visual material that reflects the requirements and range of a brief
- ◆ importing selected materials into editing software
- ◆ carrying out pre-production image manipulation using a range of techniques
- ◆ producing a storyboard that visualises a motion graphics sequence
- ◆ creating a motion graphics sequence appropriate to a brief using editing techniques, transitions, effects and audio manipulation

You may progress to further study or a trainee position in the television industry.

Meta-skills

Throughout this unit, you develop meta-skills for the television sector.

Meta-skills are transferable behaviours and abilities that help you adapt and succeed in life, study and work. There are three categories of meta-skills: self-management, social intelligence and innovation.

Self-management

This meta-skill includes:

- ◆ Focusing:
 - research, manage and select material appropriate to a given brief

Social intelligence

This meta-skill includes:

- ◆ Communicating:
 - interpret a brief using visuals and audio to convey a message, feeling or concept

Innovation

This meta-skill includes:

- ◆ Creativity:
 - use pre-production manipulation techniques to source materials that are suitable for editing

Grading

This unit contributes to your overall final grade.

Learning for Sustainability

Throughout this unit, you develop skills, knowledge and understanding of sustainability.

You learn about social, economic and environmental sustainability principles and how they relate to the television sector. You also develop an understanding of the [United Nations Sustainable Development Goals](#).

Administrative information

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Superclass: KJ

History of changes

Version	Description of change	Date

Note: please check [SQA's website](#) to ensure you are using the most up-to-date version of this document.

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