

2010 Graphic Communication

Advanced Higher

Finalised Marking Instructions

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1. Please refer to the Leaflet for use with Question 1.

Design Elements and Design Principles should be considered when producing a page layout. With reference to the leaflet for use with **Question 1**, select **two Design Elements** and **two Design Principles**. Identify and describe how each contributes and makes an impact for the given page.

Design Elements

Line Colour Shape Size Value Mass/Weight Texture

Design Principles

Balance Contrast Proportion Proximity/Unity White space Rhythm Alignment

2 marks each element and principle for good explanation – must relate to the given page 1 mark for correctly identifying Element or Principle 1 mark for a good related explanation

(8)

2. A page layout is shown below.

In the space provided, name the Desktop publishing features identified (A to F).



- A Text Runaround/Text Wrap
- B Sub-headline
- C Bleed
- D Footer
- E Caption
- F Headline

1 mark for correct answer A to F Total = 6 marks No ½ marks

(6)

3. Describe the printing process terms below.

(a) (i) **Spot Colour**

The printing of given elements – text or graphics – in a solid colour of ink different from that of the main text which would normally be printed in black.

1

1

(ii) **CMYK**

Cyan, Magenta, Yellow and Key (Black) make up the abbreviation CYMK. There is only a need for 3 colours in printing but for definition black is added to achieve this.

(iii) Camera-ready copy

Fully prepared page(s) of text and graphics ready for photographing for reproduction by a conventional printing process, eg offset lithography.

1 mark for a good description.

1

(b) Explain the purpose of **registration marks** during a printing process.

Registration marks are crosses placed at the corners of the image. When setting up printing of a document these must be perfectly aligned to make sure that the colours sit correctly on top of each other.

1 mark for the crosses mentioned and 1 mark for why they are needed.

No ½ marks

(5)

- 4. When handling graphics, Vector and Bitmap images are used.
 - (a) Describe, with the aid of sketches, the difference between a Vector and a Bitmap image.

Vector

Made up of individual scalable objects, which are defined by mathematical equations, which allows them to render at the highest quality. Objects may consist of lines, curves and shapes with editable attributes such as colour, fill and outline. An object can be modified by shaping and transforming using nodes and handles.

Bitmap

Also known as raster images. Made up of pixels in a grid. Each pixel contains specific colour information. A pixel is minutely small, a single image may be composed of thousands of individual pixels. These pixels are only clearly and individually visible when the image is magnified

2 Marks - Any 2 points from above + accept appropriate sketches

2

(b) Explain **two** advantages a Vector image has in comparison to a Bitmap image.

Vector images can be scaled, skewed, stretched without losing their quality. A Vector image can also be manipulated without losing its quality. The same can not be said of Bitmap, which, when scaled will lose its original map of bits.

Vector image:

- Scalable.
- *Has no background.*
- Resolution independent.
- Unsuitable for photo realistic images.

Bitmap image:

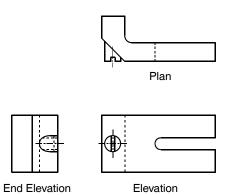
- *Restricted to rectangle.*
- Quality is reduced when resized.
- *Made up of pixels in a grid.*
- *Resolution dependent.*
- Minimal support for transparency.

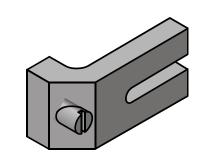
2 Marks - Any 2 points from above No ½ marks

2 (4)

5. Orthographic views of a drawing board bracket are given.

With the aid of sketches, explain how a 3D solid model of the bracket can be produced.





Explaining, in the correct way the 3D modelling terms that are needed to model the bracket.

Extrude of shape	1 mark
Left slot subtraction/cut extrude	1 mark
Cylinder addition/union/extrude	1 mark
Right slot subtraction/cut extrude	1 mark
Sketches	1 mark
Use of editing commands (fillet/cham	nfer)

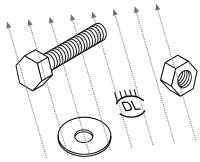
No ½ marks

(5)

- 6. In computer-aided 3D modelling, lights are used to enhance a rendered image.
 - (a) Describe the effects on a 3D CAD model of the following lighting types.

(i) **Distant**

A distant light emits uniform parallel light rays in one direction only. Light rays extend infinitely on either side of the point you specify as the light source. The intensity of distant light does not diminish over distance; it is as bright at each face it strikes as it is at the source. The direction of a distant light in a drawing is more critical than its location. All the objects are lighted, including any "behind" the light. A distant light acts as if it is outside the drawing. Distant lights are useful for lighting objects or a backdrop uniformly and A single for simulating sunlight. distant light simulates the sun.





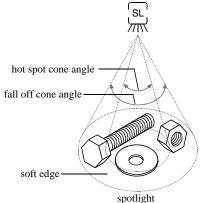
(ii) Spot

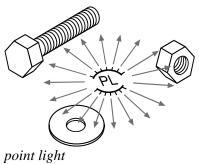
A spotlight emits a directional cone of light. The direction of the light and the size of the cone can be specified. Like that of point lights, the intensity of spotlights diminishes over distance. Spotlights have hotspot and falloff fall off cone angle angles that together specify how light diminishes along the edge of the cone. When light from a spotlight falls on a surface, the area of maximum illumination is surrounded by an area of lesser intensity.

(iii) Point

A point light radiates light in all directions from its location. The intensity of a point light diminishes over distance according to its rate of attenuation. A point light is useful for simulating light from a light bulb. Used for general lighting effects. Point lights are an alternative to ambient light for providing fill in a localised area.

1 mark for explanation





(b) The following terms are associated with lighting. Explain these terms.

(i) Ambient

Light that provides a constant illumination to every surface in a model is ambient light; it comes from no particular source and has no direction.

(ii) Intensity

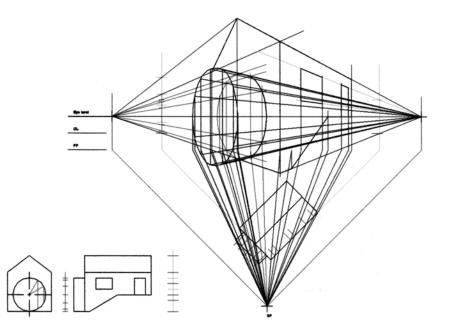
Using the Intensity Slider, set a light intensity appropriate to the type of light and the conditions you're trying to simulate. (A value of zero turns a light off).

High intensity – bright light Low intensity – dim light

1 mark for each explanation

Measured Perspective – Watermill (16 marks) 7.

(a)	Location of V1 & V2 (both for 1)	1
(b)	VP1 + VP2 (both for 1)	1
(c)	Height line (H1)	1
(d)	Construction on elevation and end elevatio	n 1
(e)	Water wheel (full circle)	3
	12 = 3, 9-11 = 2, 6-8 = 1	
(f)	Part water wheel (part circle)	2
	2 = 6-7, 1 = 4-5	
(g)	Smooth curve	1
	Good = 1	
(h)	House walls and roof	2
	2 = 7-9, 1 = 4-6	
(i)	Window and door	2
	2 = 7-9, 1 = 4-6	
(j)	Canopy	2
	2 = 7-8, 1 = 4-6	
	Ĩ	otal 16



8. Interpenetrating pipes (16 marks)

End Elevation

- (a) Construction on elevation(b) Construction on end elevation
- (c) Cylinder top (12 points) 11-12 = 2, 8-10 = 1

Elevation

- (d) Front detail 7 points 6-7 = 2, 4-5 = 1
 (e) Back curve (hidden) - 7 points 6-7 = 2, 4-5 = 1
- (f) 2 horizontal (hidden), hidden curve and 2 solid angular lines 3-5 = 1

Development

- (g) Panel length 12 segments
- (h) True lengths projected from elevation
- (i) 13 points 11-13 = 3, 8-10 = 2, 5-7 = 1
- (j) Two extra points (both needed)
- (k) Perimeter (3 lines) + Curve 3-4 = 1



1

1

2

2

2

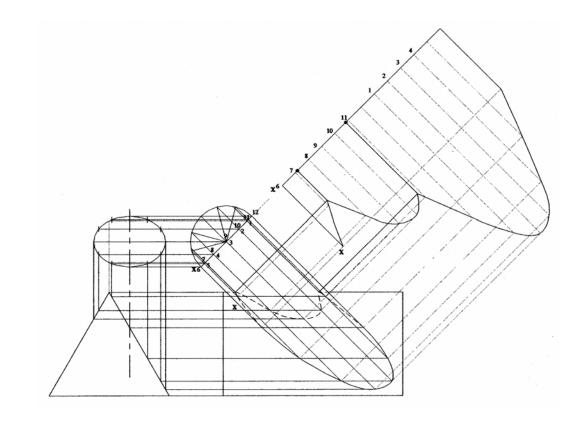
1

1

1

3

1



9. Cone (15 marks)

End Elevation

- (a) Curve base (11 points/curve + straight) 10-12 = 2, 7-9 = 1
- (b) Curve Face X (12 points) 11-12 = 2, 8-10 = 1
- (c) Curve Face Y (5 points) 3-5 = 1
- (d) Ellipse outlines (curves \times 3) 2-3 = 1

Development

- (e) Development 6 segments
 7 points = 1
 (f) Bottom curves base (7 points + 1 extra)
- (f) Bottom curves base (7 points + 1 extra) 7-8 = 2, 5-6 = 1
- (g) Top Curve (7 points) 5-7 = 1
- (h) Outline three curves and + edge (AA) 3-4 = 1

True shape Face X

(i) Curve (12 points) 10-12 = 2, 7-9 = 1

True shape Face Y

(j) $\overline{\text{Curve (5 points)}} + \text{outline}$ 6 = 2, 4-5 = 1

Total 15

2

2

1

1

1

2

1

1

2

