

2011 Graphic Communication Advanced Higher Finalised Marking Instructions

© Scottish Qualifications Authority 2011

The information in this publication may be reproduced to support SQA qualifications only on a non-commercial basis. If it is to be used for any other purposes written permission must be obtained from SQA's NQ Delivery: Exam Operations Team.

Where the publication includes materials from sources other than SQA (secondary copyright), this material should only be reproduced for the purposes of examination or assessment. If it needs to be reproduced for any other purpose it is the centre's responsibility to obtain the necessary copyright clearance. SQA's NQ Delivery: Exam Operations Team may be able to direct you to the secondary sources.

These Marking Instructions have been prepared by Examination Teams for use by SQA Appointed Markers when marking External Course Assessments. This publication must not be reproduced for commercial or trade purposes.

1. Please refer to the "Events at The O₂" leaflet.

Identify and describe three Design Principles that make an impact.

Some exemplar answers:

Contrast Circular shape around O2 part of the headline contrasts

with the rectangular image that it overlaps and is very

effective in grabbing attention.

Circular shapes on right side of page contrast with the

large rectangular image in the centre.

Text bottom right is right justified and aligned at an angle which contrasts with the majority of body text which is left

aligned and placed vertically.

White space Is evident around the headline and also around the column

of text on the left side of the page. The column of text has

a large area of white space to its right. Not an overly busy page for the reader.

Rhythm The size and style of sub headline is repeated thus creating

rhythm ie upper case bold sans serif font with blue text underneath. The effect is that the reader is drawn around

the page from one article to the next.

Balance Elements are not uniformly placed on the page. The page

therefore has an asymmetrical layout which makes it

interesting for the reader.

Alignment Nearly all of the text is left aligned with the exception of the

block of text lower right which is right aligned. The effect

created makes the text lower right more noticeable.

Proximity/Unity Is the grouping of related elements and content together.

On the right page text and images that are related are grouped in close proximity to each other. This makes it easier for the reader to make a connection between

images and text.

Proportion The large image in the centre dominates the page giving it

importance. This tells the reader that this is the most

important feature.

One mark for identifying correctly a Design Principle (balance, proportion, white space, contrast, rhythm, alignment, proximity and unity)

One mark for correctly describing the Design Principle

No $\frac{1}{2}$ marks (6)

2. Please refer to the "Events at The O₂" leaflet.

Annotate the leaflet to show:

Footer Bleed Headline Gutter Reverse Text

Rule

One mark for correctly annotating the leaflet to show:

Footer, Bleed, Headline, Gutter, Reverse Text and Rule.

No $\frac{1}{2}$ marks (6)

3. Study the "Events at The O₂" leaflet.

Identify and describe **three Design Elements** that make an impact on this page.

One mark for identifying correctly a Design Element (line, size, colour, mass, weight, texture, shapes and value)

One mark for correctly describing the Design Element

No $\frac{1}{2}$ marks (6)

- 4. Two different types of balance are shown in the graphic items below. With reference to Design Principles:
 - name the type of balance; (a)
 - describe how the balance is applied in each composition. (b)
 - Name of balance Asymmetrical 1

Description Asymmetry allows for a great variety of design solutions, the best being when the whole page seems to work

with no one element taking precedence over another. A graphic has been placed on the right with another graphic and text at top left. The header helps to create an asymmetrical layout by placing it in the near centre of

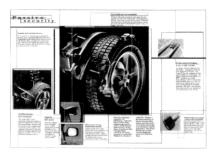


2 Name of balance Radial

Description

the page.

The elements of the page radiate from or swirl around in a circular or spiral path. Parts of the page are radiating out from the left hand side towards the right hand side of the layout.



One mark for naming the balance correctly

One mark for a correct description of how the balance is applied

No 1/2 marks (4)

- **5.** The following commands are associated with Computer-Aided 3D Modelling.
 - Solid Primitive
 - Boolean Intersection
 - Ruled Surface
 - Revolution

Describe, with the aid of sketches, any **three** of the 3D modelling commands.

Solid Primitive – Solid primitives include: Box, sphere, cylinder, cone, wedge or torus

- A cylinder similar to an extruded circle or ellipse but without a taper.
- A cone is a solid primitive with a circular or elliptical base tapering symmetrically to a point perpendicular to its base.
- A torus is defined by two radius values, one for the tube and the other for the distance from the centre of the torus to the centre of the tube.



Boolean Intersection – *INTERSECT allows the user to create a composite* solid from the common volume of two or more overlapping solids. *INTERSECT removes the non-overlapping portions and creates a composite* solid from the common volume.



regions before INTERSECT



regions after



solids before INTERSECT



solids after INTERSECT

Ruled Surface - RULESURF

constructs a polygon mesh representing the ruled surface between two curves. The objects you select define the edges of the ruled surface. The objects can be points, lines, splines, circles, arcs, or polylines. If one of the boundaries is closed, then the other boundary must also be closed. You can use a point as the other boundary for either an open or a closed curve, but only one of the boundary curves can be a point. For closed curves, the selection does not matter.



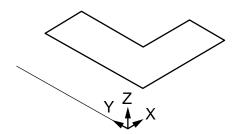


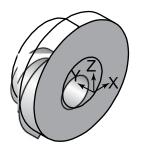


Examples of ruled surfaces

For closed polylines, the ruled surface starts at the last vertex and proceeds backward along the segments of the polyline.

Revolution – A solid can be created by revolving a 2D shape about an axis.





One mark for each sketch
One mark for each explanation

No $\frac{1}{2}$ marks (6)

- **6.** Describe the printing terms listed below:
 - Crop marks
 - Pantone ©
 - CMYK
 - Registration

Crop Marks

Crop marks refer to the printing marks at the corners of a document to indicate where the page is to be trimmed.

Pantone ©

Pantone © is a colour matching system – standardised colour reproduction. By standardising the colours, different manufacturers in different locations can all refer to the Pantone © system to make sure colours match without direct contact with each other.

CMYK

When the final proof has been agreed, the designer will make up "Colour Separations". These split the image up into constituent colours for four colour printing. There will be one separation for Cyan, Magenta, Yellow and Key (Black).

Registration

Registration is the method of correlating overlapping colours on one single image.

Registration employs the alignment of specific marks on the document.

One mark for a good description of each printing term

No $\frac{1}{2}$ marks (4)

- **7.** Describe the following Paper/Printing terms.
 - Opacity
 - Paper Weight

Opacity

Opacity is the degree to which ink printed on one-side shows through to the other side.

The transparency of the paper has to be taken into consideration before printing.

Paper Weight

grammes per square metre/gsm

One mark for each explanation

No $\frac{1}{2}$ marks (2)

8. Interpenetrating Pipes Plan

(a) Square Pipe 3 visible + 2 hidden 3-5 = 1

Elevation

- (b) Front detail 7 points & curve 2 6-7 = 2, 4-5 = 1
- (c) Back detail (hidden) 7 points & curve 2 6-7 = 2, 4-5 = 1

End Elevation

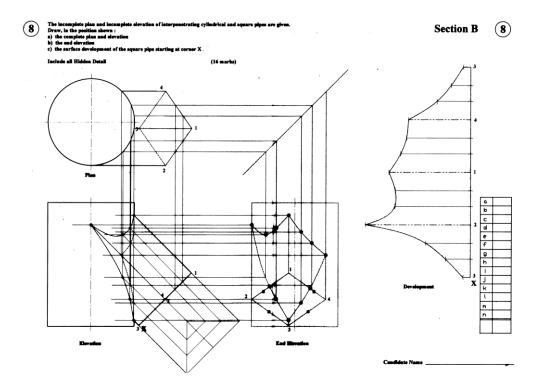
- (d) Cylinder outline 4 edges 1 3-4=1
- (e) Square end (diamond) 4 edges 1 3-4 = 1
- (f) Visible edge pipe 2 (12 points & 4 curves) 11-12 = 2, 8-10 = 1
- (g) Hidden edge pipe (start, middle, end) 2 (6 points & 2 curves) 6 = 2, 3-5 = 1
- (h) 3 vertical edges square pipe 1 2-3 = 1

Development

(i) True length panels ± 1 per panel 1
(j) 13 points & curve 2
10-13 = 2, 7-9 = 1
(k) Perimeter (3 lines) 1
2-3 = 1

Total 16

1

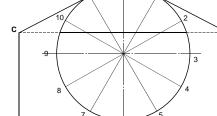


9. Transition

- (a) True Lengths 12-14 = 3, 9-11 = 2, 6-8 = 1
- (b) Perimeter 7 = 3, 5-6 = 2, 3-4 =1
- (c) 13 points 13 = 7 11-12 = 6 9-10 = 5 7-8 = 4 5-6 = 3 3-4 = 2 1-2 = 1
- (d) smooth curve

3

3



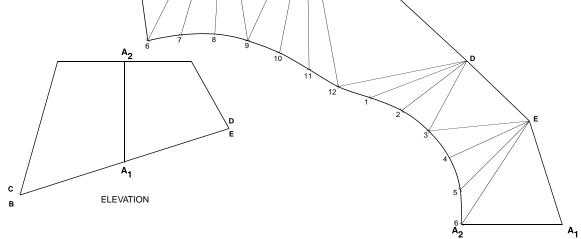
PLAN

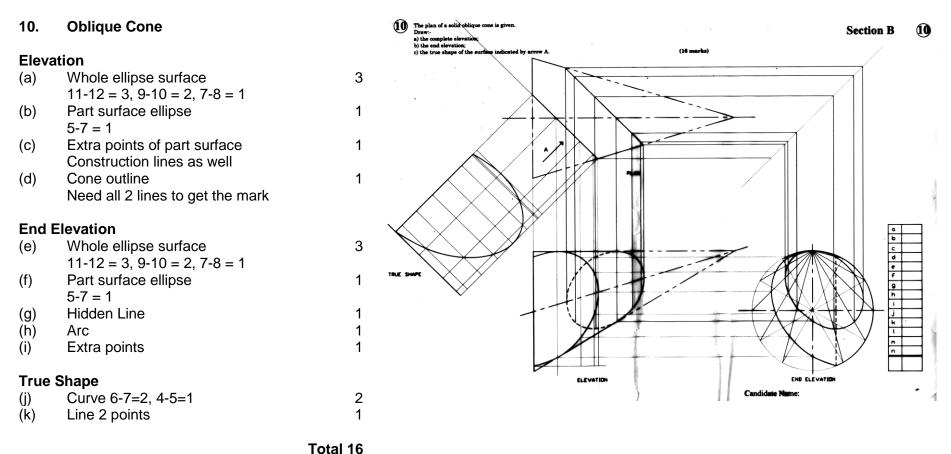
7

1



Total 14





[END OF MARKING INSTRUCTIONS]