

IM4 Prepare User Interface Assets For Interactive Media Products
Example job titles: Production Assistant, Web Developer

Overview	Knowledge and Understanding	Awareness	Performance Statements
<p>This unit is about your ability to prepare an interface design for technical implementation.</p> <p>You will need to be able to:</p> <ul style="list-style-type: none"> • Ensure that all the required component assets are created and available in the right format; <p>This unit is closely related to Obtain Assets For Use In Interactive Media Products and Prepare Assets For Use In Interactive Media Products.</p> <p>Some examples of industry-standard software you might use are:</p> <ul style="list-style-type: none"> • Adobe ImageReady • Macromedia Fireworks • Equilibrium DeBabelizer • Terran Interactive Media Cleaner 	<p>This is what you must know</p> <ol style="list-style-type: none"> How to analyse product information to identify the technologies and approaches that will be used to implement the interface design; How to analyse product information to identify the assets that you need to create or obtain; Where to find relevant sources of additional assets, such as sound libraries etc. When rights clearances are needed to use assets you wish to obtain; How to liaise with others to ensure you obtain the assets you need at the right time and in appropriate formats; How to use digital image manipulation tools; How to use digital video and audio editing tools; The effect of image colour-depth, resolution and dimensions on file-size; The effect of video and animation frame-rates and frame dimensions on file-size and data-transfer rates; The effect of audio sampling-rates and bit-depth on file-size and data-transfer rates; Appropriate compression techniques and types of compression; How to achieve small file-sizes and low data-transfer rates while maintaining asset quality. 	<p>This is what you must be aware of</p> <ol style="list-style-type: none"> How the assets you prepare will be used in the finished product; Project parameters and constraints including target platforms and their capabilities for delivering assets; Industry-standard software tools; File formats that can be supported by the target platform and/or intended authoring tool; Appropriate file formats for each type of asset you are preparing; Any naming conventions, standards, guidelines or specifications that you need to follow; The requirements and expectations of other team members who will use the assets you prepare; Usability and accessibility issues relating to graphical or audio interface components. 	<p>This is what you must be able to do</p> <ol style="list-style-type: none"> Slice a visual design to create component assets (e.g. buttons) in a manner that makes technical implementation as simple as possible; Ensure all the required component assets are created (e.g. for different button states); Follow instructions provided by the interface designer; Source additional assets, such as sound effects, as appropriate to the designer's instructions; Select or create appropriate colour palettes for graphical interface assets; Manipulate sounds and effects as necessary to follow the designer's instructions; Compress digital assets, balancing quality against file-size, data-transfer rates and other constraints; Ensure that your slicing and preparation of interface components is optimised to contribute to the smooth and fast operation of the finished user interface.