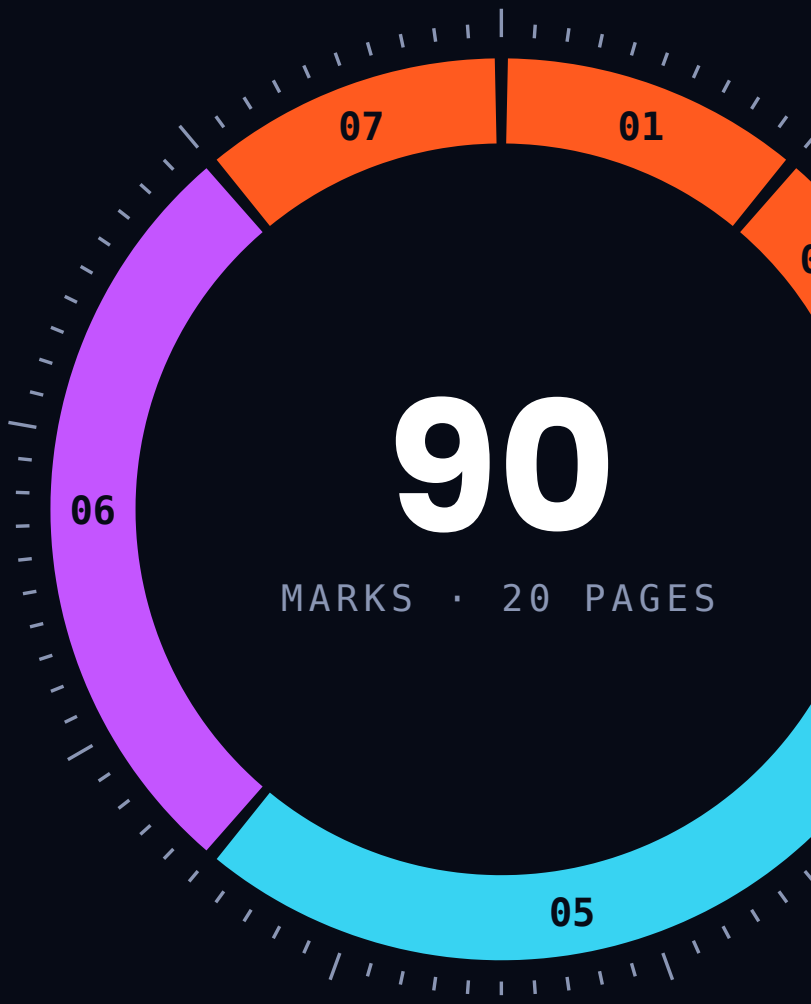
UNOFFICIAL GUIDE · ADVANCED HIGHER · SCQF 7

GRAPHIC COMMUNICATION · PROJECT · 90 MARKS



LAUNCH CONTROL.

The pupil guide to planning, managing and completing your Advanced Higher Graphic Communication project.

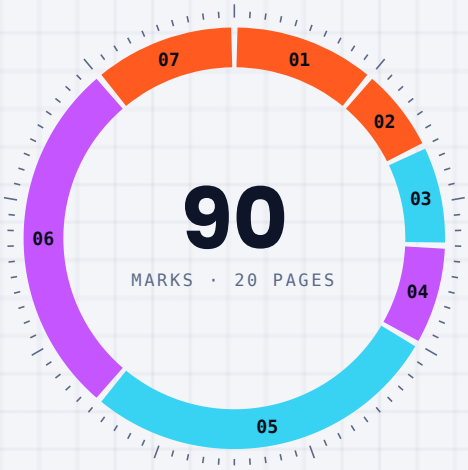
7 PHASES · 20 A3 PAGES MAX · TG + CVMG · DESIGNCLASS.CO.UK

00 · MISSION BRIEF

Your project in one page

You will choose a brief, then produce a graphic response in **two contexts**: technical graphics (TG) and commercial and visual media graphics (CVMG). It is the largest single piece of work in the course and the place where you plan, manage and evaluate your own graphic communication project.

PHASE	ASSESSED AREA	MARKS	PAGE LIMIT
01	Analysing the graphic brief & research	10	2
02	Producing graphic specifications	6	1
03	TG preliminary planning	7	2
04	CVMG preliminary planning	7	2
05	TG graphic solution	25	5–6
06	CVMG graphic solution	25	5–6
07	Evaluating the solutions & the process	10	1–2
	Total	90	20



Marks and page limits from the SQA / Qualifications Scotland AH Graphic Communication project assessment task (v3.2). Page limits are single-sided A3 pages (or equivalent for graphics work).

WEIGHT
50% of your award
The project is 90 of the 180 course marks. The other 90 come from the 2 h 30 min question paper.

BRIEF
Open brief
You choose the topic in discussion with your teacher. TG and CVMG don't have to be linked, but a central theme helps planning and consistency.

MARKING
Marked externally
Completed under some supervision and control, then sent to Qualifications Scotland for marking — as printed pages only.

HOLD

The page budget is tighter than the table looks

Add up the maximum for every area and you get 21 pages — but the overall limit is 20. Decide early where your pages go. If your project goes over 22 A3 pages (more than 10% over the limit), a **10% penalty** is applied.

00 · FLIGHT RULES

How the project is run

The project is completed under **some supervision and control**. You don't have to be supervised at every moment and you can use any resources — but everything you submit must be your own work, and your teacher must be able to confirm that it is.

YOUR TEACHER CAN

- Advise on your choice of brief so it is achievable and complex enough (you are not assessed on choosing it).
- Clarify the assessment task if it is unclear — for the whole class.
- Discuss the pros and cons of options when you face more than one possible solution. **You** make the decision.
- Give constructive comment and ask questions that make you think.
- Show you the marking instructions.
- Ask you to re-read or check something taught earlier in the course.
- Arrange access to equipment, facilities or outside contacts.

YOUR TEACHER CANNOT

- Provide model answers for any part of the project.
- Give you directions on what to do.
- Give specific advice on how to re-phrase or improve your work.
- Provide writing frames, outlines or section headings for your pages.
- Return your work for further improvement once you have handed in all your evidence.
- Change your evidence after it is submitted — and neither can you.

Proving it's yours: authentication

Checkpoints
Regular progress meetings with your teacher.

Spot checks
Short interviews where you explain your own work and decisions.

Records
Checklists, and photographs, film or audio evidence of your work developing.

Declaration
You sign to confirm the work is your own and all sources are identified.

GO **Keep a mission log**

Our advice: save dated versions of CAD files, keep sketchbook pages and take screenshots as you go. A clear development trail makes authentication straightforward — and gives you material for your evaluation.

HOLD **Parents, carers and outside experts**

Family can encourage you, talk through your planning and timing, and help you access resources — but must not give direct advice on what to include. If you work with a business, college or university, your teacher will make clear what role they can play.

00 · ABORT CONDITIONS

How marks are lost before you start

These are the rules that can wipe out marks for a whole task, or your whole award. None of them are about skill — they are all avoidable.

ABORT

Preliminary sketches: freehand only

No marks if you measure, trace, or use any drawing instrument other than a **straight edge**. That includes tracing retrospectively from printed CAD drawings or from a screen. Electronic sketching is allowed, but it must **not** be 3D CAD software, and you may only use a straight-edge tool.

ABORT

Online CAD models presented as your own

You **can** use models from online sources to supplement your work — extra components in an assembly, or to support your simulation and technical renders — but you must annotate which models are from online sources. Presenting online library models as your own gets **no marks for TG tasks a, b, c and d**. Stock components are assessed only on how you use them, not on creating them.

ABORT

Generative AI

You must not use or reference GenAI tools (such as ChatGPT or Gemini) as sources. GenAI may help you research a topic, but do not include any material produced by GenAI in your project — even if you acknowledge it. Using GenAI to create text, images, logos, video, audio or code submitted as your own work is plagiarism, and GenAI text is not your own work even if you reword it.

ABORT

Plagiarism and collusion

Plagiarism is failing to acknowledge sources properly or submitting someone else's work as your own — including example work prepared by a teacher. Collusion is copying from, or working with, another candidate on an individual task. Qualifications Scotland uses software to detect both. Consequences can include reduced or zero marks, a cancelled qualification, a written warning or disqualification from Qualifications Scotland courses the following year.

REFERENCING

- Put quotation marks round text from other sources and say where it came from.
- Re-phrase in your own words where possible — and still reference it.
- Acknowledge the sources of diagrams, images and textures.
- Write a bibliography using a recognised system, e.g. Harvard.

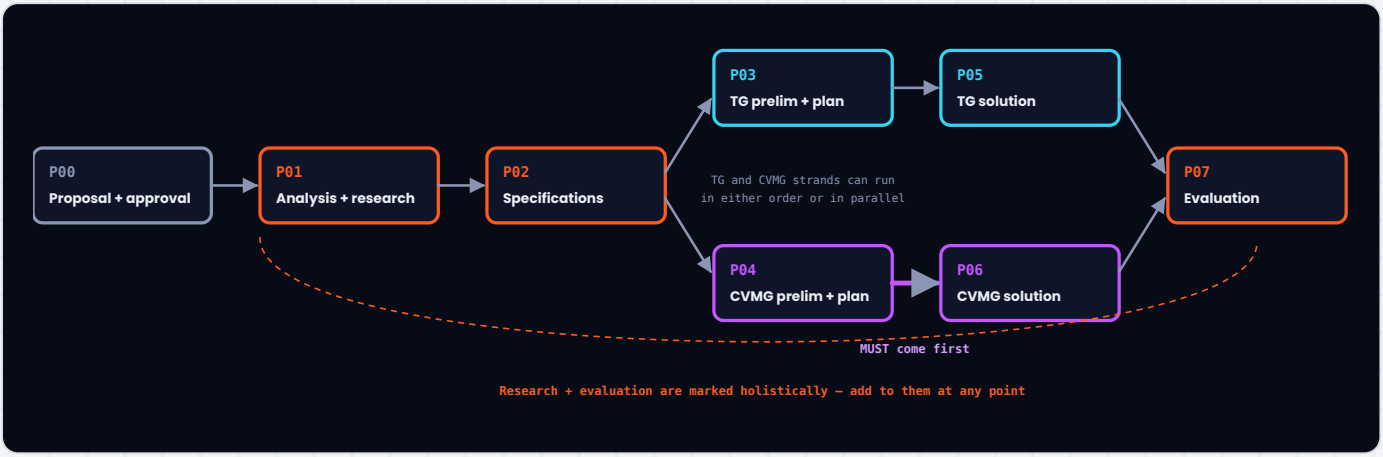
ALSO NOT SUITABLE

- Placeholder text (e.g. "lorem ipsum") in final CVMG graphics — it signals unfinished work.
- Work you have only downloaded — you get no marks for it.
- Electronic files: everything must be printed.
- Rude, offensive or discriminatory language or images.

00 · TRAJECTORY

Plan the flight path

There is no time limit — the project runs over a long period and you start once you have the necessary skills. That freedom is the risk: without a plan, the CVMG solution and the evaluation get squeezed at the end. Work backwards from your centre's deadline.



One sequence is fixed

You must complete your **CVMG preliminary planning before you produce the CVMG graphic solution**. Otherwise, the TG and CVMG strands can be done before, during or after each other — whatever suits your brief.

Two phases float

Analysis + research and evaluation are marked holistically. You can research FEA loads when you reach your simulation, or evaluate your renders straight after you make them. The 2026 course report noted some candidates working this way successfully.

GO

Build in a printing buffer

Everything is marked from print. Leave time to proof, reprint and check line weights at A3.

Fuel by marks

Share of the 90 marks — a starting point for sharing your time, not a rule.

01	ANALYSIS + RESEARCH	11%
02	SPECIFICATIONS	7%
03	TG PRELIM	8%
04	CVMG PRELIM	8%
05	TG SOLUTION	28%
06	CVMG SOLUTION	28%
07	EVALUATION	11%

HOLD

CVMG is worth exactly what TG is worth

Both solutions carry 25 marks. The 2026 course report advises giving yourself enough time to complete CVMG to the same standard as TG.

00

PHASE 00 · WHOLE PROJECT

Choosing your brief

Not assessed | Proposal form

Choosing the brief is the one stage where your teacher can steer you directly — use it. A brief that is too simple caps your marks before you begin; one that is too ambitious will not finish.

Launch criteria

From the assessment task. If the answer to any question is "no", reconsider your idea.

01 Will your topic let you apply graphic communication knowledge and skills in both TG and CVMG?

02 Will it require you to apply some knowledge and skills from your own research?

03 Will it let you develop skills in planning, research, analysis, problem solving and evaluation?

04 Will you be able to complete it in the time available?

05 Can all potential barriers be overcome — health and safety, permissions, logistics?

06 Do you have access to the expertise, resources and equipment you need?

HOLD

TG complexity test

Your TG product should let you apply at least **five** of the eight complex modelling techniques (see page 11). It can be an existing product or product line, or one you design yourself.

Your proposal

Once you have a context, write a short proposal and outline plan and get your teacher's approval before continuing. It should include:

- a basic description of your project brief
- how it applies relevant knowledge and skills; develops planning, research, problem solving, presentation and evaluation skills; is feasible in the timescale; has no barriers that can't be overcome; and has the expertise, resources and equipment available
- an outline of key activities, time needed and target dates
- any special resources you will need

The proposal isn't assessed, but keep it: the official form is headed "include this with your final submission". Download the proposal form from this page.

Possible contexts

retailing and promotional · engineering themes · commercial products · community issues and events · health and wellbeing · environmental · sports · transport · video gaming graphics · school, college and learning environments · entertainment · national events · international charities · built environment · travel · leisure · campaigning · architecture · news media and communications · theatre

Some projects work with a university, college or local industry — ask your teacher.

01

PHASE 01 · WHOLE PROJECT

Analysing the brief + research

10 MARKS | 2 PAGES MAX

Your analysis sets up everything that follows: the specifications are built from it, the preliminary graphics depend on it and the evaluation is measured against it. Research what you actually need to make decisions.

TOP BAND (8–10) REWARDS

- Almost all the main audience requirements identified, with their relevance explained in detail.
- Almost all the main TG and CVMG graphics requirements identified, with highly detailed notes.
- Conclusions that are all valid and evidence-based.
- Complete, detailed notes from relevant research and analysis, with formally referenced sources.

Primary research — you gather it

User surveys, interviews, site visits, company visits, work experience, work shadowing — or other suitable methods.

Secondary research — it already exists

Online sources, publications, trade magazines, specialist organisations, sector specialists, STEM ambassadors, learned bodies and media.

Test every source for

CURRENCY | AUTHORITY | ACCURACY | BALANCE

What strong candidates research

Drawn from the 2026 course report — many candidates did not attain higher marks because they missed key pieces of information like these.

TG

- Intended audiences (e.g. manufacturers, assembly technicians) and what they need
- The number of components and how they assemble
- Key sizes for components
- Which modelling techniques could produce each component
- Renders of similar products: materials and lighting
- FEA or CFD: suitable tests, forces or pressures, materials
- Mechanical animations: analysis of similar examples

CVMG

- Intended audiences (e.g. consumers, retailers)
- Similar graphic items: their elements, principles and styling
- Formats, dimensions, layouts, sizing and structure
- Print: printing techniques, paper weights and types, CMYK, print resolution
- Digital: navigation, transitions, animation type, accessibility, RGB, resolution, frame rates, device compatibility
- File types for print and digital graphics

GO

Conclusions are the point

Every piece of research should end in a conclusion you can act on. If a finding doesn't change a decision, ask whether it earns its space on a two-page limit.

02

PHASE 02 · WHOLE PROJECT

Producing graphic specifications

6 MARKS · 3 TG + 3 CVMG | 1 PAGE MAX

A specification defines the important parameters of your solution. You need two of them — one for TG and one for CVMG — and both must come entirely from valid conclusions in your analysis and research.

TOP MARK (3 EACH) REWARDS

- A specification clearly derived from your research and analysis.
- Detail that clearly defines the **range** of graphics to be produced.
- Detail that clearly defines the **format** of graphics to be produced.
- Clearly defined **target audiences**.

No more than 3 marks can be awarded to either TG or CVMG.

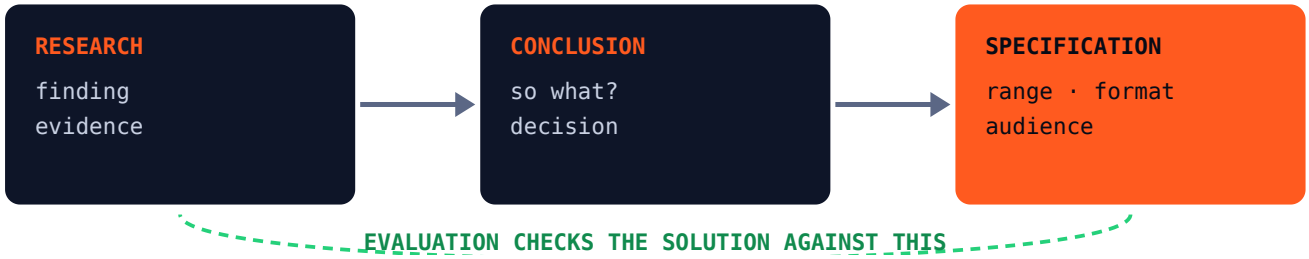
A useful specification

- identifies all the graphic communications, types and formats needed to meet the audience's needs
- gives enough detail to allow the solutions to be produced
- can be traced back to a conclusion in your research
- becomes the yardstick for your evaluation

When things change

If you need to adapt part of a specification during the project, note the change and the reason. These notes feed directly into your evaluation.

Trace every line



ABORT

Where specification marks are lost

The 2026 course report: specifications that did not relate to the analysis and research, or that were limited and did not confirm the range of graphics required.

PHASES 03 + 04 · PROJECT PLANS

Planning that earns marks

Your TG and CVMG preliminary planning each include a project plan worth **2 marks**. Each plan must be **specific to its strand** and cover resource and time management, with all sub-tasks and intermediate targets. Revisit them often and show the important amendments you made. The 2026 course report: to gain full marks, include key stages and intermediate stages with suitable timings, linked to your specifications and the graphics requirements.

ANATOMY OF A PLANNING CHART — GENERIC TASKS, NOT A TEMPLATE



Key tasks
Major stages with start and finish dates.

Sub-tasks
The steps inside each stage, in a sensible sequence.

Intermediate targets
Checkpoints that tell you early if you are slipping.

Review + update
Dated revisions with the reason for each change.

2 MARKS REWARDS

- Clear, coherent planning that details key timeframes and tasks.
- An obvious and sensible sequence.
- A plan specific to TG (or to CVMG).

Evidence may be a Gantt chart or any other relevant format — usually with detailed descriptions.

HOLD

Plans use page budget

The plans sit inside your 2-page TG and 2-page CVMG preliminary planning. Make them clear, not large.

GO

Resources count

Course content on project planning includes allocating time, resources and equipment — e.g. booking render time, printers or CAM equipment.

03

PHASE 03 · TECHNICAL GRAPHICS

TG preliminary planning

7 MARKS · 2 PLAN + 5 GRAPHICS | 2 PAGES MAX

Explorative sketches that show how you will produce the 3D CAD model of your product. They communicate your intentions to another graphic creator — they are working drawings, not presentation pieces.

5 MARKS (GRAPHICS) REWARDS

- Sketches showing a high level of skill — may include complex visualisation.
- Enough information to support progression to production graphics.
- All of these, to a high quality: indication of dimensions; appropriate technical detail (e.g. enlarged, sectional, continued views); annotations or labels identifying at least **five** modelling techniques; a combination of 2D and 3D views.

Your sketches must show

- **five different modelling techniques** from the list of eight (next page) — the task says sketches *should* demonstrate five
- indication of dimensions — especially critical ones
- appropriate technical detail
- annotations that support the modelling process
- a combination of 2D and 3D views

Your 3D CAD modelling should also include complex extrusions and/or revolves as required.

ABORT

Freehand rules apply (see Abort Conditions)

Straight edge only. No measuring, tracing or 3D CAD software — no marks otherwise.

Where TG preliminary marks are lost — 2026 course report

Thin detail
Not enough technical detail to understand the model.

No sections
Enlarged and sectional views missing.

2D only
No complex 3D visualisation.

Poor scans
Badly scanned or scaled sketches with limited clarity.

GO

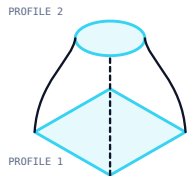
Sketch on the page size you'll submit

The course report advises presenting on two pages and avoiding scanning and scaling, which reduces quality and clarity.

PHASES 03 + 05 · REFERENCE

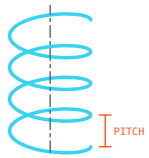
The eight complex modelling techniques

Your product must allow at least **five** of these. They are named in your preliminary sketches (Phase 03) and demonstrated in your CAD model (Phase 05, task b: five techniques = 2 marks; three or four = 1 mark).



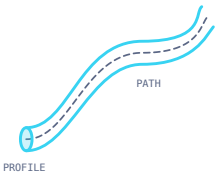
Loft

Form built between two or more profiles (optionally guided by rails).



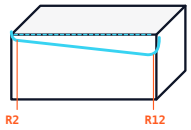
Helix

Profile swept around an axis with a set pitch — springs, threads, coils.



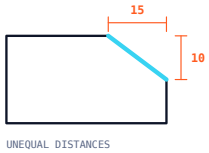
Extrude along a path

Also called a sweep: a profile follows a 2D or 3D path.



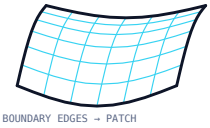
Irregular fillets

Variable-radius fillet: the radius changes along the edge.



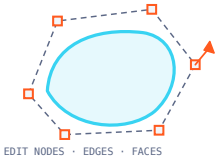
Irregular chamfers

Chamfer with unequal distances (or distance + angle).



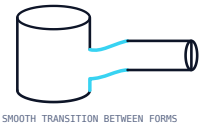
Surface modelling

Zero-thickness surfaces: patch, stitch/knit, trim — then thicken.



Morphing (freeform)

Polygon/T-spline cage edited by nodes, edges and faces; converted to solid.



Blending

Smooth transition joining forms. Listed in the assessment task (v3.2).

HOLD

About "blending"

Blending is in the list of accepted techniques in the current project assessment task (v3.2), and its marking instructions credit it. The 2026 course specification (v4.0) removed the term from its CAD content. Our advice: check with your teacher before relying on it as one of your five.

GO

Surface modelling ≠ shelling

A loft can be a surface. Surfaces are thickened (or stitched and converted) to become solids. In the 2026 question paper, some candidates described "shelling" a lofted surface instead of "thickening" it.

04

PHASE 04 · COMMERCIAL + VISUAL MEDIA

CVMG preliminary planning

7 MARKS · 2 PLAN + 5 GRAPHICS | 2 PAGES MAX

Show a range of creative approaches to your brief, covering both the digital-based and the print-based graphics you will produce. This must be completed before you produce your CVMG graphic solution.

STRAND	OPTION	WHAT IT MUST CONTAIN
DIGITAL	**Animation**	A start frame, an end frame, six intermediate frames, timings, and key transitions shown visually
	Website, app, interactive display or other digital item	A minimum of four screens
PRINT	**Suite of graphics**	Three items from: business card, poster, flyer, logo, lanyard, pull-up display, billboard, vinyl, or another suitable print item
	Multiple-page document (magazine, brochure)	A minimum of four pages, including one double-page spread
	Packaging, point-of-sale, surface development, display stand	A minimum of four complete surfaces

Address these in your preliminary graphics

- colour space
- file type / compatibility
- transitions (animations)
- print requirements
- colour details
- images to source or use
- graphic format, e.g. canvas size
- design elements + principles

Likely forms: thumbnails, visuals, preliminary animations and explorative sketches. Annotate to **justify** your choices.

5 MARKS (GRAPHICS) REWARDS

- Preliminary work showing a high level of creativity.
- Work fully relevant to the chosen digital- and print-based graphics, meeting the requirements in the table.

Advanced Higher elements + principles

In addition to those from Higher. The 2026 course report found many candidates explained AH-specific elements and principles — especially pace and the golden ratio — poorly in the question paper.

PACE | FOCAL POINT | SILHOUETTES | GOLDEN RATIO | RULE OF THIRDS | DYNAMIC EFFECTS | RADIAL BALANCE | NEGATIVE SPACE

Violet = design elements · Navy = design principles

05

PHASE 05 · TECHNICAL GRAPHICS

TG graphic solution

25 MARKS | 6 PAGES MAX

In 2026 this was the section where candidates performed best. It carries 25 marks — joint highest with CVMG — across eight tasks, each with a precise requirement.

a	**Modelling techniques** A clear link to your preliminary explorative sketches.	1
b	**Modelling techniques** Five techniques from the list of eight (2). Three or four (1).	2
c	**Component drawings** Key components with very good clarity and accuracy, full dimensions to enable manufacture, and relevant sectional views.	5
d	**Assembly drawings** A sectional view showing accurate assembly with no overlaps (1); enlarged views taken from it (1); a pictorial exploded view with appropriate alignment and positioning (1).	3
e	**Technical detail** 1 mark for each correct application, up to five, from the list of nine (see next page).	5
f	**Standards and conventions** Dimensioning, third-angle symbol, scales, titles and annotations, line types, labels and title blocks — correct across all drawings.	3
g	**Simulation** Appropriate to the product being tested, with clear graphics.	3
h	**Technical renders** High quality, with appropriate use of texture mapping, bump mapping, materials, image-based lighting and specularity.	3
	Total	25

GO

Key components only

You don't need a drawing for every component — focus on the ones that show your modelling techniques. It saves pages and improves clarity.

HOLD

Sections in both

Candidates who left sections out of either their component or their assembly drawings couldn't reach the top band.

GO

Print-ready line work

Choose scales and line weights that stay clear when printed at A3. Design your own title block — title blocks are part of the task f evidence.

HOLD

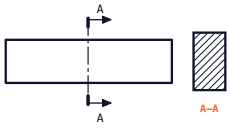
Animated renders

Supply hard-copy evidence — slides, screenshots or storyboards with timings.

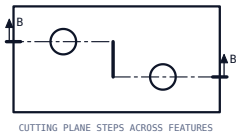
PHASE 05 · TASKS E + F

Technical detail + standards

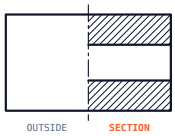
Task e awards 1 mark for each relevant, correct application of these — up to **five**, taken from across all your production drawings. Task f checks standards and conventions across every drawing.



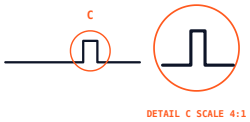
Removed / revolved sections



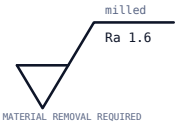
Stepped sections



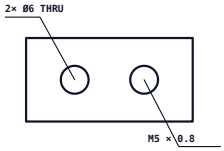
Partial / half sections



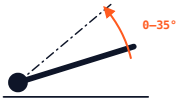
Enlarged views



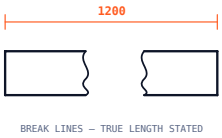
Surface finishes



Manufacturing detail



Range of motion



Continued views



Tolerancing

LINE TYPES — COURSE SPECIFICATION APPENDIX 2

OUTLINE
continuous thick — visible edges

PROJECTION
continuous thin

HIDDEN DETAIL
dashed thin

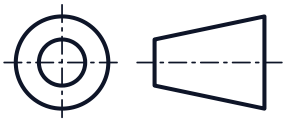
CENTRE LINE
long dash, dot, chain

FOLD LINE
thin long dash, double dot

CUTTING PLANE
long dash dotted thin, thick at ends

BS 7308 variants of the centre, fold and cutting-plane lines are also acceptable.

THIRD-ANGLE PROJECTION



The narrow end of the cone points towards the end view.

TASK F EVIDENCE

- dimensioning
- third-angle symbol
- suitable scale(s)
- titles + annotations
- line types
- labels
- title blocks

PHASE 05 · TASKS G + H

Simulation + technical renders

Task g rewards a simulation that is **appropriate to the product being tested**, with graphics that are clear without interpretation. Choose the test your product actually needs.

FEA — how a product performs under forces and loads

01	02	03	04	05
Material	Constraints / fixing points	Loads / forces	Type of analysis (static or dynamic)	Scale of units

CFD — how liquids and gases move around or through a product

01	02	03	04	05
Materials	Fluid type	Flow conditions	Environmental conditions	Scale of units

Mechanical animation

Shows how a product or mechanism moves, operates or is assembled. Supply hard-copy evidence with timings.

Then analyse the output

Use the results to judge whether the design succeeds or what needs to change, and consider external factors that may affect the test. In the 2026 question paper, most candidates understood CFD but did not use the data to suggest modifications — the same skill matters here.

GO

Research the test when you reach it

Research is marked holistically — investigate suitable loads or flow conditions at this stage if that's when you need them.

TASK H — EVIDENCE COMES FROM

TEXTURE MAPPING · BUMP MAPPING · MATERIALS · IMAGE-BASED LIGHTING · SPECULARITY

Marks run from 3 (high quality) to 1 (fair quality), each with appropriate use of all relevant techniques.

Also in the course content

Illustration: material mapping, reflection, ambience, depth of field, volumetrics, dynamic effects.

Lighting: ambient, area, spot, point, directional, IBL, HDRI.

You can use online models to support simulation and renders — annotate which ones.

06

PHASE 06 · COMMERCIAL + VISUAL MEDIA

CVMG graphic solution

25 MARKS | 6 PAGES MAX

Your digital and print graphics do not need to relate to your TG work — but they must relate to each other. Produce the graphics your CVMG preliminary planning set out, finished to a professional standard.

a	**Digital-based graphic item** Serves its purpose on all occasions: animations with start and end frames, six intermediate frames, key timings and key transitions; or websites, apps and interactive displays with at least four screens or pages. Clear and in a format ready for digital publication. Very high skill and visual impact.	9
b	**Print-based graphics** Serves its purpose on all occasions: a suite of three items; or multi-page documents of at least four pages with one double-page spread; or packaging with at least four complete surfaces. Layouts clear and in a format ready for printing. Very high skill and visual impact.	9
c	**Continuity** Digital and print graphics clearly share one style or brand — colour schemes, shared graphics, graphic styles, common logos.	2
d	**Analysis + understanding** Annotations showing a very good understanding of CVMG techniques across all your CVMG work, justifying most of the items listed opposite in both print and digital graphics.	5
	Total	25

ABORT

Where CVMG marks are lost — 2026 course report

Print solutions not in pre-press format · placeholder text · a suite with only two items instead of three · graphic quality and visual impact.

TASK D — JUSTIFY

1 choice of printing methods and requirements

2 digital media choices, navigation and functionality

3 elements, principles and features

4 colour space and colour conversion

5 file types and compatibility issues

6 images to source and/or use

7 choice of digital graphic or animation method

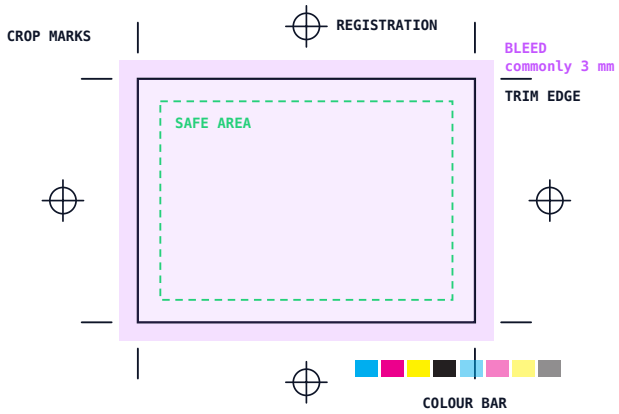
8 transitions, overlays, timestamps, frame rates (digital only)

9 resolution requirements

PHASE 06 · READY FOR PRINT + PUBLICATION

Pre-press + digital delivery

Print-based solutions must be presented in a **pre-press format** and digital graphics in a format ready for digital publication. Where commercial print equipment would be needed, print with your centre's equipment and **annotate** which commercial processes would be used.



Pre-press checks in the course

CMYK and RGB colour space and conversion · the Pantone Colour Matching System · registration marks · bleed · resolution (DPI and PPI) · crop marks · checking artwork and fonts · text to vector.

Printing technologies

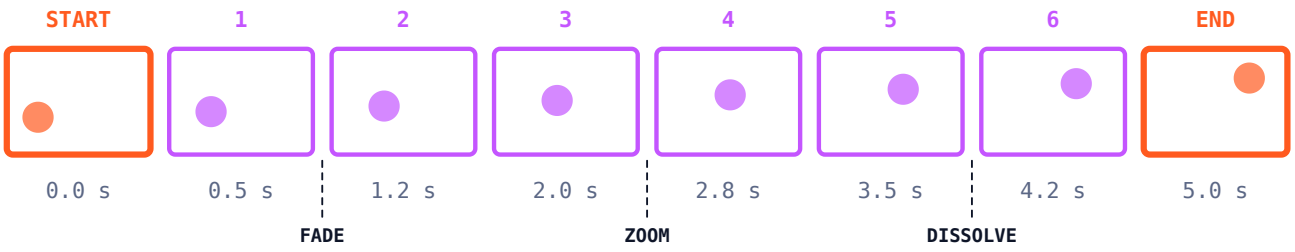
Laser · ink-jet · solid ink · wide-format · screen printing · offset lithography.

GO

Think like a printer

The 2026 report suggests, for example, considering duplexing for business cards, or how many fit on one sheet.

Animation evidence — the minimum frame set



Timings and transitions here are placeholders to show the structure only. Your storyboard must show a start frame, an end frame, six intermediate frames, key timings and key transitions.

RASTER
.jpg · .png · .bmp

VECTOR
.svg · .ai · .eps — plus the role of .pdf

ANIMATION
.avi · .mov · .mpeg / .mp4 · .gif

PHASE 07 · WHOLE PROJECT

07 Evaluating the solutions + process

10 MARKS · 5 TG + 5 CVMG | 1–2 PAGES

Evaluate the project as a whole: the decisions you made, how well your solutions meet your specifications, and the strengths and weaknesses of your graphics and processes. Concise and specific beats long and general.

TG — 5 MARKS REWARDS

- Detailed evaluation justifying the performance of **all** technical graphics items, including how:
- British Standards have been used to make technical graphics accurate
- technical detail has enhanced understanding
- the simulation highlights strengths and weaknesses of the design
- illustration techniques create realism in technical renders
- Almost all strengths and weaknesses identified.

CVMG — 5 MARKS REWARDS

- Detailed evaluation justifying the performance of **all** CVMG items, including how:
- design elements and principles create visual impact
- design edits or features enhance visual impact
- the choice of printed graphics meets the target audience's requirements
- the choice of digital graphics meets the target audience's requirements
- Almost all strengths and weaknesses identified.

The assessment task also asks you to cover

- technically correct descriptions of the processes used to reach your solutions
- the impact of all important decisions — and the alternatives you rejected
- how effectively your solutions met your graphic specifications
- the key developmental stages and critical points
- references to notes, comments and annotations in your design work
- screen captures, images and annotations to support your points

GO

Evaluate as you go

Evaluation is marked holistically. Evaluate your FEA results or your renders when you produce them, and note decisions while they are fresh — then draw it together at the end.

00 · FINAL COUNTDOWN

Before you hand it in

Once you have handed in all your evidence it cannot be returned to you for further work, and nobody can change it. Run this sequence first — and use the stand-alone Pre-Flight Checklist for the full check.

T–10 **Count your pages**
20 single-sided A3 pages maximum. Over 22 = 10% penalty.

T–09 **Print everything**
All evidence is printed: screenshots, slides, storyboards with timings. No electronic files.

T–08 **Proof at full size**
Check line weights, scales, sharpness of scanned sketches and legibility at A3.

T–07 **Hunt placeholder text**
Every word in your final CVMG graphics must be real content.

T–06 **Pre-press formats**
Crop marks, bleed, registration and colour bars where required; commercial processes annotated.

T–05 **Online models annotated**
Every model or component from an online source is identified.

T–04 **References + bibliography**
Quotations marked, sources of images and diagrams acknowledged.

T–03 **Check against the specs**
Your evaluation refers back to both specifications.

T–02 **Proposal form**
Ask your teacher how your centre includes it with your submission.

T–01 **Sign the declaration**
Confirm it is all your own work with all sources identified.

T–00
Launch.

Your project goes to Qualifications Scotland for external marking. Your result counts for half of your course award.

Sources

This guide summarises and explains official documents. It does not replace them — where anything differs, the official documents apply. Check the Qualifications Scotland website for the latest versions.

- SQA (2025) *Advanced Higher Graphic Communication Project: Assessment task*, version 3.2, October 2025.
- Qualifications Scotland (2026) *Advanced Higher Graphic Communication, SCQF Level 7: Course Specification*, version 4.0, September 2026.
- Qualifications Scotland (2026) *Course report 2026: Advanced Higher Graphic Communication*.
- SQA (2023) *Guidance on conditions of assessment for coursework*, version 1.2.
- Qualifications Scotland (2026) *What you need to know about National 5, Higher and Advanced Higher coursework* (Your National Qualifications 2026–27).

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