

3D ANIMATION

UNIT CODE: MD/CU/AN/CR/12/6/MA

Relationship to Occupational Standards

This unit addresses the unit of competency: develop 3D animation

Duration of Unit: 100 hours

Unit Description

This unit specifies the competencies required to develop 3D animation. It involves setting up character scene, creating exposure sheet, creating pose to pose character animation, cleaning animation poses and directing camera techniques.

Summary of Learning Outcomes

Elements	Hours
Set up character scene	16
Create exposure sheet	12
Create pose to pose character animation	28
Clean animation poses	20
Direct camera techniques	24
Total hours	100

Learning Outcomes, Content and Suggested Assessment Methods

Learning Outcome	Content	Suggested Assessment Methods
1. Set up character scene	1.1 Introduction to 3D animation 1.2 Importation of <i>3D assets</i> is into 3D software. 1.3 Scene parameters setting 1.4 Character integration in the scene	<ul style="list-style-type: none">• Observation• Oral questions• Third party report• Interviewing• Project and report writing
2. Create exposure sheet	2.1 Animatic analysis 2.2 Exposure sheet layout 2.2.1 Action 2.2.2 Audio 2.2.3 Timing 2.2.4 Camera instructions	<ul style="list-style-type: none">• Observation• Oral questions• Third party report• Interviewing

	2.2.5 Backgrounds	<ul style="list-style-type: none"> • Project and report writing
3. Create pose to pose character animation	3.1 Setting key frames on time-line 3.2 Extreme key-key frames 3.3 Key position key frames 3.4 Passing position key frames 3.5 Breakdown key frames 3.6 In-between poses 3.7 Motion curves 3.8 Animation layers	<ul style="list-style-type: none"> • Observation • Oral questions • Third party report • Interviewing • Project and report writing
4. Clean animation poses	4.1 Animation charts. 4.2 Character silhouettes 4.3 Animation background 4.4 Lip-syncing 4.5 Sound syncing 4.6 Validation of principles of animation	<ul style="list-style-type: none"> • Observation • Oral questions • Third party report • Interviewing • Project and report writing
5. Direct Camera techniques	5.1 Render engine. 5.2 Camera parameters setting. 5.3 Camera positioning. 5.4 Camera movement techniques. 5.5 Camera motion curves 5.6 Camera framings	<ul style="list-style-type: none"> • Observation • Oral questions • Third party report • Interviewing • Project and report writing

Suggested Methods of Delivery

- Project
- Demonstration by trainer
- Practice by the trainee
- Discussions
- Direct instruction
- Case study
- Audio –visual aids

Recommended Resources

- Computers
- Internet
- Digital Cameras

- Animation films
- Text books
- Computer software