

## BACKGROUND AND ENVIRONMENT DESIGN

**UNIT CODE:** ME/CU/AN/CR/05/5/MA

### Relationship to Occupational Standards

This unit addresses the unit of competency: compose scene environments

**Duration of Unit:** 150 hours

### Unit Description

This unit specifies the competencies required to compose scene environments. It involves developing scene theme, selecting storyboard props scenes, designing scene props, drawing scene environment shots and populating scene environment.

### Summary of Learning Outcomes

Elements	Hours
Develop scene theme	20
Select storyboard props scene assets	25
Design scene props	35
Populate scene environment	45
Test scene environment shots	25
<b>Total hours</b>	<b>150</b>

### Learning Outcomes, Content and Suggested Assessment Methods

Learning Outcome	Content	Suggested Assessment Methods
1. Develop scene theme	1.1 Animation script analysis. 1.2 Scene theme development 1.3 Animation colour scheme 1.4 Animation styles	<ul style="list-style-type: none"><li>• Observation</li><li>• Oral questions</li><li>• Third party report</li><li>• Interviewing</li><li>• Project and report writing</li></ul>
2. Select storyboard props scene assets	2.1 Props scenes analysis 2.2 Scene assets libraries 2.3 Props libraries	<ul style="list-style-type: none"><li>• Written tests</li><li>• Observation</li><li>• Oral questions</li><li>• Third party report</li><li>• Interviewing</li><li>• Project and report writing</li></ul>

<p>3. Design scene props</p>	<p>3.1 2D background assets  3.2 3D Hard surface modelling  3.3 Architectural modelling  3.4 Industrial products modelling  3.5 3D Organic modelling  3.5.1 Textile  3.5.2 Plants  3.5.3 Animals  3.6 Textures and maps  3.7 HDRI setup  3.8 Working with layers  3.9 Unwrapping 3D models  3.10 Particle systems  3.11 Atmospheric effects  3.12 Water simulations  3.13 Geographical features  3.14 Mountains  3.15 Water bodies  3.16 Scene Hierarchies and grouping</p>	<ul style="list-style-type: none"> <li>• Written tests</li> <li>• Observation</li> <li>• Oral questions</li> <li>• Third party report</li> <li>• Interviewing</li> <li>• Project and report writing</li> </ul>
<p>4. Populate scene environment</p>	<p>4.1 2D background development  4.1.1 Perspective grid  4.1.2 Multi-plane backgrounds  4.1.3 Background layers  4.2 3D background development  4.2.1 Merging environment assets  4.2.2 Scales and proportions  4.2.3 Scene lighting  4.2.4 Scene cameras</p>	<ul style="list-style-type: none"> <li>• Written tests</li> <li>• Observation</li> <li>• Oral questions</li> <li>• Third party report</li> <li>• Interviewing</li> <li>• Project and report writing</li> </ul>
<p>5. Test scene environment shots</p>	<p>5.1 Camera parameters.  5.2 Camera views  5.3 Props and backgrounds view and storyboard  5.4 Rendering</p>	<ul style="list-style-type: none"> <li>• Written tests</li> <li>• Observation</li> <li>• Oral questions</li> <li>• Third party report</li> <li>• Interviewing</li> <li>• Project and report writing</li> </ul>

**Suggested Methods of Instruction**

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

### **Recommended Resources**

- Computers
- Audio recorder
- Internet
- Digital Cameras
- Magazines
- Animation films
- Text books
- Editing & recording studio
- Computer software
- Television
- Drawing sets
- Drawing tables
- A4 Colour scanner
- Stereo studio headset
- Digital Drawing Tablet
- Flash drives