

CHARACTER ACTING

UNIT CODE: MD/CU/AN/BC/04/6/MA

Relationship to Occupational Standards

This unit addresses the unit of competency: dramatize animation characters

Duration of Unit: 110 hours

Unit Description

This unit specifies the competencies required to dramatize animation characters. It involves: performing character facial gestures developing enacted lip-synch, creating character movement cycles, deforming appendices movements and performing complex character action.

Summary of Learning Outcomes

Elements	Hours
Create character movement cycle	25
Develop enacted lip-synch	20
Perform character facial gestures	15
Perform appendices movements	20
Perform complex character action	30
Total hours	110

Learning Outcomes, Content and Suggested Assessment Methods

Learning Outcome	Content	Suggested Assessment Methods
1. Create Character Movement cycles	1.1 Application of animation principles 1.2 Curve editor 1.3 Exposure sheet 1.4 Animation layers 1.5 Introduction to character movement 1.5.1 Walk cycle 1.5.2 Run cycle 1.5.3 Jumps 1.5.4 Dance movements	<ul style="list-style-type: none">• Observation• Oral questions• Third party report• Interviewing• Project and report writing

2. Develop Enacted lip-synch	2.1 Introduction to character acting 2.2 Phonemes and mouth blend shapes 2.3 Lip-synchronization	<ul style="list-style-type: none"> • Observation • Oral questions • Third party report • Interviewing • Project and report writing
3. Perform Character facial Gestures	3.1 Squash stretch 3.2 Character emotions 3.3 Facial expressions 3.4 Dialogue	<ul style="list-style-type: none"> • Observation • Oral questions • Third party report • Interviewing • Project and report writing
4. Perform Appendices movements	4.1 Appendices movements 4.1.1 Overlapping action 4.1.2 Secondary movement 4.2 Motion curves application	<ul style="list-style-type: none"> • Observation • Oral questions • Third party report • Interviewing • Project and report writing
5. Perform complex Character Action	5.1 Coordinating movements 5.2 Timing 5.3 Staging 5.4 Action exaggeration 5.5 Oscillation movements 5.6 Action Considerations	<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
- Audio recorder

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