COMPOSE SCENE ENVIRONMENTS

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

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.

ELEMENTS AND PERFORMANCE CRITERIA

ELEMENT These describe the key outcomes which make up workplace function.	PERFORMANCE CRITERIA These are assessable statements which specify the required level of performance for each of the elements. *Bold and italicized terms are elaborated in the range.*
1. Develop scene theme	1.1 Animation script is analysed. 1.2 *Scene theme elements* are extracted and listed. 1.3 Scene theme is created as per the SOPs.
2. Select storyboard props scenes	2.1 Animation storyboard is analysed. 2.2 Scene libraries are created. 2.3 Scene libraries are analysed and approved.
3. Design scene props	3.1 Scene props and backgrounds are created to scale. 3.2 Scene props and backgrounds are approved. 3.3 *Material shaders* are identified and applied. 3.4 Scene props and backgrounds are unwrapped. 3.5 Scene props and backgrounds are textured. 3.6 Hierarchies and grouping are executed.
4. Populate scene environment	4.1 Scene props and backgrounds are imported to the scene. 4.2 Scene props and backgrounds are aligned and positioned. 4.3 Scene test renders are generated.
5. Test scene environment shots	5.1 Cameras are selected. 5.2 Camera parameters are set. 5.3 Camera views are generated. 5.4 Props and backgrounds are adjusted as per camera view and storyboard.

RANGE

This section provides work environments and conditions to which the performance criteria apply. It allows for different work environment and situations that will affect performance.

Variable	Range
1. Scene theme elements includes but not limited to:	• Colour scheme • Modelling style • Animation style
2. Material shaders includes but not limited to:	• Light shaders • Liquid shaders • Particle shaders

REQUIRED SKILLS AND KNOWLEDGE

This section describes the skills and knowledge required for this unit of competency.

Required skills

The individual needs to demonstrate the following skills:
- Modelling
- Drawing
- Script interpretation
- Storyboard interpretation
- Camera techniques

Required knowledge

The individual needs to demonstrate knowledge of:
- Elements and principles of design.
- Spatial interaction.
- 3D software.
- Relevant organizational and industry standards applicable to the production of drawings.

EVIDENCE GUIDE

This provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge and range.

1. Critical Aspects of Competency	Assessment requires evidence that the candidate: 1.1 Developed scene theme 1.2 Selected storyboard props scenes 1.3 Designed scene props

	1.4 Populated scene environment 1.5 Demonstrated the ability to draw scene environment shots
2. Resource Implications	The following resources must be provided: 2.1 Script references 2.2 Storyboard 2.3 Shot list
3. Methods of Assessment	Competency may be accessed through: 3.1 Written tests 3.2 Observation 3.3 Oral questions 3.4 Third party report 3.5 Interviewing 3.6 Project and report writing
4. Context of Assessment	Competency may be assessed: 4.1 On-the- job 4.2 Off the job 4.3 Off the job assessment must be undertaken in a closely simulated workplace environment.
5. Guidance information for assessment	Holistic assessment with other units relevant to the industry sector, workplace and job roles is recommended.