CREATE ANIMATION STORYBOARD

UNIT CODE: ME/OS/AN/CR/04/5/MA

UNIT DESCRIPTION

This unit specifies the competencies required to create animation storyboard. It involves setting script scenes, preparing shot list, drawing draft storyboard, drawing final storyboard, developing soft copy storyboard, developing storyboard animation and creating animatic.

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. Set script scenes	1.1 ***Story elements*** are identified. 1.2 Script is divided into scenes. 1.3 ***Scene setting*** is identified. 1.4 Key directions are determined as per SOPs.
2. Prepare shot list	2.1 Key camera shots are identified as per SOPs. 2.2 Key camera angles are identified as per SOPs. 2.3 Camera movements are determined as per SOPs 2.4 Shot duration is estimated . 2.5 Shot list is prepared based on the scene.
3. Draw draft storyboard	***3.1*** Frame dimensions are selected based on the ***production requirements.*** 3.2 Storyboard panels are prepared using *storyboard tools.* 3.3 Shot details are added to the storyboard as per the SOPs 3.4 Initial sketches are drawn as per the SOPs. 3.5 Storyboard is submitted and reviewed as per the SOPs.
4. Draw final storyboard	4.1 Frame dimensions are selected based on the SOPs. 4.2 Storyboard panels are prepared. 4.3 Shots are created based as per SOPs. 4.4 Initial sketches are drawn. 4.5 Storyboard clean-up is performed as per the SOPs. 4.6 Storyboard colouring is applied as per the SOPs.

5. Create animatic	5.1 Digital frames and dialogue are imported to editing software.
	5.2 Audio components are matched to screen image sequences
	5.3 Subtle movements are added to image sequences.
	5.4 Quality of sound components alignment with overall production concept and style is confirmed.
	5.5 Integrity of timing, sequencing, sound quality and integration with other elements of soundtracks is confirmed
	5.6 Animatic is exported and shared with *relevant personnel*

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. Story elements include but are not limited to	• Characters • Environments • Animation design theme
2. Scene setting include but are not limited to	• Time of day • Weather • Location
3. Relevant personnel include but not limited to:	• Directors • Producers • Animation supervisor
4. Storyboard tools include but are not limited to	• Digital software, such as: • Inspiration • Storyboard Artist Studio • Storyboard Pro • Celtx

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:
- Digital drawing
- Video editing
- Sound editing
- Editing software

Required knowledge
The individual needs to demonstrate knowledge of:
- Roles and responsibilities of project team members.
- Sound understanding of the artistic elements of a production for which a storyboard is being created.
- Issues and challenges that arise when creating storyboards.

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 Demonstrated the ability to set script scenes 1.2 Demonstrated the ability to prepare shot list 1.3 Demonstrated the ability to draw draft storyboard 1.4 Demonstrated the ability to draw final storyboard 1.5 Demonstrated the ability to create an animatic
2. 2. Resource Implications	The following resources must be provided: 2.1 documentation and organizational operational policies and procedures. 2.2 Reference script 2.3 Reference character bible
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 Work place attachment 4.4 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.