

DESIGN ANIMATION CHARACTER(S)

UNIT CODE: MD/OS/AN/CR/01/6/MA

UNIT DESCRIPTION

This unit specifies the competencies required to design animation character. It involves developing character bible, developing character theme design, drawing character poses, drawing character style sheets and developing character facial poses.

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. <i>Bold and italicized terms are elaborated in the range.</i>
1. Develop character bible	1.1 Animation script and character profile is analysed. 1.2 Animation design theme and style is determined. 1.3 Character theme and style is determined. 1.4 Level of detail for a character model animation is established as per the SOPs.
2. Develop character theme design	2.1 Theme for character design are determined. 2.2 Character colours are selected. 2.3 Character features are designed as per the character bible.
3. Draw character poses	3.1 Main character pose is drawn. 3.2 Physical measurement is determined based on main character pose. 3.3 A or T poses are drawn based on different angles as per the SOPs.

4. Draw character style sheets	4.1 Skeleton poses are sketched. 4.2 Solid shapes are drawn over the skeletons. 4.3 <i>Solid shapes</i> are modified to conform to original character design in new poses. 4.4 Different body part shapes are drawn in different poses. 4.5 Character turn-arounds are drawn 4.6 Character blueprints are drawn
5. Develop Character Facial poses	5.1 Character head is drawn and divided into different sections as per the character design. 5.2 Character head section is drawn into different poses and angles. 5.3 Facial poses are combined to form various expressions. 5.4 Mouth shapes are drawn

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. Solid shapes includes but not limited to:	Ellipse Triangle Rectangle

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:

- Creativity
- Communication
- Drawing software skills
- Innovation
- Hand drawing
- Observation
- Script interpretation

Required knowledge

The individual needs to demonstrate knowledge of:

- Anatomy and structural systems
- Character design
- Character drawing
- Animation styles and themes
- Colour theory

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 character bible. 1.2 Developed character theme design. 1.3 Demonstrated the ability to draw character T poses. 1.4 Demonstrated the ability to draw character style sheets. 1.5 Demonstrated the ability to develop Character Facial poses. 1.6 Demonstrated the ability to prepare character rig.
2. Resource Implications	The following resources must be provided: 2.1 Drawing software 2.2 Digital sketch pads 2.3 Body poses reference sheets 2.4 Mouth shapes reference sheets 2.5 Reference script
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.