

## DESIGN ANIMATION VISUAL EFFECTS (VFX)

**UNIT CODE:** MD/OS/AN/CR/06/6/MA

### UNIT DESCRIPTION

This unit specifies the competencies required to develop animation visual effects (VFX). It involves: preparing visual effects project brief, analysing animation project, analysing visual effects elements, developing visual effects elements, compiling the visual effects and integrating visual effects to animation project.

### ELEMENTS AND PERFORMANCE CRITERIA

<b>ELEMENT</b> These describe the key outcomes which make up workplace function.	<b>PERFORMANCE CRITERIA</b> 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. Prepare visual effects project brief	1.1 Project description is prepared as per the client requirements. 1.2 Project goals and objectives are established as per the organizational requirements. 1.3 Project constraints are established. 1.4 Project time lines are established as per the client requirements.
2. Analyze animation project	2.1 Animation style is analysed as per the client requirements. 2.2 Audio elements are established. 2.3 Animation design theme is determined. 2.4 Visual effects to suit the animation project are analysed. 2.5 Visual effects for the animation project are selected and approved as per the SOPs.
3. Analyze visual effects elements	3.1 <i>2D production visual effects elements</i> are listed as per the client requirements. 3.2 <i>3D production visual effects elements</i> are listed.

	<p>3.3 <i>Post-production visual effects</i> elements are listed.</p> <p>3.4 Visual effects styles are determined.</p> <p>3.5 Visual effects styles are adopted as per the SOPs.</p>
4. Develop visual effects elements	<p>4.1 Project Parameters are set as per the client requirements.</p> <p>4.2 Visual effects elements are created as per the visual effects project brief.</p> <p>4.3 Visual effects elements are animated as per the project requirement.</p> <p>4.4 Visual effects animation is approved and adopted as per the SOPs</p>
5. Compile visual effects	<p>5.1 Audio elements are identified as per the SOPs.</p> <p>5.2 Visual effects are synched with the audio track</p> <p>5.3 Visual effects are approved as per the SOPs.</p>
6. Integrate visual effects to the animation project	<p>6.1 Visual effects are composited with the animation project as per the client requirements.</p> <p>6.2 Visual effects are approved and adopted.</p> <p>6.3 Final animation is rendered as per the project brief.</p>

## 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. 2D production visual effects includes but not limited to:	<ul style="list-style-type: none"> <li>• Rotoscoping</li> <li>• Motion tracking</li> <li>• energy patterns</li> <li>• morphing</li> </ul>
2. 3D production visual effects	<ul style="list-style-type: none"> <li>• Environmental simulations (clouds, fog, mist, dust, smoke under water)</li> </ul>

include but not limited to:	<ul style="list-style-type: none"> <li>• Natural 3D simulations (Water, rain, fire, lightning, disintegrations)</li> <li>• Artificial simulations (fireworks, explosions)</li> </ul>
3. Post-production visual effects include but not limited to:	<ul style="list-style-type: none"> <li>• Colour correction</li> <li>• Computer generated imagery</li> <li>• Time lapse</li> <li>• Masking</li> <li>• Green screen effect</li> </ul>

## 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:

- Graphic design
- Sound design
- Creativity

### Required knowledge

The individual needs to demonstrate knowledge of:

- Principles and elements of design
- Graphic design software
- 3D production software
- Principles of animation

## 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: <ul style="list-style-type: none"> <li>1.1 Prepared project brief.</li> <li>1.2 Developed audio-visual script.</li> <li>1.3 Prepared animation assets.</li> <li>1.4 Compiled motion graphics.</li> <li>1.5 Developed audio elements.</li> </ul>
2. Resource Implications	The following resources must be provided: <ul style="list-style-type: none"> <li>2.1 Creative brief</li> <li>2.2 Plug-ins</li> </ul>
3. Methods of Assessment	Competency may be accessed through: <ul style="list-style-type: none"> <li>3.1 Written tests</li> </ul>

	<p>3.2 Observation</p> <p>3.3 Oral questions</p> <p>3.4 Third party report</p> <p>3.5 Interviewing</p> <p>3.6 Project and report writing</p> <p>3.7 Assignments</p>
4. Context of Assessment	<p>Competency may be assessed on:</p> <p>4.1 On the job</p> <p>4.2 Off the job</p> <p>4.3 In a Simulated workplace setting</p>
5. Guidance information for assessment	<p>Holistic assessment with other units relevant to the industry subsector, workplace and job roles is recommended.</p>