

DEVELOP 2D ANIMATION

UNIT CODE: ME/OS/AN/CR/06/5/MA

UNIT DESCRIPTION

This unit specifies the competencies required to develop 2D animation. It involves setting scene character, creating exposure sheet, creating pose to pose character animation, animating cut-out characters, creating in-between poses animation, cleaning animation poses, and directing camera techniques.

ELEMENTS AND PERFORMANCE CRITERIA

ELEMENT	PERFORMANCE CRITERIA
<p>These describe the key outcomes which make up workplace function.</p>	<p>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></p>
<p>1. Set scene character</p>	<p>1.1 Characters are imported into an animation software 1.2 Library of props and <i>character anatomy</i> are created 1.3 Character is positioned on animation software stage</p>
<p>2. Create exposure sheet</p>	<p>2.1 Exposure sheet length is set up as per scene requirements 2.2 Camera instructions are labelled on the dope sheet as per SOPs. 2.3 Dialogue is noted on the exposure sheets. 2.4 Cell levels are created in exposure sheet. 2.5 Background timings are indicated on exposure sheet.</p>
<p>3. Create pose to pose character animation</p>	<p>3.1 Skeleton sketches of key poses are created as per the SOPs. 3.2 Skeleton sketches are edited as per character requirements 3.3 Full key character poses are drawn. 3.4 Key poses are positioned on timeline as per exposure sheet timing.</p>
<p>4. Create in-between <i>character poses</i></p>	<p>4.1 Extreme poses are sketched as per exposure sheet and key poses. 4.2 Breakdown poses are sketched as per extreme and key poses. 4.3 In between poses are edited as per SOPs.</p>

5. Animate cut-out characters	5.1 Animation character is imported. 5.2 Key poses are created. 5.3 In-between and break-downs are created. 5.4 Set keys and motion keys are determined. 5.5 Motion curves are added to motion keys.
6. Clean animation poses	6.1 Animation charts are prepared 6.2 Precision frames are added. 6.3 Character silhouettes are created as per SOPs. 6.4 Detailing of silhouettes is executed as per SOPs. 6.5 Animation background is inserted on stage. 6.6 Animation character is coloured as per SOPs. 6.7 Mouth shapes are synchronized as per dialogue.
7. Direct Camera techniques	7.1. Scene camera is created 7.2. Camera parameters are set. 7.3. Camera is positioned as per exposure sheet. 7.4. Camera movements are created as per 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. Character poses include but not limited to:	<ul style="list-style-type: none"> • Key • Extreme • In-between • Break-down
2. Character anatomy includes but not limited to:	<ul style="list-style-type: none"> • Hands • Legs • Torso • Mouth shapes • Eye

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:

- Attention to detail
- Timing
- Drawing
- Animation

Required knowledge

The individual needs to demonstrate knowledge of:

- Principles of animation
- Animation software
- Animation process
- Visual design and communication principles as they apply to animations

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: <ol style="list-style-type: none">1. Demonstrated the ability to set scene character2. Demonstrated the ability to create exposure sheet3. Demonstrated the ability to create pose to pose character animation4. Demonstrated the ability to create in- between poses animation5. Demonstrated the ability to clean animation poses6. Demonstrated the ability to direct camera techniques
2. Resource Implications	The following resources must be provided: <ol style="list-style-type: none">2.1 References script2.2 References style sheet
3. Methods of Assessment	Competency may be accessed through: <ol style="list-style-type: none">3.1 Written tests3.2 Observation3.3 Oral questions3.4 Third party report

	<p>3.5 Interviewing</p> <p>3.6 Project and report writing</p>
<p>4. Context of Assessment</p>	<p>Competency may be assessed:</p> <p>4.1 On the job</p> <p>4.2 Off the job</p> <p>4.3 Work place attachment</p> <p>4.4 Off the job assessment must be undertaken in a closely simulated workplace environment.</p>
<p>5. Guidance information for assessment</p>	<p>Holistic assessment with other units relevant to the industry sector, workplace and job roles is recommended.</p>