

DEVELOP 3D ANIMATION

UNIT CODE: MD/OS/AN/CR/12/6/B

UNIT DESCRIPTION

This unit specifies the competencies required to develop 3D animation. It involves setting up character scene, creating exposure sheet, creating pose to pose character animation, cleaning animation poses and directing camera techniques.

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. Set up character scene	1.1 <i>3D assets</i> are imported into 3D software. 1.2 3D assets are sorted into libraries. 1.3 Animation scene parameters are set. 1.4 Animation scene set up is approved as per the SOPs.
2. Create exposure sheet	2.1 Exposure sheet length is set up as per scene requirements. 2.2 Dialogue is noted on frames as per scene requirements. 2.3 Camera instructions are labelled as per the SOPs. 2.4 Animation movement is noted as per the SOPs. 2.5 Timing is indicated as per the SOPs.
3. Create pose to pose character animation	3.1 Key character poses are created as per the exposure sheet. 3.2 In-between poses are created. 3.3 Motion curves are applied.
4. Clean animation poses	4.1 <i>Animation principles</i> in various poses are identified. 4.2 Poses are edited as per the SOPs. 4.3 Motion curves are applied as per the SOPs.

5. Direct Camera techniques	5.1 Camera is created as per the render engine. 5.2 Camera parameters are set up. 5.3 Camera position is established as per the SOPs. 5.4 Camera motion curves are set up based on camera movement techniques. 5.5 Camera framing is tested as per the SOPs.
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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. 3D assets include but not limited to:	<ul style="list-style-type: none"> • Props • Voice overs • Characters
2. Animation principles include but not limited to:	<ul style="list-style-type: none"> • Anticipation • Squash and stretch • Ease in and ease out • Secondary action • Overlapping action • Curves

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:

- Animation
- Sound and lip-synching
- Character sheet and script interpretation
- 3D character posing

Required knowledge

The individual needs to demonstrate knowledge of:

- Principles of animation
- Animation process
- 3D animation software

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 up character scene.2. Created exposure sheet.3. Created pose to pose character animation.4. Demonstrated the ability to clean animation poses.5. Demonstrated the ability to direct Camera techniques
2. Resource Implications	The following resources must be provided: <ol style="list-style-type: none">2.1 Video references2.2 Motion references
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 report3.5 Interviewing3.6 Project and report writing
4. Context of Assessment	Competency may be assessed: <ol style="list-style-type: none">4.1 On-the- job4.2 Off the job4.3 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.