# DRAMATIZE ANIMATION CHARACTERS

**UNIT CODE**: MD/OS/AN/BC/04/6/MA

## UNIT DESCRIPTION

This unit specifies the competencies required to dramatize animation characters. It involves: developing enacted lip-synch, performing character facial gestures, creating character movement cycles, preforming complex character action and deforming appendices movements.

## ELEMENTS AND PERFORMANCE CRITERIA

| ELEMENT | PERFORMANCE CRITERIA |
|---|---|
| These describe the key outcomes which make up workplace function. | 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. Develop Enacted lip-synch | 1.1 Phonemes are identified.<br>1.2 Mouth blend shapes are identified.<br>1.3 Phonemes and mouth blend shapes are synchronized.<br>1.4 Lip-synch animation is tested as per the SOPs. |
| 2. Perform Character facial Gestures | 2.1 Emotions and feelings are analysed.<br>2.2 Facial gestures are identified as per the emotions<br>2.3 Facial gestures are applied to the 3D character.<br>2.4 Facial gestures are tested as per the SOPs. |
| 3. Create Character Movement cycles | 3.1 Character key poses are identified.<br>3.2 Characters key poses are created as per the SOPs.<br>3.3 Character extreme poses are created as per the SOPs.<br>3.4 Character break-down poses are created.<br>3.5 In-between poses are created as per the SOPs.<br>3.6 *Motion curves* are applied as per the SOPs. |

| | 3.7 Character motions are refined. |
| | 3.8 Test animation is rendered as per the SOPs. |
| 4. Perform complex Character Action | 4.1 Character action is analysed |
| | 4.2 Action and reaction/response motions are identified as per the SOPs. |
| | 4.3 Animation principles are identified. |
| | 4.4 Character extreme poses are identified. |
| | 4.5 Character passing position poses are created as per the SOPs. |
| | 4.6 In-between poses are created. |
| | 4.7 Motion curves are applied. |
| | 4.8 Test animation is are rendered as per the SOPs |
| 5. Perform Appendices movements | 5.1 Appendices movements are established |
| | 5.2 Appendices movements are analysed as per the SOPs. |
| | 5.3 Appendices movements are created |
| | 5.4 Motion curves are applied to appendices movements. |
| | 5.5 Test animation is rendered as per the SOPs. |

**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 |
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| 1. Motion curves includes but not limited to: | • Ease–in ease-out <br> • Uniform motion |

**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:
- Story telling techniques
- rigging techniques
- Storyboard interpretation
- Creativity

**Required knowledge**

The individual needs to demonstrate knowledge of:
- Principles of animation
- 3D animation software
- Character animation techniques

**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:<br>1.1 Demonstrated the ability to develop enacted lip-synch<br>1.2 Performed Character facial Gestures<br>1.3 Created Character Movement cycles<br>1.4 Performed complex Character Action<br>1.5 Performed Appendices movements |
|---|---|
| 2. Resource Implications | The following resources must be provided:<br>2.1 Motion cycle references sheets<br>2.2 Mouth phonemes references sheets |
| 3. Methods of Assessment | Competency may be accessed through:<br>3.1 Written tests<br>3.2 Observation<br>3.3 Oral questions<br>3.4 Third party report<br>3.5 Interviewing<br>3.6 Project and report writing<br>3.7 Assignments |
| 4. Context of Assessment | Competency may be assessed on:<br>4.1 On the job<br>4.2 Off the job<br>4.3 In a Simulated workplace setting |

| 5. Guidance information for assessment | Holistic assessment with other units relevant to the industry subsector, workplace and job roles is recommended. |
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