**EDIT AND COMPOSE VIDEOS**

**UNIT CODE**: MD/OS/AN/CR/17/6/B

**UNIT DESCRIPTION**

This unit specifies the competencies required to edit animation render. It involves: compositing animation shots, modifying animation footage, generating animation effects, developing colour grading, synchronizing audio elements, generating animation credits and rendering final animation.

**ELEMENTS AND PERFORMANCE CRITERIA**

| ELEMENT<br>These describe the key outcomes which make up workplace function. | PERFORMANCE CRITERIA<br>These are assessable statements which specify the required level of performance for each of the elements.<br>*Bold and italicized terms are elaborated in the range.* |
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| 1. Composite animation shots | 1.1 Project parameters are set as per SOPs.<br>1.2 Render footage is imported into compositing software.<br>1.3 Effect layers are added to the render footage.<br>1.4 Effect parameters are set. |
| 2. Modify animation footage | 2.1 Sequence parameters are set<br>2.2 Render footage is imported from the compositing software to the editing software.<br>2.3 Audio footage is imported into the *video editing software.*<br>2.4 Footage is cut and trimming as per the project requirement. |
| 3. Generate animation effects | 3.1 Animation effects are applied as per the editing script.<br>3.2 Kinetic typography is created as per the SOPs. |
| 4. Develop colour grading | 4.1 Scene footage is analysed.<br>4.2 Scene colour is selected.<br>4.3 Colour properties are adopted as per the SOPs. |

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| 5. Synchronize audio elements | 5.1 Audio track is added to the time-line.<br>5.2 Audio track is edited as per the SOPs.<br>5.3 Audio track is levelled and balanced as per the project requirements and SOPs. |

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| | 5.4 Extra sound effects and transitions are added |
| 6. Generate animation credits | 6.1 Time-line is analysed.<br>6.2 Credits are typed and formatted as per the project requirement.<br>6.3 Animation credits are animated as per the SOPs.<br>6.4 Animation credit slides are positioned on the time-line. |
| 7. Render final animation | 7.1. Time line project is reviewed.<br>7.2. Footage is queued to rendering software.<br>7.3. Rendering parameters are set as per the project requirements.<br>7.4. Directors cut is rendered and reviewed.<br>7.5. Animation project is edited based on the director's cut.<br>7.6. Final project 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. Video editing software includes but not limited to: | • Premier pro<br>• after-effects<br>• final cut<br>• Avid |

## 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
- Script interpretation
- Storyboard interpretation
- Animation directing

- Creativity
- Audio editing

**Required knowledge**

The individual needs to demonstrate knowledge of:
- Principles and elements of design
- Video editing procedures
- Video editing 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: <br> 1.1 Composited animation shots <br> 1.2 Demonstrated the ability to modify animation footage <br> 1.3 Generate animation effects <br> 1.4 Developed colour grading <br> 1.5 Synchronized audio elements <br> 1.6 Generated animation credits <br> 1.7 Rendered final animation |
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| 2. Resource Implications | The following resources must be provided: <br> 1.1 Script references <br> 1.2 Project shot list <br> 1.3 Footage <br> 1.4 Animatic <br> 1.5 Audio files <br> 1.6 Storyboard |
| 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 |

| | 4.3 In a Simulated workplace setting |
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| 5. Guidance information for assessment | Holistic assessment with other units relevant to the industry subsector, workplace and job roles is recommended. |