Reference Number																

SELF ASSESSMENT GUIDE

Qualification:	**3D ANIMATION NC III**
Units of Competency Covered:	• Create 3D Models for Animation • Apply Shader and Texture on 3D Models • Set Character Rigging • Animate Character • Light and Render Animation Scene

Instruction:

- Read each of the questions in the left-hand column of the chart.
- Place a check in the appropriate box opposite each question to indicate your answer.

Can I?	**YES**	**NO**
COC 1: Create 3D Models for Animation		
Identify 3D Modelling requirements		
• Identify and discuss with relevant personnel design brief on creative and technical requirements including production specifications and references.*		
• Identify and prepare all necessary equipment and required peripherals to be used according to task to be undertaken.		
Identify and select 3D animation software		
• Identify for suitability range of industry's standard 3D animation software including computer-assisted techniques.		
• Assess computer hardware and software vis-à-vis creative and technical requirements and production specifications.		
• Select 3D animation software in consultation with the appropriate personnel to ensure that output met requirements.		
• Identify selected 3D animation software in accordance with the specified delivery platform.		
Create 3D models and images*		
• Apply familiarization of tools and interface of the selected program identified to meet creative and technical requirements.*		
• Label file organization: (naming convention, hierarchies and data base structure) system based on parts and details.*		

• Appropriately identify 3D models according to type, tools and techniques required based on concept design and model sheet.*		
• Complete 3D models produced with relevant details from technical requirements and specifications.*		
• Comply 3D Models produced with the design provided in the model sheet.*		
Unwrap topology		
• Identify projection mapping based on design specification and 3D model provided.		
• Cut and divide seam in accordance to texture assignment.		
• Unfold seam in texture editor.		
• Export UV layout from texture editor.		
Edit/revise 3D Models		
• Address and review corrections to 3D models in accordance to standards required by relevant personnel.		
• Relabel 3D models clearly based on revision notes.		
• Check and revise Final models' file organization and are securely stored in accordance with company procedures.*		
COC 2: Apply Shader and Texture on 3D Models		
Identify Shading and Texturing Requirements		
• Identify and discuss object shading and texturing creative requirements including production specifications with relevant personnel based on the creative requirements.		
• Identify, shade and texture tools and techniques relevant to the 3D Models, creative and technical requirements.		
• Identify and prepare required peripherals and equipment to be used according to task to be undertaken.		
Gather different shader and texture references		
• Determine creative and technical requirements to the specific 3D models for texturing purposes.		

• Gather or stimulate texture references and sources based on approved design.		
• Use photo editing software and required peripherals for modifying textures.		
Create UV mapping and shading		
• Check and edit UV map projection according to creative and technical requirements.		
• Identify, apply and manipulate shading nodes for specific object material.		
• Render test shaded models with basic lighting.		
Create texture map		
• Identify and apply tools and features of the selected program to meet creative and technical requirements.		
• Sets-up models for texture and lighting.		
• Export UV map to image editing software for creating texture in accordance precise detail specification.		
• Apply pre-defined images as texture using texture mapping parameters as required based on design.		
• Test renders images with proper lighting to preview the effect of pre-defined texture applied on 3D Model.		
• Prepare, labels and stores back-ups of texture images in accordance with company procedures and industry standards of documentation.		
Test and evaluate 3D textures		
• Ensure 3D texture cross platform image transfers and interface calibration to meet the requirements of technical and creative specifications.		
• Use UV texture mapping test to check distortions on 3D surface.		
• Present to relevant personnel proper lighting to render 3D models for review, comments and recommendations for the scene environment.		
• Discuss with the relevant personnel identified changes in accordance to agreements incorporated to the prepared models and texture.		
• Revise and refine image texture using photo editing software based on technical requirements.		

• Obtain from relevant personnel final agreement and approval for the final rendered models with texture based on company standard operating procedure.		
COC 3: Set Character Rigging		
Identify 3D Model characterization		
• Identify and group moving parts of 3D Model into sections based on approved design.*		
• Assign attitude and behaviour to 3D Models based on approved design.		
Gather 3D model action references		
• Gather or simulate dynamic character references based on approved design.*		
• Determine movement constraints based on physical limitations.		
Create joints for 3D models		
• Apply rigging specifications based on the requirements of animation.		
• Clearly labels naming convention system for joints based on technical requirements.		
• Properly labels and places created controllers on corresponding joints based on design requirements.		
• Assign and apply specific constraints to controllers and target object/s based on technical requirements.*		
• Test Rig for performance of model integrity and movement based on the design requirements.		
Create blend/ morph shapes		
• Quantify and check number of polygons for consistency based on the design		
• Create asset of blend /morph shapes based on design specification.*		
• Assign asset of blend /morph shapes to rigged model based on approved 3D model		
• Test asset of blend /morph shapes for movements based on approved 3D model.*		

• Maintain model design during modification based on technical requirements**.**		
Bind skin to rigged joints		
• Apply Skin/bind weight mapping to 3D Model based on technical requirements.		
• Test geometry for model integrity based on design and animation requirements.		
• Edit skin/bind weight to correct value distribution based on technical requirements*		
• Perform final test in preparation for animation process based on storyboard.		
COC 4: Animate Character		
Gather action references		
• Gather and obtain source references and assets relevant to model character description.		
• Discuss animation style movement and storyboard with relevant personnel based on company policies.		
• Include technical parameter based on project descriptions based on technical requirements.		
• Identify animatics and blocking based on client specifications		
• Record audio for lip sync according to timing specified on the storyboard.		
Create key poses		
• Create and place key poses and expressions strategically in the animation timeline according to scene duration.		
• Apply principle of animation in accordance with scene requirements.		
• Evaluate and adjust key poses for clarity in accordance to storyboard description.		
• Apply lip-syncing action based on dialogue soundtrack.		
Adjust and edit timing		
• Edit movement based on notes.		

• Use graph editor to edit and smoothen the action.		
• Adjust action poses in relation with other elements involved in the scene based on design requirements.		
• Review result of revisions in accordance to animation scene requirements.		
Create animation preview		
• Set appropriate camera view and movements for the scene based on storyboard requirements.		
• Set playback speed in real time accordance to project frame rate requirement.		
• Set preferences for the animation preview.		
• Determine video file format in accordance to project requirements.		
• Acquire final approval of test preview from relevant personnel based on company standard operating procedure.		
• Save and submits approved scenes to designated production personnel based on company standard operating procedure.		
COC 5: Light and Render Animation Scene		
Identify rendering specifications		
• Determine software renderer based on project requirements.		
• Set and imports render settings in the render properties based on technical requirements.		
• Check additional rendering requirements based on project requirements.		
Assemble scene elements		
• Open final animated scene file for assembly based on the story board.		
• Gather all relevant objects into the scene from project library and production assets based project requirements.		
• Arrange all scene elements based on the storyboard		
Add light sources to the scene		

• Identify types of light source for proper.		
• Position light source based on scene requirements.		
• Preview and checks lit scene base on scene requirements.		
• Edit light source base on revision notes.		
• Render partial frame for quality checks based project requirement.		
• Acquire final approval from relevant personnel based on company policies.		
Plan and establish effective rendering procedures.		
• Identify render type according to project specification.		
• Identify render passes and layers according to creative and technical specification.		
• Check rendering schedule based on hardware resources availability, production deadline and priority.		
• Determine and balance hardware limitations for production efficiency based on technical requirements.		
• Manage colour profile for consistency in accordance with post production output specifications.		
• Calculate estimated render times per scene based on scene duration.		
Perform full software render of animation scene or sequence.		
• Assign scene to a production rendering schedule based on project requirements and priorities.		
• Execute final rendering on the designated rendering schedule based on design.		
• Save and submit final rendered scene to relevant personnel based on company policies.		
Post edit rendered scenes.		
• Edit final and rendered scene in compositing software.		

• Edit rendered scene with audio as final movie.		
I agree to undertake assessment in the knowledge that information gathered will only be used for professional development purposes and can only be accessed by concerned assessment personnel and my manager/supervisor.		
Candidate's Name & Signature	**Date:**	