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SELF ASSESSMENT GUIDE

Qualification:	3D ANIMATION NC III		
COC 5	Light and Render Animation Scene		
Units of Competency Covered:	<ul style="list-style-type: none"> Identify rendering specifications Assemble scene elements Add light sources to the scene Plan and establish effective rendering procedures Perform full software render of animation scene or sequence 		
Instruction:			
<ul style="list-style-type: none"> 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	
Identify rendering specifications.*			
<ul style="list-style-type: none"> Determine software renderer based on project requirements.* 			
<ul style="list-style-type: none"> Set and import render settings in the render properties based on technical requirements.* 			
<ul style="list-style-type: none"> Check additional rendering requirements based on project requirements.* 			
Assemble scene elements.*			
<ul style="list-style-type: none"> Open final animated scene file for assembly based on the storyboard.* 			
<ul style="list-style-type: none"> Gather all relevant objects into the scene from project library and production assets based project requirements.* 			
<ul style="list-style-type: none"> Arrange all scene elements based on the storyboard.* 			
Add light sources to the scene.*			
<ul style="list-style-type: none"> Identify types of light source for proper.* 			
<ul style="list-style-type: none"> Position light source based on scene requirements.* 			
<ul style="list-style-type: none"> Preview and check lit scene base on scene requirements.* 			

<ul style="list-style-type: none"> • Edit light source base on revision notes.* 		
<ul style="list-style-type: none"> • Render partial frame for quality checks based project requirement.* 		
<ul style="list-style-type: none"> • Acquire final approval from relevant personnel based on company policies.* 		
Plan and establish effective rendering procedures.*		
<ul style="list-style-type: none"> • Identify render type according to project specification.* 		
<ul style="list-style-type: none"> • Identify render pass and layer according to creative and technical specification.* 		
<ul style="list-style-type: none"> • Check rendering schedule based on hardware resources availability, production deadline and priority.* 		
<ul style="list-style-type: none"> • Determine and balance hardware limitations for production efficiency based on technical requirements.* 		
<ul style="list-style-type: none"> • Manage color profile for consistency in accordance with post production output specifications.* 		
<ul style="list-style-type: none"> • Calculate estimated render time per scene based on scene duration.* 		
Perform full software render of animation scene or sequence.*		
<ul style="list-style-type: none"> • Assign scene to a production rendering schedule based on project requirements and priorities.* 		
<ul style="list-style-type: none"> • Execute final rendering on the designated rendering schedule based on design.* 		
<ul style="list-style-type: none"> • Save and submit final rendered scene to relevant personnel based on company policies.* 		
Post edit rendered scenes.*		
<ul style="list-style-type: none"> • Edit final and rendered scene in compositing software.* 		
<ul style="list-style-type: none"> • 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:
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