

SELF-ASSESSMENT GUIDE

Qualification:	2D ANIMATION NC III		
Certificate of Competency 1:	Produce Key Drawings for Animation		
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	
• Interpret animation specifications to meet requirements			
• Identify all relevant animation requirements from the storyboard, layouts and director's instructions or camera sheet			
• Identify animation requirements from the timings and soundtrack breakdown			
• Identify and prepare all necessary materials and equipment to be used according to the task to be undertaken			
• Calculate intermediate positions of figure along a path that marks important visual transition/extremes of action			
• Produce and complete key drawings with relevant details from material and styles			
• Produce and compile drawings with soundtrack breakdown			
• Ensure that the quantity of key drawings produced are within the standard set for the agreed design/model and sufficient to establish the action			
• Produce key drawings within the constraints and types of production			
• Undertake line test to ensure smooth flow of movement			
• Make corrections to key drawings, animated elements and images after review by relevant personnel			
• Label key drawings with animation breakdowns			
• Identify and store key drawings in accordance with company procedures			
• Identify and store key drawings in accordance with company procedures			
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:	Date:		

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Qualification:	2D ANIMATION NC III	
Certificate of Competency 2:	Produce Cleaned-Up and In-Betweened Drawings	
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 all relevant clean-up requirements from the appropriate source material		
• Check all key drawings and refer any problems or errors encountered to appropriate personnel		
• Check all animation breakdowns against the camera sheet, and refer any problems or errors to relevant personnel		
• Identify and prepare all necessary materials and equipment according to the task undertaken		
• Produce cleaned-up drawings consistent with requirements of source materials and within the constraints of the production*		
• Match and model cleaned-up drawings to animators' keys*		
• Copy and number all animation breakdowns accurately onto cleaned-up drawings		
• Refer any revision or correction required to relevant personnel		
• Record and store cleaned-up drawings properly in accordance with company procedures and policies		
• Identify and check requirements for in-betweened drawings		
• Produce in-betweened drawings within the constraints of the production and reflects the information contained in the animation breakdowns, agreed design and standards*		
• Produce cleaned-up drawings in compliance with supplied soundtrack breakdown*		
• Discuss and identify required design changes that may be needed		
• Incorporate design changes to complete the 2D animation and meet the recommendations		
• Demonstrate knowledge and application of a range of 2D digital animation techniques*		
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Qualification:	2D ANIMATION NC III	
Certificate of Competency 3:	Create 2D Digital Animation	
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
<ul style="list-style-type: none"> • Identify and discuss all 2D animation requirements including production and technical specifications with the relevant personnel 		
<ul style="list-style-type: none"> • Select software in accordance with the specified delivery platform * 		
<ul style="list-style-type: none"> • Determine suggestive poses and expressions and turn-around shots of character from model sheet in accordance with client requirements * 		
<ul style="list-style-type: none"> • Determine special effects from model sheet * 		
<ul style="list-style-type: none"> • Trace and vectorize objects from electronic copy of model sheet * 		
<ul style="list-style-type: none"> • Save and back-up traced objects continually * 		
<ul style="list-style-type: none"> • Preview and correct traced and vectorized objects in accordance with enterprise and client requirements 		
<ul style="list-style-type: none"> • Model and construct environment and character, when necessary 		
<ul style="list-style-type: none"> • Save and refer built objects to relevant personnel for review and approval * 		
<ul style="list-style-type: none"> • Combine objects into single animated stream according to creative requirements and technical specifications 		
<ul style="list-style-type: none"> • Create static or moving backgrounds as required and integrate animated objects into static or moving backgrounds 		
<ul style="list-style-type: none"> • Use animation techniques as required and as appropriate according to the software * 		
<ul style="list-style-type: none"> • Incorporate sound where necessary 		

<ul style="list-style-type: none"> • Save and store produced 2D animation using appropriate file formats and file management procedures * 		
<ul style="list-style-type: none"> • Present animation sequences to the relevant personnel for detailed responses and recommendations 		
<ul style="list-style-type: none"> • Discuss and identify required design changes that may be needed 		
<ul style="list-style-type: none"> • Incorporate design changes to complete the 2D animation and meet the recommendations 		
<ul style="list-style-type: none"> • Demonstrate knowledge and application of a range of 2D digital animation techniques* 		
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<p>Candidate's Name:</p>	<p>Date:</p>	

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Qualification:	2D ANIMATION NC III		
Certificate of Competency 4:	USE AN AUTHORING TOOL TO CREATE AN INTERACTIVE 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 answers. 			
Can I?	YES	NO	
• Identify and discuss range of authoring tools and their application to various multimedia projects			
• Discuss purpose, scope, storyboard and design of multimedia projects			
• Discuss technical requirements of the multimedia project and use of authoring program			
• Use tools and features of software relevant to the authoring process*			
• Create a new file for the specified task and name appropriately			
• Import multimedia components into the authoring tool			
• Apply design principles to the screen design and layout*			
• Design screen and layout according to creative production requirements and technical specifications*			
• Create buttons and other interactive elements*			
• Link all components to storyboard			
• Save and store data files, images, and audio in appropriate file format			
• Check all links function and perform debugging to make sure that these are fully interactive*			
• Incorporate in the final delivery platform all required changes in the sequence			
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