SELF-ASSESSMENT GUIDE

Qualification:	**3D ANIMATION NC III**
COC 1:	**PRODUCE KEY DRAWINGS FOR ANIMATION**

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**
• 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 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		

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 signature:	**Date:**

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Qualification:	**3D ANIMATION NC III**
COC 2:	**PRODUCE CLEANED-UP AND IN-BETWEENED DRAWINGS**

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**
• 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 in consistency 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*		

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Qualification:	**3D ANIMATION NC III**
COC 3:	**CREATE 3D DIGITAL ANIMATION**

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**
• Identify all 3D animation requirements including technical and production specifications and soundtrack requirements		
• Identify and select 3D animation software in accordance with the specified delivery platform*		
• Identify and apply appropriate tools and features of the selected program to meet creative and technical requirements		
• Create model and set-up environment layout for 3D* production as appropriate to the required 3D model		
• Apply pre-defined textures using texture mapping parameters as required		
• Define and apply camera control options and appropriate rendering parameters to achieve the required creative outcome		
• Use object motion hierarchies to achieve the required motion effect		
• Prepare, label and store back-ups of models and images in accordance with company procedures and industry standards of documentation		
• Test and combine 3D model motion with other media to create required digital animation sequence		
• Ensure cross platform file transfers, digitize time coding and interface calibration to meet the requirements of technical and creative specifications		
• Construct rigid and non-rigid objects as required by the design brief and storyboard*		
• Combine objects into a single animated stream according to creative requirements and technical specifications*		

• Create simple and complex animated movements into static or moving backgrounds according to creative and technical requirements*		
• Integrate animated objects or characters into static or moving backgrounds, using animation techniques available within software as required, and as appropriate according to the software*		
• Apply time stamping techniques to animation frames*		
• Apply textures, lighting and rendering as required in production*		
• Incorporate sound where necessary based on soundtrack breakdown*		
• Save and store 3D animation using appropriate and adequate file formats		
• Present 3D animation sequences		

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Qualification:	**3D ANIMATION NC III**
COC 4:	**USE AN AUTHORING TOOL TO CREATE AN INTERACTIVE SEQUENCE**

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**
• 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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Candidate's name:	**Date:**