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## SELF-ASSESSMENT GUIDE

Qualification:	<b>3D ANIMATION NC III</b>		
COC 1:	<b>PRODUCE KEY DRAWINGS FOR ANIMATION</b>		
Instruction: <ul style="list-style-type: none"> <li>• Read each of the questions in the left-hand column of the chart.</li> <li>• Place a check in the appropriate box opposite each question to indicate your answer.</li> </ul>			
<b>Can I?</b>	<b>YES</b>	<b>NO</b>	
• 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.			
<b>Candidate's signature:</b>	<b>Date:</b>		

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## SELF-ASSESSMENT GUIDE

Qualification:	<b>3D ANIMATION NC III</b>		
COC 2:	<b>CREATE 3D DIGITAL ANIMATION</b>		
Instruction: <ul style="list-style-type: none"> <li>• Read each of the questions in the left-hand column of the chart.</li> <li>• Place a check in the appropriate box opposite each question to indicate your answer.</li> </ul>			
<b>Can I?</b>	<b>YES</b>	<b>NO</b>	
<ul style="list-style-type: none"> <li>• Identify all 3D animation requirements including technical and production specifications and soundtrack requirements</li> </ul>			
<ul style="list-style-type: none"> <li>• Identify and select 3D animation software in accordance with the specified delivery platform*</li> </ul>			
<ul style="list-style-type: none"> <li>• Identify and apply appropriate tools and features of the selected program to meet creative and technical requirements</li> </ul>			
<ul style="list-style-type: none"> <li>• Create model and set-up environment layout for 3D* production as appropriate to the required 3D model</li> </ul>			
<ul style="list-style-type: none"> <li>• Apply pre-defined textures using texture mapping parameters as required</li> </ul>			
<ul style="list-style-type: none"> <li>• Define and apply camera control options and appropriate rendering parameters to achieve the required creative outcome</li> </ul>			
<ul style="list-style-type: none"> <li>• Use object motion hierarchies to achieve the required motion effect</li> </ul>			
<ul style="list-style-type: none"> <li>• Prepare, label and store back-ups of models and images in accordance with company procedures and industry standards of documentation</li> </ul>			
<ul style="list-style-type: none"> <li>• Test and combine 3D model motion with other media to create required digital animation sequence</li> </ul>			
<ul style="list-style-type: none"> <li>• Ensure cross platform file transfers, digitize time coding and interface calibration to meet the requirements of technical and creative specifications</li> </ul>			
<ul style="list-style-type: none"> <li>• Construct rigid and non-rigid objects as required by the design brief and storyboard*</li> </ul>			

<ul style="list-style-type: none"> <li>Combine objects into a single animated stream according to creative requirements and technical specifications*</li> </ul>		
<ul style="list-style-type: none"> <li>Create simple and complex animated movements into static or moving backgrounds according to creative and technical requirements*</li> </ul>		
<ul style="list-style-type: none"> <li>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*</li> </ul>		
<ul style="list-style-type: none"> <li>Apply time stamping techniques to animation frames*</li> </ul>		
<ul style="list-style-type: none"> <li>Apply textures, lighting and rendering as required in production*</li> </ul>		
<ul style="list-style-type: none"> <li>Incorporate sound where necessary based on soundtrack breakdown*</li> </ul>		
<ul style="list-style-type: none"> <li>Save and store 3D animation using appropriate and adequate file formats</li> </ul>		
<ul style="list-style-type: none"> <li>Present 3D animation sequences</li> </ul>		
<p>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.</p>		
<p><b>Candidate's signature:</b></p>	<p><b>Date:</b></p>	

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## SELF-ASSESSMENT GUIDE

Qualification:	<b>3D ANIMATION NC III</b>		
COC 3:	<b>USE AN AUTHORING TOOL TO CREATE AN INTERACTIVE SEQUENCE</b>		
Instruction: <ul style="list-style-type: none"> <li>• Read each of the questions in the left-hand column of the chart.</li> <li>• Place a check in the appropriate box opposite each question to indicate your answer.</li> </ul>			
<b>Can I?</b>	<b>YES</b>	<b>NO</b>	
• 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			
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.			
<b>Candidate's name:</b>			<b>Date:</b>