Reference. No.														

SELF ASSESSMENT GUIDE

Qualification:	**3D ANIMATION NC III**
COC 1	**Create 3D Models for Animation**
Units of Competency Covered:	• Identify 3D Modelling requirements • Identify and select 3D animation software • Create 3D models and images • Unwrap topology • Edit/revise 3D Models

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 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.*		
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:**	