Reference. No.															

SELF ASSESSMENT GUIDE

Qualification:	**3D ANIMATION NC III**
COC 2	**Apply Shader and Texture on 3D Models**
Units of Competency Covered:	• Identify 3D Shading and Texturing Requirements • Gather Different Shader and Texture References • Create UV Mapping and Shading • Create Texture Map • Test and Evaluate 3D Textures

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 Shading and Texturing Requirements		
• Identify and discuss object shading and texturing creative requirements including production specifications with relevant personnel based on the creative requirements.		
• Identify shading and texturing tools and techniques relevant to the 3D Models, creative and technical requirements.*		
• Identify and prepare required peripherals and equipment to be used according to task to be undertaken.		
Gather different shader and texture references		
• Determine creative and technical requirements to the specific 3D models for texturing purposes.		
• Gather or stimulate texture references and sources based on approved design.		
• Use photo editing software and required peripherals for modifying textures.*		
Create UV mapping and shading*		
• Check and edit UV map projection according to creative and technical requirements.*		
• Identify, apply and manipulate shading nodes for specific object material.*		

• Render test shaded models with basic lighting.*		
Create texture map		
• Identify and apply tools and features of the selected program to meet creative and technical requirements.		
• Set-up models for texture and lighting.		
• Export UV map to image editing software for creating texture in accordance precise detail specification.*		
• Apply pre-defined images as texture using texture mapping parameters as required based on design.*		
• Test render images with proper lighting to preview the effect of pre-defined texture applied on 3D Model.*		
• Prepare, label and store back-ups of texture images in accordance with company procedures and industry standards of documentation.		
Test and evaluate 3D textures		
• Ensure 3D texture cross platform image transfers and interface calibration to meet the requirements of technical and creative specifications.		
• Use UV texture mapping test to check distortions on 3D surface.*		
• Present to relevant personnel proper lighting to render 3D models for review, comments and recommendations for the scene environment.		
• Discuss with the relevant personnel identified changes in accordance to agreements incorporated to the prepared models and texture.		
• Revise and refine image texture using photo editing software based on technical requirements.*		
• Obtain from relevant personnel final agreement and approval for the final rendered models with texture based on company standard operating procedure.		
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:**	