Reference. No.															

SELF ASSESSMENT GUIDE

Qualification:	**3D ANIMATION NC III**
COC 3	**Set Character Rigging**
Units of Competency Covered:	• Identify 3D model characterization • Gather 3D model action references • Create joints for 3D models • Create blend/morph shapes • Bind skin to rigged joints

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 Model characterization		
• Identify and group moving parts of 3D Model into sections based on approved design.*		
• Assign attitude and behaviour to 3D Models based on approved design.		
Gather 3D model action references*		
• Gather or simulate dynamic character references based on approved design.*		
• Determine movement constraints based on physical limitations.*		
Create joints for 3D models		
• Apply rigging specification based on the requirements of animation.		
• Apply joint parenting with hierarchical structure based on technical requirements.*		
• Clearly, label naming convention system for joints based on technical requirements.		
• Properly label and place created controllers on corresponding joints based on design requirements.*		
• Assign and apply specific constraints to controllers and target object/s based on technical requirements.*		

• Test Rig for performance of model integrity and movement based on the design requirements.		
Create blend/ morph shapes		
• Quantify and check number of polygons for consistency based on the design.		
• Create asset of blend /morph shapes based on design specification.*		
• Assign asset of blend /morph shapes to rigged model based on approved 3D model		
• Test asset of blend /morph shapes for movements based on approved 3D model.*		
• Maintain model design during modification based on technical requirements**.**		
Bind skin to rigged joints		
• Apply Skin/bind weight mapping to 3D Model based on technical requirements.		
• Test geometry for model integrity based on design and animation requirements.		
• Edit skin/bind weights to correct value distribution based on technical requirements*		
• Perform final test in preparation for animation process based on storyboard.		
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:**	