

Reference. No.																			
----------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

**SELF ASSESSMENT GUIDE**

Qualification:	<b>3D ANIMATION NC III</b>		
COC 4	<b>Animate Character</b>		
Units of Competency Covered:	<ul style="list-style-type: none"> <li>• Gather action references</li> <li>• Create key poses</li> <li>• Adjust and Edit timing</li> <li>• Create Animation preview</li> </ul>		
<b>Instruction:</b>			
<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>
<b>Gather action references</b>			
<ul style="list-style-type: none"> <li>• Gather and obtain source references and assets relevant to model character description.</li> </ul>			
<ul style="list-style-type: none"> <li>• Discuss animation style movement and storyboard with relevant personnel based on company policies.*</li> </ul>			
<ul style="list-style-type: none"> <li>• Include technical parameters based on project descriptions based on technical requirements.</li> </ul>			
<ul style="list-style-type: none"> <li>• Identify animatics and blocking based on client specifications</li> </ul>			
<ul style="list-style-type: none"> <li>• Record audio for lip sync according to timing specified on the storyboard.</li> </ul>			
<b>Create key poses</b>			
<ul style="list-style-type: none"> <li>• Create and place key poses and expressions strategically in the animation timeline according to scene duration.*</li> </ul>			
<ul style="list-style-type: none"> <li>• Apply principles of animation in accordance with scene requirements.*</li> </ul>			
<ul style="list-style-type: none"> <li>• Evaluate and adjust key poses for clarity in accordance to storyboard description.*</li> </ul>			
<ul style="list-style-type: none"> <li>• Apply lip-syncing action based on dialogue soundtrack.</li> </ul>			

<b>Adjust and edit timing</b>		
• Edit movement based on notes.*		
• Use graph editor to edit and smoothen the action.		
• Adjust action poses in relation with other elements involved in the scene based on design requirements.*		
• Review result of revision in accordance to animation scene requirements.*		
<b>Create animation preview</b>		
• Set appropriate camera view and movements for the scene based on storyboard requirements.*		
• Set playback speed in real time accordance to project frame rate requirement.		
• Set preferences for the animation preview.		
• Determine video file format in accordance to project requirements.*		
• Acquire final approval of test preview from relevant personnel based on company standard operating procedure.		
• Save and submit approved scenes to designated production personnel 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.		
<b>Candidate's Name &amp; Signature</b>		<b>Date:</b>