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SELF ASSESSMENT GUIDE

Qualification:	3D ANIMATION NC III		
Units of Competency Covered:	<ul style="list-style-type: none"> • Create 3D Models for Animation • Apply Shader and Texture on 3D Models • Set Character Rigging • Animate Character • Light and Render Animation Scene 		
Instruction:	<ul style="list-style-type: none"> • 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	
COC 1: Create 3D Models for Animation			
Identify 3D Modelling requirements			
<ul style="list-style-type: none"> • Identify and discuss with relevant personnel design brief on creative and technical requirements including production specifications and references.* 			
<ul style="list-style-type: none"> • Identify and prepare all necessary equipment and required peripherals to be used according to task to be undertaken. 			
Identify and select 3D animation software			
<ul style="list-style-type: none"> • Identify for suitability range of industry's standard 3D animation software including computer-assisted techniques. 			
<ul style="list-style-type: none"> • Assess computer hardware and software vis-à-vis creative and technical requirements and production specifications. 			
<ul style="list-style-type: none"> • Select 3D animation software in consultation with the appropriate personnel to ensure that output met requirements. 			
<ul style="list-style-type: none"> • Identify selected 3D animation software in accordance with the specified delivery platform. 			
Create 3D models and images*			
<ul style="list-style-type: none"> • Apply familiarization of tools and interface of the selected program identified to meet creative and technical requirements.* 			
<ul style="list-style-type: none"> • Label file organization: (naming convention, hierarchies and data base structure) system based on parts and details.* 			

<ul style="list-style-type: none"> • Appropriately identify 3D models according to type, tools and techniques required based on concept design and model sheet.* 		
<ul style="list-style-type: none"> • Complete 3D models produced with relevant details from technical requirements and specifications.* 		
<ul style="list-style-type: none"> • Comply 3D Models produced with the design provided in the model sheet.* 		
Unwrap topology		
<ul style="list-style-type: none"> • Identify projection mapping based on design specification and 3D model provided. 		
<ul style="list-style-type: none"> • Cut and divide seam in accordance to texture assignment. 		
<ul style="list-style-type: none"> • Unfold seam in texture editor. 		
<ul style="list-style-type: none"> • Export UV layout from texture editor. 		
Edit/revise 3D Models		
<ul style="list-style-type: none"> • Address and review corrections to 3D models in accordance to standards required by relevant personnel. 		
<ul style="list-style-type: none"> • Relabel 3D models clearly based on revision notes. 		
<ul style="list-style-type: none"> • Check and revise Final models' file organization and are securely stored in accordance with company procedures.* 		
COC 2: Apply Shader and Texture on 3D Models		
Identify Shading and Texturing Requirements		
<ul style="list-style-type: none"> • Identify and discuss object shading and texturing creative requirements including production specifications with relevant personnel based on the creative requirements. 		
<ul style="list-style-type: none"> • Identify, shade and texture tools and techniques relevant to the 3D Models, creative and technical requirements. 		
<ul style="list-style-type: none"> • Identify and prepare required peripherals and equipment to be used according to task to be undertaken. 		
Gather different shader and texture references		
<ul style="list-style-type: none"> • Determine creative and technical requirements to the specific 3D models for texturing purposes. 		

<ul style="list-style-type: none"> • Gather or stimulate texture references and sources based on approved design. 		
<ul style="list-style-type: none"> • Use photo editing software and required peripherals for modifying textures. 		
Create UV mapping and shading		
<ul style="list-style-type: none"> • Check and edit UV map projection according to creative and technical requirements. 		
<ul style="list-style-type: none"> • Identify, apply and manipulate shading nodes for specific object material. 		
<ul style="list-style-type: none"> • Render test shaded models with basic lighting. 		
Create texture map		
<ul style="list-style-type: none"> • Identify and apply tools and features of the selected program to meet creative and technical requirements. 		
<ul style="list-style-type: none"> • Sets-up models for texture and lighting. 		
<ul style="list-style-type: none"> • Export UV map to image editing software for creating texture in accordance precise detail specification. 		
<ul style="list-style-type: none"> • Apply pre-defined images as texture using texture mapping parameters as required based on design. 		
<ul style="list-style-type: none"> • Test renders images with proper lighting to preview the effect of pre-defined texture applied on 3D Model. 		
<ul style="list-style-type: none"> • Prepare, labels and stores back-ups of texture images in accordance with company procedures and industry standards of documentation. 		
Test and evaluate 3D textures		
<ul style="list-style-type: none"> • Ensure 3D texture cross platform image transfers and interface calibration to meet the requirements of technical and creative specifications. 		
<ul style="list-style-type: none"> • Use UV texture mapping test to check distortions on 3D surface. 		
<ul style="list-style-type: none"> • Present to relevant personnel proper lighting to render 3D models for review, comments and recommendations for the scene environment. 		
<ul style="list-style-type: none"> • Discuss with the relevant personnel identified changes in accordance to agreements incorporated to the prepared models and texture. 		
<ul style="list-style-type: none"> • Revise and refine image texture using photo editing software based on technical requirements. 		

<ul style="list-style-type: none"> Obtain from relevant personnel final agreement and approval for the final rendered models with texture based on company standard operating procedure. 		
COC 3: Set Character Rigging		
Identify 3D Model characterization		
<ul style="list-style-type: none"> Identify and group moving parts of 3D Model into sections based on approved design.* 		
<ul style="list-style-type: none"> Assign attitude and behaviour to 3D Models based on approved design. 		
Gather 3D model action references		
<ul style="list-style-type: none"> Gather or simulate dynamic character references based on approved design.* 		
<ul style="list-style-type: none"> Determine movement constraints based on physical limitations. 		
Create joints for 3D models		
<ul style="list-style-type: none"> Apply rigging specifications based on the requirements of animation. 		
<ul style="list-style-type: none"> Clearly labels naming convention system for joints based on technical requirements. 		
<ul style="list-style-type: none"> Properly labels and places created controllers on corresponding joints based on design requirements. 		
<ul style="list-style-type: none"> Assign and apply specific constraints to controllers and target object/s based on technical requirements.* 		
<ul style="list-style-type: none"> Test Rig for performance of model integrity and movement based on the design requirements. 		
Create blend/ morph shapes		
<ul style="list-style-type: none"> Quantify and check number of polygons for consistency based on the design 		
<ul style="list-style-type: none"> Create asset of blend /morph shapes based on design specification.* 		
<ul style="list-style-type: none"> Assign asset of blend /morph shapes to rigged model based on approved 3D model 		
<ul style="list-style-type: none"> Test asset of blend /morph shapes for movements based on approved 3D model.* 		

<ul style="list-style-type: none"> • Maintain model design during modification based on technical requirements. 		
Bind skin to rigged joints		
<ul style="list-style-type: none"> • Apply Skin/bind weight mapping to 3D Model based on technical requirements. 		
<ul style="list-style-type: none"> • Test geometry for model integrity based on design and animation requirements. 		
<ul style="list-style-type: none"> • Edit skin/bind weight to correct value distribution based on technical requirements* 		
<ul style="list-style-type: none"> • Perform final test in preparation for animation process based on storyboard. 		
COC 4: Animate Character		
Gather action references		
<ul style="list-style-type: none"> • Gather and obtain source references and assets relevant to model character description. 		
<ul style="list-style-type: none"> • Discuss animation style movement and storyboard with relevant personnel based on company policies. 		
<ul style="list-style-type: none"> • Include technical parameter based on project descriptions based on technical requirements. 		
<ul style="list-style-type: none"> • Identify animatics and blocking based on client specifications 		
<ul style="list-style-type: none"> • Record audio for lip sync according to timing specified on the storyboard. 		
Create key poses		
<ul style="list-style-type: none"> • Create and place key poses and expressions strategically in the animation timeline according to scene duration. 		
<ul style="list-style-type: none"> • Apply principle of animation in accordance with scene requirements. 		
<ul style="list-style-type: none"> • Evaluate and adjust key poses for clarity in accordance to storyboard description. 		
<ul style="list-style-type: none"> • Apply lip-syncing action based on dialogue soundtrack. 		
Adjust and edit timing		
<ul style="list-style-type: none"> • Edit movement based on notes. 		

<ul style="list-style-type: none"> • Use graph editor to edit and smoothen the action. 		
<ul style="list-style-type: none"> • Adjust action poses in relation with other elements involved in the scene based on design requirements. 		
<ul style="list-style-type: none"> • Review result of revisions in accordance to animation scene requirements. 		
Create animation preview		
<ul style="list-style-type: none"> • Set appropriate camera view and movements for the scene based on storyboard requirements. 		
<ul style="list-style-type: none"> • Set playback speed in real time accordance to project frame rate requirement. 		
<ul style="list-style-type: none"> • Set preferences for the animation preview. 		
<ul style="list-style-type: none"> • Determine video file format in accordance to project requirements. 		
<ul style="list-style-type: none"> • Acquire final approval of test preview from relevant personnel based on company standard operating procedure. 		
<ul style="list-style-type: none"> • Save and submits approved scenes to designated production personnel based on company standard operating procedure. 		
COC 5: Light and Render Animation Scene		
Identify rendering specifications		
<ul style="list-style-type: none"> • Determine software renderer based on project requirements. 		
<ul style="list-style-type: none"> • Set and imports render settings in the render properties based on technical requirements. 		
<ul style="list-style-type: none"> • Check additional rendering requirements based on project requirements. 		
Assemble scene elements		
<ul style="list-style-type: none"> • Open final animated scene file for assembly based on the story board. 		
<ul style="list-style-type: none"> • Gather all relevant objects into the scene from project library and production assets based project requirements. 		
<ul style="list-style-type: none"> • Arrange all scene elements based on the storyboard 		
Add light sources to the scene		

<ul style="list-style-type: none"> • Identify types of light source for proper. 		
<ul style="list-style-type: none"> • Position light source based on scene requirements. 		
<ul style="list-style-type: none"> • Preview and checks lit scene base on scene requirements. 		
<ul style="list-style-type: none"> • Edit light source base on revision notes. 		
<ul style="list-style-type: none"> • Render partial frame for quality checks based project requirement. 		
<ul style="list-style-type: none"> • Acquire final approval from relevant personnel based on company policies. 		
Plan and establish effective rendering procedures.		
<ul style="list-style-type: none"> • Identify render type according to project specification. 		
<ul style="list-style-type: none"> • Identify render passes and layers according to creative and technical specification. 		
<ul style="list-style-type: none"> • Check rendering schedule based on hardware resources availability, production deadline and priority. 		
<ul style="list-style-type: none"> • Determine and balance hardware limitations for production efficiency based on technical requirements. 		
<ul style="list-style-type: none"> • Manage colour profile for consistency in accordance with post production output specifications. 		
<ul style="list-style-type: none"> • Calculate estimated render times per scene based on scene duration. 		
Perform full software render of animation scene or sequence.		
<ul style="list-style-type: none"> • Assign scene to a production rendering schedule based on project requirements and priorities. 		
<ul style="list-style-type: none"> • Execute final rendering on the designated rendering schedule based on design. 		
<ul style="list-style-type: none"> • Save and submit final rendered scene to relevant personnel based on company policies. 		
Post edit rendered scenes.		
<ul style="list-style-type: none"> • Edit final and rendered scene in compositing software. 		

<ul style="list-style-type: none"> • Edit rendered scene with audio as final movie. 		
<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>Candidate's Name & Signature</p>	<p>Date:</p>	