

## SELF-ASSESSMENT GUIDE

Qualification:	<b>2D ANIMATION NC III</b>		
Certificate of Competency 1:	<b>Produce Key Drawings for Animation</b>		
Instruction: <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>	
• Interpret animation specifications to meet requirements			
• Identify all relevant animation requirements from the storyboard, layouts and director's instructions or camera sheet			
• Identify animation requirements from the timings and soundtrack breakdown			
• Identify and prepare all necessary materials and equipment to be used according to the task to be undertaken			
• Calculate intermediate positions of figure along a path that marks important visual transition/extremes of action			
• Produce and complete key drawings with relevant details from material and styles			
• Produce and compile drawings with soundtrack breakdown			
• Ensure that the quantity of key drawings produced are within the standard set for the agreed design/model and sufficient to establish the action			
• Produce key drawings within the constraints and types of production			
• Undertake line test to ensure smooth flow of movement			
• Make corrections to key drawings, animated elements and images after review by relevant personnel			
• Label key drawings with animation breakdowns			
• Identify and store key drawings in accordance with company procedures			
• Identify and store key drawings 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.			
<b>Candidate's Name:</b>	<b>Date:</b>		

## SELF-ASSESSMENT GUIDE

Qualification:	<b>2D ANIMATION NC III</b>	
Certificate of Competency 2:	<b>Produce Cleaned-Up and In-Betweened Drawings</b>	
Instruction: <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>
• Identify all relevant clean-up requirements from the appropriate source material		
• Check all key drawings and refer any problems or errors encountered to appropriate personnel		
• Check all animation breakdowns against the camera sheet, and refer any problems or errors to relevant personnel		
• Identify and prepare all necessary materials and equipment according to the task undertaken		
• Produce cleaned-up drawings consistent with requirements of source materials and within the constraints of the production*		
• Match and model cleaned-up drawings to animators' keys*		
• Copy and number all animation breakdowns accurately onto cleaned-up drawings		
• Refer any revision or correction required to relevant personnel		
• Record and store cleaned-up drawings properly in accordance with company procedures and policies		
• Identify and check requirements for in-betweened drawings		
• Produce in-betweened drawings within the constraints of the production and reflects the information contained in the animation breakdowns, agreed design and standards*		
• Produce cleaned-up drawings in compliance with supplied soundtrack breakdown*		
• Discuss and identify required design changes that may be needed		
• Incorporate design changes to complete the 2D animation and meet the recommendations		
• Demonstrate knowledge and application of a range of 2D digital animation techniques*		
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## SELF-ASSESSMENT GUIDE

Qualification:	<b>2D ANIMATION NC III</b>	
Certificate of Competency 3:	<b>Create 2D Digital Animation</b>	
Instruction: <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>
<ul style="list-style-type: none"> <li>• Identify and discuss all 2D animation requirements including production and technical specifications with the relevant personnel</li> </ul>		
<ul style="list-style-type: none"> <li>• Select software in accordance with the specified delivery platform *</li> </ul>		
<ul style="list-style-type: none"> <li>• Determine suggestive poses and expressions and turn-around shots of character from model sheet in accordance with client requirements *</li> </ul>		
<ul style="list-style-type: none"> <li>• Determine special effects from model sheet *</li> </ul>		
<ul style="list-style-type: none"> <li>• Trace and vectorize objects from electronic copy of model sheet *</li> </ul>		
<ul style="list-style-type: none"> <li>• Save and back-up traced objects continually *</li> </ul>		
<ul style="list-style-type: none"> <li>• Preview and correct traced and vectorized objects in accordance with enterprise and client requirements</li> </ul>		
<ul style="list-style-type: none"> <li>• Model and construct environment and character, when necessary</li> </ul>		
<ul style="list-style-type: none"> <li>• Save and refer built objects to relevant personnel for review and approval *</li> </ul>		
<ul style="list-style-type: none"> <li>• Combine objects into single animated stream according to creative requirements and technical specifications</li> </ul>		
<ul style="list-style-type: none"> <li>• Create static or moving backgrounds as required and integrate animated objects into static or moving backgrounds</li> </ul>		
<ul style="list-style-type: none"> <li>• Use animation techniques as required and as appropriate according to the software *</li> </ul>		
<ul style="list-style-type: none"> <li>• Incorporate sound where necessary</li> </ul>		

<ul style="list-style-type: none"> <li>• Save and store produced 2D animation using appropriate file formats and file management procedures *</li> </ul>		
<ul style="list-style-type: none"> <li>• Present animation sequences to the relevant personnel for detailed responses and recommendations</li> </ul>		
<ul style="list-style-type: none"> <li>• Discuss and identify required design changes that may be needed</li> </ul>		
<ul style="list-style-type: none"> <li>• Incorporate design changes to complete the 2D animation and meet the recommendations</li> </ul>		
<ul style="list-style-type: none"> <li>• Demonstrate knowledge and application of a range of 2D digital animation techniques*</li> </ul>		
<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>		
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## SELF-ASSESSMENT GUIDE

Qualification:	<b>2D ANIMATION NC III</b>		
Certificate of Competency 4:	<b>USE AN AUTHORING TOOL TO CREATE AN INTERACTIVE SEQUENCE</b>		
Instruction: <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 answers.</li> </ul>			
<b>Can I?</b>	<b>YES</b>	<b>NO</b>	
• Identify and discuss range of authoring tools and their application to various multimedia projects			
• Discuss purpose, scope, storyboard and design of multimedia projects			
• Discuss technical requirements of the multimedia project and use of authoring program			
• Use tools and features of software relevant to the authoring process*			
• Create a new file for the specified task and name appropriately			
• Import multimedia components into the authoring tool			
• Apply design principles to the screen design and layout*			
• Design screen and layout according to creative production requirements and technical specifications*			
• Create buttons and other interactive elements*			
• Link all components to storyboard			
• Save and store data files, images, and audio in appropriate file format			
• Check all links function and perform debugging to make sure that these are fully interactive*			
• Incorporate in the final delivery platform all required changes in the sequence			
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.			
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