TESDA-OP-QSO-02-F07 Rev. No. 00 03/01/17

| Qualification Title: | 2D ANIMATION NC III | | |
|-------------------------------------------------------|---------------------------------------------------------------------------------------------------------------|--------|-----|
| COC 1 | Producing Traditional Key Poses/Drawings for A | Animat | ion |
| Units of Competency Covered | Produce Traditional Key Poses/Drawings Ani Export Animation to Video File Format | matio | า |
| Instruction: Read each question | and check the appropriate box to indicate your answe | er. | |
| Can I? | | YES | NO |
| Produce Traditiona | I Key Poses/Drawings for Animation | | |
| Identify traditional an | imation equipment and materials | | |
| 3 | ant key poses/drawing requirements, materials and ed on source material provided* | | |
| | ack, key drawing, breakdown requirements based nd exposure sheet | | |
| Perform analyz breakdown and | | | |
| Produce traditional k | ey poses/drawings | | |
| Produce key p animatic and ex | ooses/drawings based on the storyboard, layout, posure sheets* | | |
| | oses/drawings of dialogue scenes in sync with the akdown based on design* | | |
| Compile key po model pack | oses/drawings produced based on the style of the | | |
| Apply the basic | principles of animation based on the scene action* | | |
| - | y poses/drawings are line tested based on timing, ement in the storyboard/layout and exposure sheet* | | |
| Edit/Revise key pose | es/drawings | | |
| Revise off mode | el key poses/drawings* | | |
| Follow instructi timings* | ons for the required additional breakdowns and | | |
| | dialogue segments with correct mouth openings track and track reading on exposure sheets | | |
| Export Animation to | o Video File Format | | |
| Check all animation | items in the scene to be exported | | |
| • | ace all elements in correct layers based on scenes are visible and elements are viewed)* | | |

| Identify and select delivery platform to export | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| Identify specific delivery platform based on specifications* | |
| View all elements in accordance to director's/client's viewing requirements* | |
| Select file output based on the requirements/specifications | |
| Export and save digital animation | |
| Save exported animation file in a designated folder* | |
| Create back-ups, important images and video files on specific file allocation as required* | |
| I agree to undertake assessment in the knowledge that information gathe be used for professional development purposes and can only be accesse concerned assessment personnel and my manager/supervisor. | only |
| Candidate's signature: Date: | |

NOTE: * Critical Aspects of Competency

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| COC 2 | Creating Tradigital Animation | | | | | |
| Units of Competency Covered• Create Tradigital Animation • Export Animation to Video File Format | | | | | | |
| Instruction: Read each question and ch | eck the appropriate box to indicate your answe | ər. | | | | |
| Can I? | | YES | NO | | | |
| Create Tradigital Animatic | n | | | | | |
| Identify requirements and m | naterials for tradigital animation | | | | | |
| Determine digital mode | el pack library and digital storyboard | | | | | |
| Read and analyze r breakdown | model sheet, storyboard and soundtrack | | | | | |
| Produce tradigital animatior | | | | | | |
| Determine materials of | the assigned scene | | | | | |
| Follow prescribed dig composition and size* | ital backgrounds for character placement, | | | | | |
| Apply principles of an storyboard and animation | nimation in character animation based on c* | | | | | |
| Integrate and check lip as necessary* | -synch/sound effects for animation dialogue | | | | | |
| Review/Use playback t | o check movements of animated scene* | | | | | |
| Revise/Edit tradigital anima | tion | | | | | |
| Follow instruction to pe | erform revisions* | | | | | |
| Incorporate changes in | the animation upon revision | | | | | |
| Export Animation to Video | o File Format | | | | | |
| Check all animation items ir | the scene to be exported | | | | | |
| • | all elements in correct layers based on are visible and elements are viewed)* | | | | | |
| Identify and select delivery | platform to export | · · · · · · · · · · · · · · · · · · · | | | | |
| Identify specific deliver | y platform based on specifications* | | | | | |

| View all elements in accordance to director's requirements* | s/client's viewing |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------|
| Select file output based on the requirements/speci | fications |
| Export and save digital animation | |
| • Save exported animation file in a designated folde | r* |
| Create back-ups, important images and video file allocation as required* | es on specific file |
| I agree to undertake assessment in the knowledge that be used for professional development purposes and ca concerned assessment personnel and my manager/sup | n only be accessed by |
| Candidate's signature: | Date: |

NOTE: * Critical Aspects of Competency

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| COC 3 | Creating 2D Digital Cut-out Animation | | | | | | | | |
| Units of Competency Covered• Create 2D Digital Cut-out Animation • Export Animation to Video File Format | | | | | | | | | |
| Instruction: Read each question and | check the appropriate box to indicate your answ | ver. | | | | | | | |
| Can I? | | YES | NO | | | | | | |
| Create 2D Digital Cut-or | ut Animation | | | | | | | | |
| Identify and gather requir | rements and materials for 2D digital cut-out anir | nation | | | | | | | |
| Determine digital mo | odel pack, stock library and storyboard | | | | | | | | |
| Follow animatics and | d production technical specifications | | | | | | | | |
| Build digital library of cha | racters | | | | | | | | |
| Trace, draws/build sheet/poses/drawing | 0 | | | | | | | | |
| | characters according to body parts and joints vith proper label and correct naming | | | | | | | | |
| Save/back up/colors | segmented elements based on requirements | | 1 | | | | | | |
| Produce 2D digital cut-o | ut animation | | | | | | | | |
| Set up required chan particular scene* | racters, objects/props and background for the | | | | | | | | |
| Make digitally anima | ted scene based on the animatic/story board* | | 1 | | | | | | |
| | body parts and substitute from the digital required in a particular scene* | | | | | | | | |
| Incorporate lipsync/ the scene as necess | sound effects on specific dialogue areas in sary* | | 1 | | | | | | |
| Create 2d digital c delivery format | ut-out animation and save on the required | | | | | | | | |
| Review animated sc | ene and check movements/lip-sync | | 1 | | | | | | |
| Revise/Edit 2D digital cut | -out animation | | | | | | | | |
| Follow instructions f to the animation | or revision and incorporate revision changes | | | | | | | | |
| Export Animation to Vic | leo File Format | | | | | | | | |

| Check all animation items in the scene to be exported | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------|-----|
| Check and place all elements in correct lay specifications (scenes are visible and elements are | | |
| Identify and select delivery platform to export | | |
| Identify specific delivery platform based on specific | cations* | |
| View all elements in accordance to director's/ requirements* | client's viewing | |
| Select file output based on the requirements/specie | fications | |
| Export and save digital animation | | |
| Save exported animation file in a designated folder | r* | |
| Create back-ups, important images and video files allocation as required* | s on specific file | |
| I agree to undertake assessment in the knowledge that be used for professional development purposes and car concerned assessment personnel and my manager/sup | n only be accessed by | ily |
| Candidate's signature: | Date: | |
| NOTE: * Critical Aspects of Competency | | |

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| Qualification Title: | 2D ANIMATION NC III | | |
|-------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|------|
| FULL Units of Competency Covered | Produce Traditional Key Poses/Drawings for Create Tradigital Animation Create 2D Digital Cut-out Animation Export Animation to Video File Format | Anima | tion |
| Instruction: Read each question | and check the appropriate box to indicate your answe | ər. | |
| Can I? | | YES | NO |
| Produce Traditiona | I Key Poses/Drawings for Animation | | |
| Identify traditional an | imation equipment and materials | | |
| | ant key poses/drawing requirements, materials and ed on source material provided* | | |
| 2 | ack, key drawing, breakdown requirements based nd exposure sheet | | |
| Perform analyzi breakdown and | ing storyboard, exposure sheet, layout soundtrack animatic* | | |
| Produce traditional K | Key Poses/Drawings | | |
| Produce key p animatic and ex | oses/drawings based on the storyboard, layout, posure sheets* | | |
| | oses/drawings of dialogue scenes in sync with the akdown based on design* | | |
| Compile key po model pack | oses/drawings produced based on the style of the | | |
| Apply the basic | principles of animation based on the scene action* | | |
| | y poses/drawings are line tested based on timing, ement in the storyboard/layout and exposure sheet* | | |
| Edit/Revise key pose | es/drawings | | |
| Revise off mode | el key poses/drawings* | | |
| timings* | ons for the required additional breakdowns and | | |
| , , | dialogue segments with correct mouth openings track and track reading on exposure sheets | | |
| Create Tradigital Ar | nimation | | |
| Identify requirements | s and materials for tradigital animation | | |
| Determine digita | al model pack library and digital storyboard | | |

| Read and analyze model sheet, storyboard and soundtrack breakdown | |
|----------------------------------------------------------------------------------------------------------------------------------------------|-------|
| Produce tradigital animation | |
| Determine materials of the assigned scene | |
| Follow prescribed digital backgrounds for character placement, composition and size* | |
| Apply principles of animation in character animation based on storyboard and animatic* | |
| Integrate and check lip-synch/sound effects for animation dialogue as necessary* | |
| Review/Use playback to check movements of animated scene* | |
| Revise/Edit tradigital animation | |
| Follow instruction to perform revisions* | |
| Incorporate changes in the animation upon revision | |
| Create 2D Digital Cut-out Animation | |
| Identify and gather requirements and materials for 2D digital cut-out animated | ation |
| Determine digital model pack, stock library and storyboard | |
| Follow animatics and production technical specifications | |
| Build digital library of characters | |
| Trace, draw/build elements based on given model sheet/poses/drawings | |
| • Segment, group all characters according to body parts and joints parenting structure with proper label and correct naming | |
| Save/back up/colors segmented elements based on requirements | |
| Produce 2D digital cut-out animation | |
| Set up required characters, objects/props and background for the particular scene* | |
| Make digitally animated scene based on the animatic/story board* | |
| Select appropriate body parts and substitute from the digital library for the action required in a particular scene* | |
| Incorporate lipsync/sound effects on specific dialogue areas in the scene as necessary* | |
| Create 2d digital cut-out animation and save on the required delivery format | |
| Review animated scene and check movements/lip-sync | |
| Revise/Edit 2D digital cut-out animation | |
| Follow instructions for revision and incorporate revision changes to the animation | |

| Export Animation to Video File Format | | | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|--|--|
| Check all animation items in the scene to be exported | | | |
| Check and place all elements in correct lay specifications (scenes are visible and elements are | • | | |
| Identify and select delivery platform to export | | | |
| Identify specific delivery platform based on specifications* | | | |
| View all elements in accordance to director's/client's viewing requirements* | | | |
| Select file output based on the requirements/specifications | | | |
| Export and save digital animation | | | |
| Save exported animation file in a designated folder* | | | |
| Create back-ups, important images and video files on specific file allocation as required* | | | |
| 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 signature: | | | |
| NOTE: * Critical Aspects of Competency | | | |