
Title: Character Animation

Start Date: Wednesday, 23 October 2013

Assessment Day: Friday, December 2013

Assessable units of competency

CUEPRP501A Conceive, develop and realise prop designs

BSBCRT501A Originate and develop concepts

General description

This assignment is to create a memorable piece of animation for your end of year show reel as well as further developing your skills and competencies in key areas. Style, look and feel, and mood can vary from a quirky, cartoon, stylised scene through to a dramatic and more realistic scene.

Your animation style could venture back to the "rubber hosepipe" style of the Fleischer Brothers in the thirties (*Betty Boop*, *Popeye the Sailor*, *Out of the Inkwell*), follow the modern, but still exaggerated style of films like *Despicable Me*, or attempt the more photorealistic look of a character from *Lord of the Rings* or *The Spirits Within*.

Character animation is the focus of this work. You must create props for the scene, but they need to complement the animation, not distract from it. You should feature one major performer against a limbo backdrop (solid colour).

You may use free or third party paid rigs (human or non-human). If you wish additional characters or a more detailed background you must discuss with your teacher. Remember this assignment focusses on strong character animation and interacting with the props, not the environment itself.

Naturally one of the objectives of this assignment is to create a quality piece of animation that conveys a strong animated performance. This will involve research into animation styles, from realism to non-realism, preproduction planning, timing charts, dope sheets and the like.

You may use full body movement, or you may concentrate on close-ups with more facial animation. You may include lip synch or the character may be mute. This will depend on your choice of style, but you must demonstrate emotion and personality.

Knowledge and skills

Listed here is the knowledge and skills you'll be learning and on which you will be assessed.

- Copyright and intellectual property
 - Research and references
 - Analyse a script, and discuss and determine the requirements for prop design
 - Design props to specifications, and meet the production deadlines
 - Creative thinking skills
 - Developing a self-evaluation process
 - Working with a small team
 - Identifying the audience for your animation
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Evidence specifications

This is the specific evidence you must prepare for and present on assessment day to demonstrate you have competency in the above knowledge and skills. The evidence must conform to all the specific requirements listed below.

- Production Packet
 - Style Guide
 - Finished film of character interacting with props
 - Meet deadlines
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Your roles and responsibilities as a candidate

- Understand and feel comfortable with the assessment process
 - Know what evidence you must provide during your assessment
 - Take an active part in the assessment process
 - Be ready for the assessment at the nominated time
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Assessment instructions for candidate

METHOD OF ASSESSMENT

Assessment will be conducted by you personally presenting evidence that demonstrates your competence in a short interview with your assessor. The evidence you must prepare and present is described above in this assessment criteria document. Assessments will be conducted on a specific day recorded above in this assessment criteria document.

ASSESSMENT CONDITIONS

You will have approximately 10 mins to present your evidence that demonstrates your competence. It is your responsibility to be prepared. If you have forgotten something or made a small mistake you may correct it, however the assessor may choose to assess other candidates who are better prepared and return to you if time permits. Upon completion of the assessment you will be issued with feedback and a record of the assessment, which you will need to acknowledge that you have accepted the result. If you are absent on the nominated assessment day (without prior agreement or a sufficient documented excuse) you will be assessed as not yet competent.

GRADING

The assessment you are undertaking will be graded as either *competent* or not *yet competent*.

REASSESSMENT PROCESS

If you are assessed as being not yet competent you will receive clear, written and oral feedback on what you will need to do to achieve competence. You will have two (2) weeks to prepare your evidence for a reassessment. You will be given only one reassessment opportunity. If you are unsuccessful after your reassessment you will be required to attend an intervention meeting with your Head of School to discuss your progress.

REASONABLE ADJUSTMENTS

We recognise the need to make reasonable adjustments within our assessment and learning environments to meet your individual needs. If you need to speak confidentially to someone about your individual needs please contact your teacher.

Assessment rubric

This table defines exactly what is required to be successfully deemed competent.

Evidence	Definition of Competent
1. Production Packet	<ul style="list-style-type: none"> A Production packet of documents containing: <ul style="list-style-type: none"> Production brief and schedule Expected sign off points for design and production including: asset creation, layout, blocking, first pass animation, second pass animation, final animation and polish Statement of your intended animation style (list a film or company) Statement of your intended audience – who will enjoy this work Evidence of brainstorming – can be notes or mind map How you intend to test your work – what you will look for and how you will test using other people <p>This should be presented in a multi-page pdf format A4 – A3.</p>
2. Style Guide	<ul style="list-style-type: none"> A Style Guide containing: <ul style="list-style-type: none"> Images that define the style of scene and animation you will attempt Reference images for the props used in the scene Detailed drawings of the props that will be created Sign-off by the director of the scene and the teacher <p>This should be presented in a multi-page pdf format A4 – A3.</p>
3. Finished film of character interacting with props	<ul style="list-style-type: none"> Film contains character showing emotion and personality, and interacting with some props Scenes should be lit and rendered to a reasonable standard A Quicktime uncompressed (Animation codec).mov file including sound and music effects as appropriate. HD 1080 25 fps. This format is for your show reels and also the AIE Graduation reel. 15 – 20 seconds duration A half sized MPEG 4 version H.264 codec for review and marking purposes. (960 x540 pixels)
4. Meet deadlines	<ul style="list-style-type: none"> Meet all agreed milestone Submit final work by deadline