

Assessment Criteria

Full Time Courses – 1st Year 3D Animation

10343NAT Advanced Diploma of Professional Game Development

CUF60107 Advanced Diploma of Screen and Media

Title: Modelling for Anatomy

Start Date: Tuesday, 12 November 2013

Assessment Day: Tuesday, 17 December 2013

Assessable units of competency

CUFANM401A Prepare 3D digital models for production

CUVACD301A Produce drawings to communicate ideas (Adv Dip of Professional Game Development) or CUVDRA201A

Develop drawing skills (Adv Dip of Screen & Media)

General description

This project is designed to build your understanding of the process of developing and creating organic character models. You'll use a variety of the latest software applications and workflows to design, build and sculpt your model. You will learn about unwrapping and texturing your

model. This will include creating specular, normal and diffuse maps. Upon finishing building your model, you'll learn about rigging, staging, posing and rendering multiple layers to create an outstanding image

Knowledge and skills

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

- Understanding correct workflow standards
- Clean mesh topology for deformation
- Understanding anatomy
- Organic model unwrapping and texturing
- Skinning techniques
- Presentation skills including Posing and rendering
- Creating and developing a character concept
- Rigging techniques to meet animation requirements

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.

- Portfolio of Model Development
- Portfolio of Rendered Images
- Maya Project Folder
- Research Assignment
- Modelling for Anatomy Quiz

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

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

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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. Portfolio of Character Development	A folder named 'Concept' containing: <ul style="list-style-type: none"> 2 relevant reference images citing reference source 5 thumbnail concept sketches 1 colour model design
2. Portfolio of Rendered Images	1 HD720 (1280x720) JPG image featuring your posed character model <ul style="list-style-type: none"> Model rendered with diffuse, spec, normal, opacity maps The model is posed Dynamic and Balanced lighting, using multiple light sources and shadows Rendered from a camera viewport The background is <u>NOT</u> a single colour (especially black) 1 HD720 (1280x720) JPG image collage of your clean, efficient topology and its deformation features <ul style="list-style-type: none"> 1 overall image presenting model topology 3 specific images of topology features All images arranged together to be a visible, balanced and pleasing collage Dynamic balanced lighting The background is <u>NOT</u> a single colour (especially black) 1 360 rotation movie of the finished model <ul style="list-style-type: none"> Movie to be rendered at HD720 (1280 x 720) Mov file with H264 compression 10 seconds in length
3. Maya Project Folder	A Maya project folder system that contains <ul style="list-style-type: none"> 1 Maya file and all maps linked to the model The file must contain: <ul style="list-style-type: none"> Final textured character with joint placed a camera and a minimum of 3 lights
4. Research Assignment	1 – 100-150 word document on Art style and Comparison to your final model
5. Modelling for Anatomy Quiz	Complete the Modelling for Anatomy Quiz and achieve above 50%
6. Meet deadlines	Complete all work on time