

Assessment Criteria

Full Time Courses – 1st Year 3D Animation

10343NAT Advanced Diploma of Professional Game Development
CUF60107 Advanced Diploma of Screen and Media

Title: Principles of Animation

Start Date: Monday, 6 January 2014

Assessment Day: Tuesday, 28 January 2014

Assessable units of competency

CUFANM302A Create 3D digital animations

General description

In this assignment you will learn the methods and techniques of animating within the 3D software. You will specifically learn the “Principles of Animation” and how to apply them to computer animation. You will identify and

clarify your tasks, design, develop, animate and render an animation in accordance with the instructions given to you by your teacher.

Knowledge and skills

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

- Communicate with classmates and teacher to understand and improve animation
- Concept ideas for animation
- Apply 3D software animation tools
- Plan and manage time and resources
- Role animation plays in 3D production
- Stages of the animation process from initial concept to final polished animation
- Evaluate the problems and come up with solutions for creating 3D animations
- Basic 3D digital animation techniques
- Basic screen principals
- Principals of animation
- Principals of visual design and communication
- Formats available for delivery

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.

1. Create a storyboard
2. Production workflow 3D animation sequences
3. Application of animation principles
4. Incorporate Audio
5. Submit the final animation

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*.

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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. Create a Storyboard	<p>A competent storyboard must contain the following features</p> <ul style="list-style-type: none"> • The planned animation conforms to the brief • Clear images to describe the planned animation • Every image has a shot number • Every image has a short description • Every image is named according to the type of shot it is. (eg close up or establishing shot etc)
2. Production workflow of 3D animation sequence	<p>A competent Production workflow must contain the following features</p> <ul style="list-style-type: none"> • Three animation passes demonstrating various levels of detail throughout the animation pipeline. These are :- <ol style="list-style-type: none"> 1. First pass animatic 2. Daily render 3. Final animation
3. Application of Animation Principles	<p>A competent application of animation principles must include</p> <ul style="list-style-type: none"> • at least four <u>different</u> principles of animation • these four instances must be obvious and very clearly identified • all four instanced must be evident in the final animation
4. Incorporate Audio	<p>A competent incorporation of audio is defined as</p> <ul style="list-style-type: none"> • at least one sound effect added to final animation • audio is timed and synchronised with the visual animation
5. Submit the final animation	<p>A competent final animation submission must</p> <ul style="list-style-type: none"> • include all submission items in the correct location • ensure appropriate file formats have been adopted for all assessable items • be submitted before the nominated completion time and date