Assessment Criteria
Full Time Courses – 1st Year 3D Animation
80841ACT Advanced Diploma of Professional Game Development
CUF60107 Advanced Diploma of Screen and Media
CUF40107 Certificate IV in Screen and Media

AiE
Academy of Interactive
Entertainment

Title: Character Development for 3D animation

Start Date: Monday, 19 November 2012

Assessment Day: Wednesday, 12 December 2012

General description

In this project you will be developing character modelling skills suitable for use in a game or film development pipeline.

Specifically in this project you will develop your skills by researching, modelling, unwrapping, texturing, rigging and presenting character anatomy.

Knowledge and skills

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

- Clean Mesh Topology for Deformation
- Photoshop texturing techniques for characters
- Rigging characters to meet animation needs
- Character presentation Skills Including Posing and Rendering
- Concept art theory and techniques

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.

- You must ensure you understand these specifications.
- You must collect a reference portfolio of relevant reference material. Specifically including –
  o 2 examples of character design reference
  o 2 examples of anatomy reference
  o 2 examples of topology reference
  o 2 polished large relevant drawing of your own.
  o 2 development sketches
- Unwrap your "development model" and paint a texture as follows -
  o Your unwrap must prevent texture stretching
  o A unique custom texture
  o Texture maps must be "power 2" resolution. 512 pixels squared.
- Prepare a final presentation render of your development model, under balanced lighting, including shadows. You must demonstrate the use of blend shapes and appropriate mesh topology to show muscle deformation.
- Present your evidence on time and to the specifications listed here.

Assessable units of competency

CUFANM401A Prepare 3D digital models for production
CUVACD301A Produce drawings to communicate ideas to represent and communicate the concept

Assessment mapping

CUVACD301A

- Character reference portfolio (1.1-1.4, 2.1-2.3, 3.1–3.4)

CUFANM401A:

- Understand and clarify the assessment requirements and deadlines for this project (1 – 3)
- Collect and present relevant character reference material (4)
- Unwrap and paint a custom texture (5 – 7)
- Beauty render, showing blend shapes, lighting and shadows (8 - 12)
- Present work on time at agreed deadline and assessment requirements (14 - 18)