COURSE NAME / CODE			BTEC National Subsidiary / Diploma / Extended Diploma in IT		
UNIT(s) No / Name			Unit 31- Computer Animation		
LEVEL	3	Assignment No & Title	Assignment 2: Animation in practice		

LECTURER/ASSESSOR	Gargi Gupta		
ISSUE DATE	26.04.17	DEADLINE DATE	12.05.17
SUBMISSION DATE			
RESUBMISSION AUTHORISATION BY LEAD INTERNAL VERIFIER*		AUTHORISATION DATE (BY IV)	
RESUBMISSION DATE**			

*All resubmissions must be authorised by the **Lead Internal Verifier**. Only **one** resubmission is possible per assignment, providing:
- The learner has met the initial deadlines set in the assignment, or ha met an agreed deadline extension
- The tutor considers that the learner will be able to provide improved evidence without further guidance
- Evidence submitted for assessment has been authenticated and accompanied by a signed and dated declaration of authenticity by the learner

Any resubmission evidence **must be submitted within 10 working days of receipt of assessment

Student declaration

I declare that this assignment is all my own work and the sources of information and material I have used (including the internet) have been fully identified and properly acknowledged as required.

STUDENT NAME	SIGNATURE

ASSESSMENT DETAILS & GRADING CRITERIA

(NB: Columns 1 &2 of the table below will be completed once the assignment has been submitted) Please note that criteria & evidence should be aimed to give the learner the maximum grade available within their qualification (i.e. A, Pass, Distinction)

Learning Aims Covered	
LO2	Know the software techniques used in animation
LO3	Be able to design and implement digital animations

GRADING CRITERIA FOR TASK		EVIDENCE	EVIDENCE SEEN		Page No#	CRITERIA MET			
			Y	N		Y	I	N	IV
P4	Describe the software tools available for animation	Task 1: Report including software tools							
P5	Describe factors that need to be taken into account when creating animations for the web	Task 1: Report							
P6	Design computer animations using different animation techniques	Task 2: Designs for two separate animations							
P7	Implement animations using different animation techniques.	Task 2: Two pieces of animation							
M3	Explain particular techniques that are used to minimise the file size of animations.	Task 1: Report							
D1	Compare different specialist computer animation software packages	Task 1: Report							
D2	Evaluate the tools and techniques used to create animations.	Task 2: Report on tools and techniques used in animation							

KEY: Y = Yes, I = Incomplete, N = No

BREAKDOWN OF HOW GRADES WILL BE AWARDED:

(NB: Please tick as appropriate)

TYPE OF QUALIFICATION	TICK	DESCRIPTION
BTECS / WORKSKILLS	√	Pass / Merit / Distinction / Fail
A LEVELS / A2		A-U

Internal Verification of Assignment Brief

IV Full Name		Signed		Date:	
LIV Full Name		Signed		Date:	

BTEC SAMPLE MATERIAL
LEARNER CONSENT DECLARATION

Centre No & Name	51330 – UTC Reading	
Subject & Level	BTEC National Subsidiary / Diploma / Extended Diploma in IT	3
Unit No & Title	Unit 31: Computer Animation	
Learner No & Name		

I agree to the learner work identified above, after having been made anonymous, being used to support any of the following activities, which may involve the display of work online through the BTEC website or through publications:

- Professional Development and Training
- Centre Assessment Example Material
- Standardisation Support
- Publication Materials

Assessor Signature	
Name (block capitals please)	Gargi Gupta
Job Title	Lecturer in IT
Date:	

Learner Signature	
Name (block capitals please)	
Parent/Guardian consent if under 16 years of age	
Date:	

Please ensure that this sheet is completed on submission of your assignment.

Please note that your assignment **MUST** have the following (unless otherwise stated):

1. Cover page
2. Table of Contents
3. Introduction
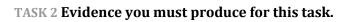4. Conclusion
5. Bibliography & References

Scenario

Your tutor has asked you to prepare some materials to help the level 2 students understand what is involved on the animation module to promote the idea of continuing on to the level 3 course here in college next year.

The materials must be bright and attractive as well as informative, and will be placed into a variety of multimedia locations across campus.

TASK 1 **Evidence you must produce for this task.**

Produce an illustrated report discussing the process of creating an animation. Use the following topics to guide you:

To achieve the criteria you must show that you are able to:	Unit	Criterion Reference
You have to describe the software tools such as frames, layers, buttons and libraries available for animation	31	P4
You have to describe factors such as size, email attachment and e-cards, house style and output device that need to be taken into account when creating animations for the web	31	P5
Expand further (P5) to explain particular techniques that are used to minimise the file size of animations. Make sure you include factors like balance against quality of image, frame disposal, AutoCrop and more	31	M3
Consider which software options you have for creating animations. Compare different specialist computer animation software packages. You could look at what the software can do, the price, which platform it work on and the quality of the result	31	D1

Design and implement animation:

To achieve the criteria you must show that you are able to:	Unit	Criterion Reference
You need to design two animations of at least 2 minute each, of your choice. For each you need to produce: • Complete Storyboards • Timings and Key Frames documentation	31	P6
Now you need to make the 2D animation you just designed, using different animation techniques. You will then need to test your animation by trying it on different devices and noting how well it plays. You should also show it to someone, get some feedback, and keep a log of what you changed.	31	P7
Finally, you need to evaluate the tools and techniques used to create your animation. In particular you need to review how easy you found each tool or technique, what you liked about it, What you would improve, and what did not work at all. This report should cover the technical aspects of your work, not the work itself: this is an evaluation of the software, not your finished piece of work.	31	D2

Sources of information	**Indicative reading for learners** **Textbooks** 1. Lawson J, Blundell P, Anderson K, Smith A, Philips J, Kaye A, Jarvis A and Wasyliw B – Information Technology Practitioners Book 2, 2nd Edition (Heinemann, 2007) ISBN-10: 0435465503, ISBN-13: 978-0435465506 2. Parent R – Computer Animation: Algorithms and Techniques, 2nd Edition (Morgan Kaufmann, 2007) ISBN-10: 0125320000, ISBN-13: 978-0125320009 **Websites** www.cgarena.com/

P4

- [ ] Frames
- [ ] Layers
- [ ] buttons
- [ ] Libraries

P5

- [ ] Size
- [ ] House style
- [ ] Email attachment and e-card
- [ ] output device

P6

- [ ] 2 animations design which include
- [ ] storyboard
- [ ] Bar sheet or
- [ ] framesheet

P7

- [ ] 2 pieces of animation
- [ ] feedback notes
- [ ] before and after feedback
- [ ] proof of testing it on diffrent devices

M3

- [ ] Balance against quality of image
- [ ] Frame Disposal
- [ ] AutoCrop
- [ ] one more

D1

- [ ] Report :
- [ ] Compare different software packages

D2

- [ ] Report on
- [ ] Evaluate tools and techniques

SUMMATIVE ASSESSMENT RECORD SHEET

Programme	BTEC National Subsidiary / Diploma / Extended Diploma in IT	**Learner Name**		**Assessor Name**	Gargi Gupta
Unit No. & Title	Unit 31– Computer Animation	**Target Learning Aims**	**LO2, LO3**	**Issue Date**	28 April 2016
Assignment No & Title	Assignment 2: Animation in Practice			**Final Submission Date**	12.05.16

Target criteria	Criteria Achieved	Final Assessment Comments

Summative comments

Assessors declaration
I certify that the evidence submitted for this assignment is the student's own and the learner will be able to provide improved evidence without guidance. I understand that any false declaration is a form of malpractice.

Resubmission authorisation*		**Resubmission Date:**	Click here to enter a date.
* All resubmissions must be authorised. Only 1 resubmission is possible per assignment.			
Assessor Signature		**Date:**	
Learner comments			
Learner Signature		**Date:**	