1. Outline basic digital animation techniques (reflect on your processes within your project or portfolio work as context)
   * Provide documentation of written explanation of all questions
   * Bone & weight painting for more control over deforming.
   * Keyframing
   * Rotation & location
2. Outline the principles of animation, screen, visual design, and communication in relation to the production of animated sequences.

* Provide documentation of written explanation of all questions
* Field of view &or point of view like:
  + Long shot, long-mid shot, mid shot, close-mid shot, close up, very close up.
* Atmosphere if needed for the animation.

1. Describe the features of a range of delivery platforms for animated sequences (how is your animation displayed on what platform or program to be published)

* Provide documentation of written explanation of all questions
* If uploading to YouTube, then you don’t fully have a restriction on the animation aspect ratio.

1. Discuss the issues and challenges that arise in the context of creating models for digital animations (reflect on your processes within your project or portfolio work as context)

* Provide documentation of written explanation of all questions
* Double layering
* Bones not connected correctly to the model through parenting or vertex groups & weight painting.

1. Outline the stages in the production process from initial design through to finished product (reflect on your processes within your project or portfolio work as context)

* Provide documentation of written explanation of all questions
* Recommended normal process:
  1. Get an idea of what to make.
  2. Find references for the model.
  3. Start blocking out the model. (More basic shapes with little detail)
  4. Add detail to the model if needed &or refine the model.
  5. Add textures to the model.
  + If going to animate, then:
    1. Decide how you are going to animate the model.
    2. Add the bones &or vector groups & weight painting/influence levels.
    3. (Optional) Add controllers for the model.
    4. Start making animation through keyframes.
    5. Have cameras in the scene for exporting animation. (Multiply if you want different views or just a camera that orbits the model. or a single camera that moves in a way that you want to show the model’s animation.)
    6. Export animation to individual PNG pictures of the frames or MP4 video.
  1. Export as an FBX if you are going to use the model (& Animations) in a game engine.

1. Outline the roles and responsibilities of project team members (You may use task allocation within your project management system “Hack n Plan” outlying examples of team members tasks)

* Provide documentation of written explanation of all questions
* Designer\Artist:
  + 3D modeller
    - Makes the 3D models.
  + Graphic
    - The designer(s) that make the graphics & does the colours.
  + 2D artist\modeller
    - Makes the 2D models & 2D art.
  + Animator
    - Does the animations for the models & animated art.
* Programmer:
  + Makes the programs\code\scripts.
* Developer:
  + The team member(s) that are helping the rest & working on the game.
* Manager:
  + The one managing team member & files.

1. Industry standard game hardware and software products (You may provide a list; it could also list functions of the hardware or software)

* Provide documentation of written explanation of all questions
* CPU
  + The processor of the device.
* GPU
  + The graphical processor.

1. Game-engine architecture and methods used in component importing (Outline the process of importing your assets into the game engine and required file format)
   * Provide documentation of written explanation of all questions
   * The required (Highly recommended) file format is FBX files for assets.
2. 3-D components testing methods and processes (How were the 3D components assessed to be ready for implementation into the production)

* Provide documentation of written explanation of all questions
* Show other people.
* Quality insurance

1. Processes and techniques applicable to:

* the creation of 3-D objects within industry-standard modelling software (A brief explanation of the software used and the processes used in the development of the 3D components)
* the use of industry formats in developing 3-D models and objects (A brief explanation on the required formats of the assets and why those formats are used)
* Provide documentation of written explanation of all questions
* Part 1: Blender is the software used & the processes used are blocking out, UV texturing, sculpting, retopology, animating & so on.
* Part 2: FBX file format is the commonly used format for 3D assets because when exporting you get to select what gets exported (like the models, lights, armature, & animations of the assets). The FBX file format is a lossless format that can be used in pretty much all game engines & software, so it is a universally used format & is an industry-standard format as well.

1. Organisational procedures and quality assurance standards that may be used in the development of 3-D components for interactive games (use your simulated studio and teamwork as context, how did you meet the projects requirements, How did your team or studio heads indicate the asset met the requirements of the project?)

* Provide documentation of written explanation of all questions
* They met the requirements of the project because we constantly checked with the studio head & we did weekly sprints so we could discuss what needed to be changed & what met the requirements needed.