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
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
* Atmosphere

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

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

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

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

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
* GPU

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
   * FBX files
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 others
* 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)
* FBX
* Provide documentation of written explanation of all questions

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