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| **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 1: A Basis for Animation |

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| **LECTURER/ASSESSOR** | Gargi Gupta | | | | |
| **ISSUE DATE** | 20.03.17 | **DEADLINE DATE** | | 5.04.17 | |
| **SUBMISSION DATE** |  | |  | | |
| **RESUBMISSION AUTHORISATION**  BY LEAD INTERNAL VERIFIER\* |  | | **Authorisation Date (By iv)** | |  |
| **RESUBMISSION DATE\*\*** |  | |  | | |

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| **\***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.*

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| **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)

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| **Learning Aims Covered** | | |  | | |  | |  |
| LO1 | | Understand the types and uses of animation | | | | | | | | | |
| **GRADING CRITERIA FOR TASK** | | | **EVIDENCE** | **EVIDENCE SEEN** | | **Page No#** | **CRITERIA MET** | | | | |
| **Y** | **N** | **Y** | | **I** | **N** | **IV** |
| P1 | Explain the different types of animation | | Task 1: Poster |  |  |  |  | |  |  |  |
| P2 | Explain different uses of animation | | Task 2: Presentation |  |  |  |  | |  |  |  |
| P3 | Discuss the advantages and limitations of animated GIFs | | Task 2: Presentation |  |  |  |  | |  |  |  |
| M1 | Explain persistence of vision | | Task 3: Flipbook of at least 20 frames |  |  |  |  | |  |  |  |
| M2 | Compare different animation formats | | Task 2: Presentation |  |  |  |  | |  |  |  |

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

**BREAKDOWN OF HOW GRADES WILL BE AWARDED:**

(NB: Please tick as appropriate)

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

**Internal Verification of Assignment Brief**

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| **IV Full Name** |  | **Signed** |  | **Date:** |  |
| **LIV Full Name** |  | **Signed** |  | **Date:** |  |



**BTEC Sample Material**

**Learner Consent Declaration**

|  |  |  |
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| **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

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| **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.**

You have to create a poster (size: A4) with following information

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| **To achieve the criteria you must show that you are able to:** | **Unit** | **Criterion Reference** |
| Explain the different types of animation. You must include movement, masking and morphing. | 31 | P1 |

**TASK 2 Evidence you must produce for this task.**

Produce a presentation

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| **To achieve the criteria you must show that you are able to:** | **Unit** | **Criterion Reference** |
| Explain how animation have been used in different areas (at least 5) such as advertisement, creative art, entertainment, education and one more.  Make sure you added suitable examples/screenshots | 31 | P2 |
| Discuss the advantages and limitations of animated GIFs | 31 | P3 |
| You have to research and compare different animation formats such as Dynamic HTML, flash, QuickTime and Real Time | 31 | M2 |

**TASK 3 Evidence you must produce for this task.**

Create a flipbook

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| **To achieve the criteria you must show that you are able to:** | **Unit** | **Criterion Reference** |
| You have to create a flipbook of at least 20 frames to demonstrate the persistence of vision in action. | 31 | M1 |

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| Sources of information | **Indicative reading for learners**  **Textbooks**   1. Anderson K – Information Technology, First Edition (Pearson Education Limited,2011) ISBN-978 1 846909 29 0 |

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| **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** | **LO1** | **Issue Date** | 21 March 2016 |
| **Assignment No & Title** | Assignment 1: A Basis for Animation | | | | **Final Submission Date** | 21 April 2016 |
| **Target criteria** | **Criteria Achieved** | **Final Assessment Comments** | | | | |
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| **Summative comments** | | | |
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| **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:** |  |