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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 2: Animation in practice |

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| **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\*\*** |  | |  | | |

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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** |
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**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** | | |  | | |  | |  |
| 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)

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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**: |  |

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| --- | --- |
| **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:

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| **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 |

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

Design and implement animation:

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| **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 |

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| 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   1. Parent R – Computer Animation: Algorithms and Techniques, 2nd Edition (Morgan Kaufmann, 2007)   ISBN-10: 0125320000, ISBN-13: 978-0125320009  **Websites**  www.cgarena.com/ |

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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** | **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** | | | | |
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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:** |  |