



Australian Government

Assessment Requirements for CUAANM301 Create 2D digital animations

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 2.0.

Performance Evidence

Evidence of the ability to:

- interpret design specifications and generate a range of creative ideas and concepts that respond to the brief
- collaborate with others to clarify requirements, discuss ideas, select final design concept and review final animations
- use animation software to create 2D animations that meet requirements of design briefs within production deadlines
- correctly name and store animations in appropriate file formats.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- explain basic animation techniques and principles
- describe screen, visual design and communication principles as they apply to animations
- outline intellectual property considerations if using images from external sources
- identify work health and safety standards as they apply to using screens and keyboards for extended periods of time.

Assessment Conditions

Assessment must be conducted in a safe environment where evidence gathered demonstrates consistent performance of typical activities experienced in creative arts industry environments. The assessment environment must include access to:

- production documents and briefs
- resources, equipment and software required for 2D animations

- interaction with others.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>