



Australian Government

CUAANM302 Create 3D 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.

Application

This unit describes the skills and knowledge required to animate simple 3D models and create 3D animations, which may include audio components. The models are for inclusion in interactive media products, short stand-alone animated sequences and basic games.

It applies to individuals who plan and create 3D animated sequences in consultation with relevant personnel in a wide variety of contexts in the digital content industry.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Visual Communication – Animation and Digital Effects

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Clarify animation requirements	1.1 Clarify 3D animation requirements documented in design briefs with relevant personnel 1.2 Examine models to be animated to determine appropriate animation techniques 1.3 Identify file formats and delivery platform for animated sequences 1.4 Identify factors that may influence animation design approach 1.5 Clarify work flow sequences with relevant personnel to ensure production schedule deadlines are met
2. Plan approach	2.1 Research animations, artworks and other creative sources that

ELEMENT	PERFORMANCE CRITERIA
	<p>may inspire ideas</p> <p>2.2 Generate a range of ideas for animations that are technically feasible, respond to briefs and provide creative solutions to all design issues</p> <p>2.3 Present ideas to relevant personnel using appropriate design techniques</p> <p>2.4 Adjust approach to incorporate feedback and agree on final design concept</p> <p>2.5 Discuss and select 3D animation software with relevant personnel to ensure animated sequences meet technical and creative requirements</p> <p>2.6 Identify audio assets to support animations as required</p>
3. Produce animated sequences for review	<p>3.1 Create 3D animations using software and animation techniques to suit design requirements</p> <p>3.2 Adopt safe ergonomic practices when using equipment for long periods of time</p> <p>3.3 Apply basic animation, screen, visual design and communication principles to produce animations</p> <p>3.4 Apply real world camera techniques to virtual cameras used in 3D animation as required</p> <p>3.5 Confirm with relevant personnel that models have not infringed copyright</p> <p>3.6 Render completed animated sequences using appropriate output file formats</p> <p>3.7 Save and store animated sequences using standard naming conventions and version control protocols</p> <p>3.8 Demonstrate 3D animated sequences to relevant personnel for evaluation by agreed deadlines</p>
4. Finalise animated sequences	<p>4.1 Review animated sequences to assess creative solutions to design briefs, appropriateness to users or audience, and technical feasibility</p> <p>4.2 Discuss and confirm additional requirements or modifications with relevant personnel, and complete changes as required for signoff</p>

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Reading	1.1-1.3, 1.5, 2.1, 2.2, 3.5, 4.1	<ul style="list-style-type: none"> Interprets production documentation and design specifications in relation to own duties and copyright issues
Writing	3.6, 3.7, 4.2	<ul style="list-style-type: none"> Generates and records information for the design of 3D animations in required format Uses standard naming conventions and version control protocols when saving and storing files
Oral Communication	1.1, 1.5, 2.3-2.5, 4.2	<ul style="list-style-type: none"> Obtains information by listening and questioning Uses clear language to discuss ideas, contribute information, and express requirements
Navigate the world of work	3.2, 3.5	<ul style="list-style-type: none"> Understands and complies with legislative requirements relevant to role
Interact with others	1.1, 1.5, 2.3-2.5, 3.8, 4.2	<ul style="list-style-type: none"> Responds to and draws on others' perspectives when negotiating design of 3D animations Collaborates to achieve joint outcomes in the design process, playing an active role in facilitating effective group interaction
Get the work done	1.1-1.5, 2.1-2.3, 2.5, 2.6, 3.3-3.8, 4.1, 4.2	<ul style="list-style-type: none"> Organises and completes animation requirements in line with specifications, arranging consultations at key design points Takes responsibility for decisions directly related to own tasks Uses digital software to create drawings and animations and to manage files

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUAANM302 Create 3D digital animations	CUFANM302A Create 3D digital animations	Updated to meet Standards for Training Packages. Performance criteria	Equivalent unit

Code and title current version	Code and title previous version	Comments	Equivalence status
		reworded for clarity.	

Links

Companion Volume implementation guides are found in VETNet -

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