



**Australian Government**

# **CUAANM402 Create digital visual effects**

**Release: 1**

## CUAANM402 Create digital visual effects

### 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 use a range of industry software applications and material from various sources to create and refine digital visual effects sequences for projects in film, television or digital media productions, including games.

It applies to individuals who combine elements into the final image while retaining the established style and continuity of the project. They work collaboratively with a production team in 3D animation to meet production deadlines.

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 work requirements	1.1 Clarify requirements for digital visual effects with reference to production documentation 1.2 Clarify workflow sequences in consultation with relevant personnel to ensure production deadlines are met 1.3 Select software that best suits the type of production and delivery platform for which visual effects sequences are being created 1.4 Gather and analyse reference material to help with visualisation of final sequences

<b>ELEMENT</b>	<b>PERFORMANCE CRITERIA</b>
2. Prepare components	2.1 Gather all assets for integration and check they are in the correct output file format and do not infringe copyright laws 2.2 Choose digital visual effects that best represent the vision of scripts to create optimum visual impact 2.3 Check components comply with storyboard requirements 2.4 Determine appropriate methods and techniques to create required digital visual effects
3. Assemble previsualisations	3.1 Create previsualisation of required visual effects sequences using appropriate assets and compositing techniques 3.2 Adopt safe ergonomic practices when using screens and keyboards for extended periods of time 3.3 Experiment with previsualisation to establish the best results and solve problems that arise during the process of creating the visual effects 3.4 Submit previsualisation visual effects sequences to relevant personnel for evaluation and feedback 3.5 Match elements as required, such as colour, lighting and camera
4. Produce visual effects	4.1 Create final visual effects 4.2 Generate additional required effects to final stage 4.3 Render visual effects to desired format 4.4 Submit visual effects sequences to relevant personnel for evaluation and feedback by agreed deadlines
5. Finalise visual effects	5.1 Respond to feedback by making adjustments to visual effects so they comply with design and production specifications 5.2 Save files to specified storage system accessible to production team 5.3 Make back-up copies of files, and save and store visual effects using appropriate output file formats and standard naming conventions 5.4 Review personal performance and the process of creating digital visual effects for improvement

## Foundation Skills

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

<b>Skill</b>	<b>Performance Criteria</b>	<b>Description</b>
Reading	1.1, 1.2, 1.4, 2.1-2.3	<ul style="list-style-type: none"> <li>Interprets textual and diagrammatic information to identify most efficient and productive approach to the job</li> <li>Refers to script and storyboard requirements at all times during production</li> </ul>
Writing	1.1, 1.2	<ul style="list-style-type: none"> <li>Uses clear language to convey project workflow, process improvement opportunities and to complete work related documentation</li> </ul>
Oral Communication	1.1, 1.2, 2.4, 3.4, 4.4, 5.1, 5.2	<ul style="list-style-type: none"> <li>Clearly states work requirements and listens carefully to discussion and feedback using questions as required</li> </ul>
Navigate the world of work	3.2, 5.3	<ul style="list-style-type: none"> <li>Follows enterprise procedures when managing files and directories including back-up of files</li> <li>Follows work health and safety (WHS) requirements</li> </ul>
Interact with others	1.1, 1.2, 2.4, 3.4, 4.4, 5.1, 5.2	<ul style="list-style-type: none"> <li>Collaborates and cooperates with other personnel to meet production deadlines</li> <li>Uses appropriate communication practices to seek and respond to feedback from others</li> </ul>
Get the work done	1.2-1.4, 2.1-2.4, 3.1-3.5, 4.1-4.4, 5.1-5.4	<ul style="list-style-type: none"> <li>Solves technical and production problems as required</li> <li>Manages time and priorities to ensure job outcomes meet production requirements</li> <li>Makes decisions directly related to task requirements</li> <li>Selects appropriate software for a range of productions and selected delivery platforms</li> </ul>

## Unit Mapping Information

<b>Code and title current version</b>	<b>Code and title previous version</b>	<b>Comments</b>	<b>Equivalence status</b>
CUAANM402 Create digital visual effects	CUFANM402A Create digital visual effects	Updated to meet Standards for Training Packages. Minor edits to clarify performance criteria.	Equivalent unit

## **Links**

Companion Volume implementation guides are found in VETNet -

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