



**Australian Government**

# **CUAANM412 Create digital visual effects**

**Release: 1**

## CUAANM412 Create digital visual effects

### Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 5.0.

### Application

This unit describes the skills and knowledge required to use different industry software applications and material to create digital visual effects sequences for projects in film, television, games or digital media productions.

The unit applies to those 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 Identify workflow sequences and production deadlines to be met, in consultation with required personnel 1.3 Select software that best suits type of production and delivery platform for which visual effects sequences are being created 1.4 Gather and analyse reference material used as inspiration for visualising final sequences
2. Prepare components required for creating visual effects	2.1 Check all assets are in the correct output file format and do not infringe copyright laws 2.2 Create optimum visual impact by choosing digital visual effects

ELEMENT	PERFORMANCE CRITERIA
	<p>that best represent the vision of scripts</p> <p>2.3 Check components comply with storyboard requirements</p> <p>2.4 Determine methods and techniques to create required digital visual effects</p>
3. Assemble previsualisations	<p>3.1 Create previsualisation of required visual effects sequences using appropriate assets and compositing techniques</p> <p>3.2 Adopt safe ergonomic practices when using screens and keyboards for extended periods of time</p> <p>3.3 Experiment with previsualisation to establish results in line with work requirements</p> <p>3.4 Solve problems that arise during the process of creating visual effects as required</p> <p>3.5 Submit previsualisation visual effects sequences to required personnel for evaluation and feedback</p>
4. Produce visual effects	<p>4.1 Create final visual effects using feedback from previsualisation sequences</p> <p>4.2 Render visual effects to desired format according to work requirements</p> <p>4.3 Submit visual effects sequences to required personnel for evaluation and feedback by agreed deadlines</p>
5. Finalise visual effects	<p>5.1 Adjust visual effects using feedback and according to design and production specifications as required</p> <p>5.2 Save files to specified storage system accessible to production team</p> <p>5.3 Make back-up copies of files, and save and store visual effects using appropriate output file formats and standard naming conventions</p> <p>5.4 Review own work and process used for creating digital visual effects and note areas for future improvement</p>

## Foundation Skills

*This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.*

SKILL	DESCRIPTION
Learning	<ul style="list-style-type: none"> <li>• Uses appropriate communication practices to seek and respond to feedback from others</li> </ul>
Oral communication	<ul style="list-style-type: none"> <li>• Clearly states work requirements and listens carefully to discussion and feedback using questions as required</li> </ul>

<b>SKILL</b>	<b>DESCRIPTION</b>
Reading	<ul style="list-style-type: none"> <li>Identifies most efficient approach to the job using textual and diagrammatic information</li> <li>Refers to script and storyboard requirements during all stages of production</li> </ul>
Writing	<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>
Problem solving	<ul style="list-style-type: none"> <li>Solves technical and production problems as required</li> </ul>
Self-management	<ul style="list-style-type: none"> <li>Follows organisational procedures when managing files and directories including back-up of files</li> <li>Follows work health and safety requirements</li> <li>Manages time and priorities to ensure job outcomes meet production requirements</li> </ul>
Teamwork	<ul style="list-style-type: none"> <li>Meets production deadlines by collaborating with other personnel</li> </ul>
Technology	<ul style="list-style-type: none"> <li>Selects software for different productions and selected delivery platforms</li> </ul>

## Unit Mapping Information

Supersedes and is equivalent to CUAANM402 Create digital visual effects.

## Links

Companion Volume Implementation Guide is found on VETNet -

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