



Australian Government

**Assessment Requirements for
CUAANM501 Create 3D digital character
animation**

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:

- create 3D digital character animations that:
 - simulate physical gestures, expressions and actions
 - lip-sync facial features with audio
 - meet production requirements
- use acting techniques to capture movement and facial expressions to apply to animated characters
- select and apply various animation techniques in character creation
- select and use proficiently appropriate animation software to create animated characters
- save and store animations in appropriate file formats using industry naming conventions
- work collaboratively with others in production team to achieve project outcomes
- evaluate projects for improvement.

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:

- outline typical challenges of creating character animations and how to handle these
- describe animation techniques and principles as applied to the creation of 3D digital characters, including correct use of timing and weight, squash and stretch, movement in arcs, anticipation and follow-through, overlapping action and exaggeration
- explain how acting contributes to design of facial expressions and body movements in animated characters, and how these are captured for use
- identify relevant work health and safety standards which apply to working at 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 documentation
- animation software
- 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.education.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>