



Australian Government

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. |

Application

This unit describes the skills and knowledge required to use a range of industry-current software to create 3D digital character animation for film, television, interactive media products, stand-alone animated sequences and games.

It applies to individuals who follow a brief and refer to established designs, layouts and models when creating movements that will appear on screen. They may also be responsible for creating the 3D models that are being animated. They are members of a production team who plan and carry out their work autonomously.

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

Pre-requisite Unit

CUFANM302 Create 3D digital animations

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 Determine requirements and purpose for 3D digital character animation with reference to production documentation 1.2 Determine work flow sequences to ensure production schedule deadlines are met in consultation with relevant personnel 1.3 Select software that best suits the type of production and delivery platform for which 3D digital character animations are |

| ELEMENT | PERFORMANCE CRITERIA |
|---|---|
| | being created |
| 2. Prepare to create 3D digital character animation | <p>2.1 Gather and analyse reference materials to assist in animating the characters</p> <p>2.2 Examine models to be animated to determine most appropriate animation techniques</p> <p>2.3 Identify and develop skills with the controls of character rigs</p> <p>2.4 Analyse audio supplied for animations as required</p> <p>2.5 Create thumbnail sketches of key poses required</p> <p>2.6 Act out actions and facial expressions, and make notes on timing of actions or record to video for later reference</p> <p>2.7 Select the most suitable combination of animation techniques</p> |
| 3. Create 3D digital character animation | <p>3.1 Animate first pass, applying relevant animation principles and experimenting with techniques to produce required creative effects</p> <p>3.2 Submit first pass to relevant personnel for comment on whether requirements have been met</p> <p>3.3 Make adjustments as required and refine animation in passes until production requirements are met</p> <p>3.4 Animate facial features and lip-syncing to match audio and design requirements taking into account animation principles</p> <p>3.5 Create secondary animations as required</p> <p>3.6 Adopt safe ergonomic practices when using computer screens and keyboards for extended periods of time</p> |
| 4. Finalise animations | <p>4.1 Submit final character animations in agreed output format to relevant personnel by agreed deadline</p> <p>4.2 Make back-up copies of files, and save and store animations using appropriate output file formats and standard naming conventions</p> <p>4.3 Participate in project evaluations and contribute ideas and suggestions about ways to improve future projects</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, 2.1, 3.3, 4.2 | <ul style="list-style-type: none"> Interprets and analyses textual information to assist with production requirements |
| Writing | 1.1, 1.2, 2.6, 4.2 | <ul style="list-style-type: none"> Documents task requirements, workflow sequences and timings in appropriate format Names files using standard naming conventions |
| Oral Communication | 1.2, 3.2, 4.1, 4.3 | <ul style="list-style-type: none"> Contributes to discussions using clear language and effective listening and questioning techniques |
| Navigate the world of work | 3.6, 4.2 | <ul style="list-style-type: none"> Follows enterprise procedures when managing files and directories Takes responsibility for satisfying work health and safety requirements |
| Interact with others | 1.2, 3.2, 4.1, 4.3 | <ul style="list-style-type: none"> Uses appropriate communication practices and protocols to present drafts Collaborates with others to refine ideas and discuss project outcomes |
| Get the work done | 1.1-1.3, 2.1-2.5, 3.1-3.5, 4.1-4.3 | <ul style="list-style-type: none"> Plans, organises and implements tasks and monitors progress to ensure character development and production adheres to requirements Makes decisions directly related to task requirements Experiments with techniques to produce a range of creative solutions Evaluates work to identify opportunities for improvement Uses digital tools to develop 3D character animations for a range of productions and delivery platforms |

Unit Mapping Information

| Code and title current version | Code and title previous version | Comments | Equivalence status |
|--|---|--|---------------------------|
| CUAANM501 Create 3D digital character animation | CUFANM501A Create 3D digital character animation | Updated to meet Standards for Training Packages. Elements and performance criteria reworded for clarity. | Equivalent unit |

Links

Companion Volume implementation guides are found in VETNet -

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