ICTGAM303 Review and apply the principles of animation

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Application

This unit describes the skills and knowledge required to review the traditional animation process and design and produce 3-D animated sequences using modelling and animation software.

It applies to individuals who support the design, development and programming of basic digital games as part of a larger development team.

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

Unit Sector

Game development

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
Elements describe the essential outcomes.	*Performance criteria describe the performance needed to demonstrate achievement of the element.*
1. Prepare the traditional animation process, and the sequence of its component parts	1.1 Describe the traditional animation process and its application in the production of quality 3-D animation 1.2 Describe the twelve principles of animation and their application in the production of quality 3-D animation 1.3 Identify the components that are essential to producing quality 3-D animation
2. Prepare scene layout and storyboarding techniques	2.1 Describe and demonstrate the scene layout techniques used in traditional animation 2.2 Describe and demonstrate the storyboarding techniques used in traditional animation

ELEMENT	PERFORMANCE CRITERIA
3. Nominate appropriate animation keys in a proposed animation sequence	3.1 Describe the key animation process 3.2 Produce sample key drawings 3.3 Identify the criteria used for the selection of animation keys 3.4 Select the appropriate animation keys in a proposed animation sequence
4. Create a short animation	4.1 Produce shot animation key drawings 4.2 Produce line image recordings of drawings 4.3 Create a short, animated sequence
5. Apply traditional animation principles to a 3-D animation	5.1 Produce a 3-D animated sequence, employing traditional animation principles, using 3-D modelling and animation software 5.2 Save and store, or archive, an animated sequence onto appropriate equipment or media

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	4.3, 5.1	• Recognises and comprehends a large range of signs, symbols, pictures, jargon, abbreviations, computer generated text, numbers and letters, necessary to operate complex animation software
Oral Communication	1.1, 1.2, 2.1, 2.2, 3.1	• Uses industry specific terminology to describe animation principles and processes
Numeracy	3.2, 3.3, 3.4, 4.1, 4.2, 4.3, 5.1, 5.2	• Uses positive and negative whole numbers, decimals, degrees and percentages when setting measurement, scale, coordinates, colour, shading, and other parameters in the development of animations
Get the work done	3.2, 3.4, 4.1-4.3, 5.1, 5.2	• Follows clearly defined instructions, monitors own progress and seeks assistance, when necessary • Makes routine decisions and implements standard procedures for routine tasks

		- Uses creativity and initiative in design - Uses key features of specific digital systems and tools to complete routine tasks - Understands the importance of secure information in relation to own work and takes responsibility for data storage

Range of Conditions

This section specifies different work environments and conditions that may affect performance. Essential operating conditions that may be present (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) are included.

Twelve principles of animation must include:	- anticipation - appeal - arcs - exaggeration - follow through and overlapping action - secondary action - slow in and slow out - solid drawing - squash and stretch - staging - straight ahead action and pose to pose - timing.

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICTGAM303 Review and apply the principles of animation	ICAGAM303A Review and apply the principles of animation	Updated to meet Standards for Training Packages. Minor edits to clarify intent of the performance criteria.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -
https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2