Australian Government

ICTGAM306 Review and apply traditional animation principles

Release: 1

ICTGAM306 Review and apply traditional animation principles

Modification History

Release	Comments
Release 1	This version first released with the Information and Communications Technology Training Package Version 8.0. Supersedes and is equivalent to ICTGAM303 Review and apply the principles of animation. Updated title to better reflect unit scope.

Application

This unit describes the skills and knowledge required to evaluate existing animation processes, design three-dimensional (3D) animated sequences and apply sequences in short animation, using a variety of modelling and animation software.

The unit applies to individuals who may work in roles such as digital media developers and content designers, who may contribute to the maintenance and development stages of basic digital games.

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 to review animation processes and components	1.1 Confirm work brief and tasks according to organisational policies and procedures 1.2 Identify design requirements according to work brief 1.3 Research and document traditional animation processes in the production of quality 3D animation 1.4 Analyse the twelve principles of animation in the production of quality 3D animation 1.5 Document 3D animation components according to analysis

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ELEMENT	PERFORMANCE CRITERIA
	and work brief
2. Prepare scene layout and storyboarding	2.1 Identify existing scene layout techniques used in traditional animation 2.2 Research improvements to existing scene layout processes 2.3 Identify existing storyboarding techniques used in traditional animation 2.4 Research improvements to existing storyboarding processes
3. Establish animation sequencing	3.1 Analyse traditional animation processes and sequencing according to work brief 3.2 Research sample key poses 3.3 Create sample key poses according to work brief 3.4 Select animation keys for animation sequence according to work brief 3.5 Document animation sequencing decision rationale
4. Apply animated sequences to short animations	4.1 Develop short animation key poses according to design requirements 4.2 Incorporate animated sequence into short animation 4.3 Submit short animations to required personnel 4.4 Save and store short animation in game engine according to organisational requirements 4.5 Complete workplace documentation according to organisational requirements

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
Numeracy	• Uses foundational arithmetic when interpreting integers and decimals and when manipulating measurement, scale, and ratio
Oral communication	• Uses industry-specific terminology to describe animation principles and processes
Reading	• Identifies and comprehends a large range of signs, symbols, pictures, jargon, abbreviations, computer-generated text, numbers and letters to operate complex animation software
Problem solving	• Makes routine decisions and implements standard procedures for routine tasks

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Skill	Description
Self-management	• Follows clearly defined instructions, monitors own progress and seeks assistance, when necessary
Technology	• Uses key features of specific digital systems and tools to complete routine tasks

Unit Mapping Information

Supersedes and is equivalent to ICTGAM303 Review and apply the principles of animation.

Links

Companion Volume Implementation Guide is found on VETNet - - https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2

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