



Australian Government

CUAANM301 Create 2D digital animations

Release: 1

CUAANM301 Create 2D digital animations

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 plan and implement design concepts and use industry animation software to create 2D animations for inclusion in interactive media products, short stand-alone animated sequences and basic games.

It applies to individuals who work in a team environment and report to a senior animator, designer, director or producer.

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. Identify animation requirements	1.1 Clarify 2D animation requirements, including design specifications and storyboard in consultation with relevant people 1.2 Clarify target users or audience and requirements with regard to output formats and delivery platforms
2. Generate and assess ideas	2.1 Review animations, artworks and other creative sources that may inspire design ideas 2.2 Generate a range of animation ideas that are technically feasible, respond to specifications and provide creative solutions to all design issues 2.3 Discuss animation ideas with relevant people

ELEMENT	PERFORMANCE CRITERIA
3. Plan approach	3.1 Assess the range of 2D animation software to determine compatibility with design specifications 3.2 Select the most appropriate 2D animation software in consultation with relevant people 3.3 Evaluate initial design ideas and discuss with relevant people to select final design concept to meet production requirements and timelines
4. Produce animations	4.1 Apply basic screen, visual design, communication and animation principles and animation techniques to produce animated sequences based on concept 4.2 Use animation software to import or generate sufficient quantity of key frames to establish required actions 4.3 Check copyright conditions on images from external sources 4.4 Combine animated objects to produce single sequences according to creative requirements and specifications 4.5 Integrate audio assets where necessary 4.6 Adopt safe ergonomic practices when using screens and keyboards for long periods of time 4.7 Save and store animations using appropriate output file formats and standard naming conventions
5. Finalise animations	5.1 Review animations to assess creative solutions to design specifications, appropriateness to users or audience and technical feasibility 5.2 Discuss and confirm with relevant people additional requirements or modifications to overall designs or animations and undertake necessary amendments

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, 2.1-2.3, 3.1, 3.3, 4.3, 4.4, 5.1	Interprets production documentation and design specifications in relation to own duties

		Locates and reviews creative sources that may inspire new ideas
Writing	2.3, 4.1, 4.7, 5.2	- Generates and records information for the design of 2D animations in required format - Uses standard naming conventions and version control protocols when saving and storing files
Oral Communication	1.1, 2.3, 3.2, 3.3, 4.1, 5.2	- Obtains information by listening and questioning - Uses clear language to discuss ideas, contribute information, and express requirements
Navigate the world of work	4.3, 4.6	Complies with legislative requirements relevant to own position
Interact with others	1.1, 2.3, 3.2, 3.3, 4.1, 5.2	- Responds to and draws on others' perspectives when negotiating design of 2D animations - Collaborates to achieve joint outcomes in the design process, playing an active role in facilitating effective group interaction
Get the work done	1.1, 1.2, 2.1-2.3, 3.1-3.3, 4.1, 4.2, 4.4, 4.5, 5.1, 5.2	- Organises and completes animation requirements in line with specifications, arranging consultations at key design points - Takes responsibility for decisions directly related to completion of own tasks - Uses digital software to create drawings and animations and to manage files

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUAANM301 Create 2D digital animations	CUFANM301A Create 2D digital animations	Updated to meet Standards for Training Packages. Performance criteria combined and reworded for clarity.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

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

Assessment Requirements for CUAANM301 Create 2D digital animations

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Performance Evidence

Evidence of the ability to:

- interpret design specifications and generate a range of creative ideas and concepts that respond to the brief
- collaborate with others to clarify requirements, discuss ideas, select final design concept and review final animations
- use animation software to create 2D animations that meet requirements of design briefs within production deadlines
- correctly name and store animations in appropriate file formats.

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:

- explain basic animation techniques and principles
- describe screen, visual design and communication principles as they apply to animations
- outline intellectual property considerations if using images from external sources
- identify work health and safety standards as they apply to using 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 documents and briefs
- resources, equipment and software required for 2D animations
- 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

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