



Australian Government

Assessment Requirements for CUAANM511 Create 3D digital character animations

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 5.0.

Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- create at least two 3D digital character animations.

In the course of the above, the candidate must:

- 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 required animation software to create animated characters
- save and store animations in required file formats using industry naming conventions
- adopt safe ergonomic practices when using screens and keyboards for extended periods of time.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- strategies to address typical challenges when creating character animations
- 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

- contribution of acting techniques in the design of facial expressions and body movements in animated characters
- required file formats and standard naming conventions
- strategies to evaluate projects to improve future projects
- work health and safety requirements relating to working at screens and keyboards for extended periods of time.

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- production documentation
- animation software.

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 Guide is found on VETNet -

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