



Australian Government

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.

Application

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

The unit applies to those 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

CUAANM302 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 Identify and plan for workflow sequences and production deadlines, in consultation with required personnel 1.3 Select software that best suits the type of production and delivery platform for which 3D digital character animations are being created

2. Prepare to create 3D digital character animations	2.1 Gather and analyse reference materials for character animation 2.2 Determine animation techniques using animation models 2.3 Identify and develop skills with the controls of character rigs 2.4 Analyse audio supplied for animations as required 2.5 Create thumbnail sketches of key poses 2.6 Act out actions and facial expressions, and record timing of actions for later reference 2.7 Select the most suitable combination of animation techniques
3. Create 3D digital character animations	3.1 Animate first pass, applying animation principles and experimenting with techniques to produce required creative effects 3.2 Submit first pass to required personnel for feedback 3.3 Adjust as required and refine animation in passes until production requirements are met 3.4 Animate facial features and lip-syncing to match audio and design requirements 3.5 Create secondary animations as required 3.6 Adopt safe ergonomic practices when using computer screens and keyboards for extended periods of time
4. Finalise animations	4.1 Submit final character animations in agreed output format to required personnel by agreed deadline 4.2 Make back-up copies of files, and save and store animations using appropriate output file formats and standard naming conventions 4.3 Participate in project evaluations and contribute ideas and suggestions about ways to improve future projects

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
Oral communication	Contributes to discussions using clear language and effective listening and questioning techniques
Reading	Interprets and analyses textual information for production requirements
Writing	- Documents task requirements, workflow sequences and timings in appropriate format - Names files using standard naming conventions
Planning and organising	Plans, organises and implements tasks and monitors progress to ensure character development and production adheres to

SKILL	DESCRIPTION
	requirements
Self-management	• Follows organisational procedures when managing files and directories • Takes responsibility for satisfying work health and safety requirements • Evaluates work to identify opportunities for improvement
Teamwork	• Presents drafts using appropriate communication practices and protocols • Refine ideas and discusses project outcomes in collaboration with others
Technology	• Uses digital tools to develop 3D character animations for different productions and delivery platforms

Unit Mapping Information

Supersedes and is equivalent to CUAANM501 Create 3D digital character animation.

Links

Companion Volume Implementation Guide is found on VETNet -

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

Assessment Requirements for CUAANM511 Create 3D digital character animations

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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

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