



Australian Government

ICTDMT402 Produce interactive animation

Release: 1

ICTDMT402 Produce interactive animation

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 create animation for a range of applications, including web pages, e-learning, simulations and advertisements.

It applies to individuals who possess a sound knowledge of digital media and who may either, provide support within a team, or be independently responsible for the design and development of animations.

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

Unit Sector

Digital media technologies

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. Analyse project requirements	1.1 Determine the necessary dynamic functionality of the animation to be included inside a web or other interactive document 1.2 Determine the appropriate language to achieve that functionality 1.3 Determine and evaluate current requirements for the specified application
2. Design animations	2.1 Design animations to enhance the web page, and to meet requirements 2.2 Design animations to meet the specifications for sound and

ELEMENT	PERFORMANCE CRITERIA
	interactive functions 2.3 Design animations that will add to the overall professionalism, or entertainment value, of an application
3. Produce animations	3.1 Produce animations for web pages and other media 3.2 Research and experiment with a range of animation techniques for enhancing the user experience 3.3 Produce web animations for a website that enhance the overall professionalism or entertainment value of the website 3.4 Test and debug scripts against the required functionality and repeat until correct
4. Publish animations	4.1 Publish the animations in an acceptable format 4.2 Incorporate the animations into a hypertext markup language (HTML) page 4.3 Complete the documentation and submit it to the appropriate person for approval

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	1.1-1.3, 3.2	Researches technical and conceptual information from a range of sources to identify, and evaluate, the appropriate design elements, and animation techniques for a specific audience
Writing	2.1-2.3, 3.1-3.4, 4.1-4.3	Develops material according to internal standards using the appropriate language, layout and structure for a specific audience, to effectively and creatively convey animations in the appropriate format
Oral Communication	4.3	Conveys information clearly and politely, and involves others in collaborative discussions using listening and questioning techniques and interpersonal skills
Numeracy	3.4	Uses a logical sequence of steps to identify and solve functional problems relating to animation

Interact with others	1.3, 2.1	• Selects and uses appropriate conventions, and protocols, when communicating with co-workers and others in a range of work contexts
Get the work done	1.1-1.3, 2.1-2.3, 3.1-3.4, 4.1-4.3	• Accepts responsibility for planning and sequencing complex tasks and workload, negotiating key aspects with others taking into account capabilities, efficiencies and effectiveness • Makes routine decisions and implements standard procedures for routine tasks, using formal decision-making processes for more complex and non-routine situations • Addresses less predictable problems and initiates standard procedures in response to these, applying problem-solving processes in determining a solution • Understands the purposes, specific functions and key features of common digital systems and tools, and operates them effectively to complete routine tasks

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICTDMT402 Produce interactive animation	ICADMT402A Produce interactive animation	Updated to meet Standards for Training Packages	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>

Assessment Requirements for ICTDMT402 Produce interactive animation

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Performance Evidence

Evidence of the ability to:

- design and create interactive animation, following current industry standards
- design and create interactive animation to enhance the professionalism and the entertainment value of a website.

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 the internet technology used to inform choice of the scripting type
- describe the principles of analysis and design
- explain programming control structures and object-oriented programming, including:
 - buttons
 - scripting to go to uniform resource locators (URLs)
 - scripting to jump to different parts of the animation
 - scripting using the programming language
- explain web-animation programming concepts, including:
 - acceptable formats for importing assets
 - component libraries
 - cross-browser issues
 - importing and exporting libraries
 - inserting published work to a hypertext markup language (HTML) or to an extensible hypertext markup language (XHTML) page
 - internet animation player statistics
 - masking

- movements and automated movements
- publishing finished work in an acceptable web format
- shape animation and manipulation
- symbols
- text manipulation
- transparencies.

Assessment Conditions

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the digital media field of work, and include access to:

- special purpose tools, equipment and materials
- industry software packages
- the internet and browser access.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

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