



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
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
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

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

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>

Assessment Requirements for ICTGAM306 Review and apply traditional animation principles

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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 short animations using traditional animation principles.

In the course of the above, the candidate must:

- use a range of 3D modelling and animation software sufficient to meet work brief
- apply required organisational policies and procedures.

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:

- functions and features of short animation components, including:
 - traditional animation principles
 - animation keys
 - key poses
 - scene layouts
 - storyboarding animation
 - animation sequencing
- techniques to develop animation ideas and concepts
- functions and features of key game engines, software and hardware
- techniques to safely save and store short animation
- methods of storyboard development
- types of production scheduling components

- key copyright considerations associated with designing and applying animation principles
- organisational formats for documentation
- organisational policies and procedures, and legislative requirements relating to work tasks.

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:

- animation design briefs and production documentation
- digital model and animation production hardware, components and resources
- opportunities for interaction with others
- work brief and organisational policies and procedures required to demonstrate the performance evidence.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education and training legislation, frameworks and/or standards.

Links

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