Functional Area - Operations Management

Title	Create in-game cinematic
Code	107934L4
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners who are involved in graphics designing. The in-game cinematic is a sequence in video games that is not interactive and breaking up the gameplay. It can be in the form of full motion videos (FMV) or other forms such as a series of images, plain text, audio, etc. This UoC is concerned with the activities and steps in the creation of in-game cinematic in the capacity of a graphics designer.
Level	4
Credit	3

Competency	Performance Requirements
	1. Knowledge for in-game cinematic
	
	• Understand the game specifications and detailed requirements as prepared by the game development team
	• Get hold of the resources and support for in-game cinematic creation tasks
	• Possess the knowledge in creating storyboard
	• Possess the knowledge in lighting for game applications
	• Possess the knowledge and techniques in controlling 3D cameras
	• Master the techniques in handling movie editing software, such as:
	   ○ Microsoft Movie Maker
	   ○ Apple iMovie
	   ○ Avid FreeDV
	   ○ Premiere Pro
	   ○ Wax
	   ○ Zwei-Stein, etc.
	• Master the techniques in handling different rendering software, such as:
	   ○ Windows Live Movie Maker
	   ○ Sony Vegas Movie Studio, etc.
	
	2. Create in-game cinematic
	
	• Gather requirements towards in-game cinematic as part of the graphics design tasks
	• Work with the concept that in-game cinematic is a type of cutscene that is rendered in real time using the game's graphics engine
	• Determine the type of cutscene appropriate for the game in concern, such as:
	   ○ 2D animations in the form of animated bitmap images
	   ○ 3D polygon graphics to render computer-generated imagery (CGI) animation
	• Exercise lighting design to create impacts on game aesthetics and influence the gaming experience, with elements such as:
	   ○ Brightness or luminance
	   ○ Colour
	   ○ Hard or soft shadow quality
	   ○ Direction
	   ○ Variation over time, etc.
	• Create cinematic to present in-game events based on the above considerations and actions, and perform the followings if appropriate:
	   ○ Work through intensive pre-production and storyboarding
	   ○ Compose an animatic generated from a storyboard
	   ○ Use cinematic techniques to create and place camera according to storyboard
	   ○ Use storyboard and animatic to design layout, etc.

Functional Area - Operations Management

	• Make use of the followings in the cinematic creation process as needed:
	    ○ Designated software tools and facilities
	    ○ Equipment such as 3D cameras, etc.
	• Fine tune the in-game cinematic created for optimal effects
	• Present the completed in-game cinematic to the game development team for comment and seek agreement for adoption
	
	3. Exhibit professionalism
	
	• Always devote fully to all activities related to the creation of in-game cinematic for the game in concern, and remain open and objective in the process
	• Always perform the in-game cinematic creation tasks according to requirements of the game specifications and optimal expected results, and place the interests of game players as the highest priority consideration

Assessment Criteria	The integrated outcome requirements of this UoC are the abilities to: • Complete the in-game cinematic creation tasks within time and budget constraints; and • Complete the in-game cinematic creation tasks with the designated software and tools, while fulfilling all requirements specified in the game specifications
Remark	