

Specification of Competency Standards
for the Information & Communications Technology Industry
Unit of Competency

Functional Area - Operations Management

Title	Apply 3D digital models
Code	107945L4
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners in the animation production work. It is common that animation project is performed by more than one person and the model for the animation scene has already been created and the animator is required to create one of the animation sequences in the project. (Project can be games or video production)
Level	4
Credit	3
Competency	<p>Performance Requirements</p> <p>1. Knowledge for applying 3D digital models</p> <ul style="list-style-type: none"> • Possess good literacy skills that can read and interpret relevant sources of information related animation work • Good communication skills to liaise with different parties to confirm and present work • Possess good knowledge of features and functions of different animation software • Possess good animation concepts and techniques for games or video production <p>2. Apply 3D digital models</p> <ul style="list-style-type: none"> • Comprehend the script/story/project brief and work with appropriate stakeholders (such as director, supervisor, etc.) to understand and confirm work requirements • Plan work approach and prepare setup of character model for animation work <ul style="list-style-type: none"> ○ Acquire all the digital assets to be used for the animation work ○ Determine the model topology to allow the required deformation for the scene ○ Evaluate various factors of the character model that influence the selection of appropriate software to use, including but not limited to the following: <ul style="list-style-type: none"> ▪ Compatibility between model and software (i.e. Can it be imported?) ▪ Does the model need lots of enhancement, such as greater detail rigging, etc. ▪ If the model is antiquated, can it be converted to match newer version of the software ○ Setup work environment, including hardware and software ○ If necessary, present work approach to supervisors or stakeholders and adjust approach to incorporate feedbacks • Apply character model to produce the animation sequence <ul style="list-style-type: none"> ○ Import model into the software ○ Select and assign animation clip from library (such as run, dance, walk, etc.) to the model ○ Place the model into the scene and adjust position and size of model to match the scene ○ Use suitable method to play animation, such as script or the software's play window ○ Review settings to create animated sequence to meet requirements • Render and output the animated sequence for review, delivery and work sign off <p>3. Exhibit professionalism</p> <ul style="list-style-type: none"> • Apply industry best practices and use current animation software to develop animation sequence that can meet the technical and work requirements

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Assessment Criteria	The integrated outcome requirements of this UoC are the abilities to: <ul style="list-style-type: none">• Plan animation approach after examining various factors of the 3D model and various production reference materials, including scripts, storyboard, etc.• Import the 3D model with animation clips, components and controls into the selected software successfully including performing version conversion, if necessary• Complete the animation sequence as per required by the work requirement specification and as scheduled
Remark	