

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

Functional Area - Operations Management

Title	Create digital character animation
Code	107946L4
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners in the animation production work. Once the character model (pose) is ready it is the next stage of the production workflow. Animation is to apply the principles of animation, using software and tools, to bring the character to life. This is done by using suitable animation software and tools, creating key frames and moving bones in the character model to create the illusion of movement.
Level	4
Credit	3
Competency	<p>Performance Requirements</p> <p>1. Knowledge for creating digital character animation</p> <ul style="list-style-type: none"> • Possess detail knowledge of the principles of animation • Possess basic knowledge of storyboarding or thumbnail drawing • Possess good operation skills of animation software and tools that can control and manipulate character models • Possess basic artistic and acting knowledge • Possess good character animation skills <p>2. Create digital character animation:</p> <ul style="list-style-type: none"> • Comprehend the script/storyboard/character sheet/animation brief to understand the animation requirements, includes but not limited to the following: <ul style="list-style-type: none"> ○ What appears in the animation ○ Camera angle ○ Character poses ○ Timing • Plan and prepare the animation work <ul style="list-style-type: none"> ○ Animation method to use <ul style="list-style-type: none"> ▪ Key framing ▪ Skeleton ▪ Procedural ○ Select the animation software and tools for the animation work ○ Digital assets for the animation work • Load/import the character (in neutral pose) and audio tracks, if any • Use tools of the software to control the movements (Kinematic & Inverse Kinematic (IK)) the character to create key frames (key poses) for the scene • Using control tools to adjust character to give expressive (facial expression, lip sync, etc.) pose and to match audio tracks, if any. Adjustments include but not limited to the following: <ul style="list-style-type: none"> ○ Timing ○ Anticipation ○ Squash and stretch ○ Charisma of the character ○ Follow Through and Overlapping Action ○ Secondary actions ○ Exaggerations ○ Arc

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	<ul style="list-style-type: none"> • Render the animation work, if required, and package for delivery for next stage of production workflow <p>3. Exhibit professionalism</p> <ul style="list-style-type: none"> • Apply industry best practices to create animation work that meet industry standards
Assessment Criteria	<p>The integrated outcome requirements of this UoC are the abilities to:</p> <ul style="list-style-type: none"> • Fully comprehend the animation requirements and be able to plan and prepare for the animation work • Use storyboard information that can enable him/her to accurately create and determine the number key frames (poses) for scene • Use the animation software/tools to manipulate the controls of the character to deliver the graceful movements and expressions as well as all the other desired effects that were required by the animation requirement specification
Remark	