

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

Functional Area - Operations Management

Title	Design animation visual effects
Code	107947L4
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners in the animation production work. When animating it is not just having the characters to move or perform the corrections. It also requires surrounding backgrounds, props and lightings to be correctly matched scene. For example: the animation of wind effects, adding of props with flapping materials in a storm scene, etc. Artists will need to design the effects required for the production work. This UoC may also apply to creating effects for games production or other areas of creative media production.
Level	4
Credit	3
Competency	<p>Performance Requirements</p> <p>1. Knowledge for designing digital animation visual effects</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 during the designing phase and coordinate the production of the visual effects • Well conversed with different visual effect techniques • Possess good experience in creating special effects • Possess good animation concepts and techniques <p>2. Design digital animation visual effects</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 requirements for the visual effects • Identify and clarify factors that may have on the design of the effects, such as: <ul style="list-style-type: none"> ○ Budget and scope ○ Production schedule/timeline ○ Type and complexity of the effects ○ Hardware/software constraints • Research and collect/generate design ideas on creating the required visual effects • Test and experiment various designs to determine suitability. For example, to create snowing effects with particle system by adjusting parameters: <ul style="list-style-type: none"> ○ Emitters ○ Spawn rate ○ Size ○ Colour ○ Life duration ○ etc. • Consult colleagues or relevant people to evaluate initial ideas and designs to select the most suitable one delivering the required visual effects. Also note areas for improvements or refinements • Document the draft design specification including development instructions and include research information, if applicable • Offer advices and assistance to the production team during the creation of the visual effects <p>3. Exhibit professionalism</p>

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	<ul style="list-style-type: none">• Apply industry best practices and standards to deliver the most effective design of the visual effect for the production work
Assessment Criteria	<p>The integrated outcome requirements of this UoC are the abilities to:</p> <ul style="list-style-type: none">• Fully comprehend and clarify design requirements of the visual effects• Perform various research, trials and experiments, and discuss with various people to identify the suitable design that meets the production need• Document and present the design to stakeholders for approval and acceptance
Remark	