

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

Functional Area - Operations Management

Title	Plan animation
Code	107951L3
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners in the related animation production work. There are many reasons to plan and there are different levels of planning and this UoC concerns the content production level, where animators just prior doing the animation of the assigned work he/she plans out the animation work. The plan will help him/her gain inspiration, to be organised, to track progress, and ensure nothing is missed, etc. The details of planning depend on the complexity of the work.
Level	3
Credit	3
Competency	<p>Performance Requirements</p> <p>1. Knowledge for planning animation</p> <ul style="list-style-type: none"> • Possess literacy skills that can read and interpret relevant sources of information such as: the script, animatic characters and colour model, soundtrack, etc. • Possess basic knowledge of storyboarding or thumbnail drawing • Possess basic sketching skill • Possess good animation skills <p>2. Plan animation:</p> <ul style="list-style-type: none"> • Comprehend the script or animation brief to understand the story • For new animation, research internal library or public sources for inspiration of characters and rough ideas, where possible create “character sheets” or rough drawings of the following: <ul style="list-style-type: none"> ○ Facial shots (e.g. angry, happy) ○ Body angles, different movements ○ Body special feature (e.g. scars, birth marks, etc.) • Plan the scenes. By review script and mark where one scene ends and the next begins, then identify the requirements of each scene including but not limited to the following: <ul style="list-style-type: none"> ○ Number of characters ○ Backgrounds ○ Music ○ Voiceover • Sketch simple storyboard/thumbnails of each scene • Mark timing details, taking into account time limit for the animation allowed duration. Where possible, create a “dope sheets” otherwise mark on the storyboard/thumbnail drawings. • Review and refine the plan, where necessary, which will be used for the animation work <p>3. Exhibit professionalism</p> <ul style="list-style-type: none"> • Apply industry best practices to ensure animation work is well planned and delivered with required quality at the required time
Assessment Criteria	<p>The integrated outcome requirements of this UoC are the abilities to:</p> <ul style="list-style-type: none"> • Fully comprehend the story/script of the animation work • Plan the animation work to ensure all items of the animation work have been included and the timing of the scenes fit the requirement • Create the plan in accordance with the organisation standards or guidelines

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

Functional Area - Operations Management

Remark	
--------	--