

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

Functional Area - Operations Management

Title	Produce basic 3D animation
Code	107961L3
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners, who are involved in creating basic 3D digital animation in workplace either as a member in the team or as an individual. The 3D animation may be part of a large-scaled animation work or a short individual animation or 3D game productions. For this UoC, the DMT practitioners are working with 3D models have been provided.
Level	3
Credit	3
Competency	<p>Performance Requirements</p> <p>1. Knowledge for producing 3D animation</p> <ul style="list-style-type: none"> <li>• Possess literacy skills that can read and interpret work requirements from production brief</li> <li>• Understand animation principles, fundamental techniques and technologies</li> <li>• Possess the knowledge of 3D animation software tools and applications, such as: Maya, 3Ds Studio Max, Blender, Lightwave, etc.</li> <li>• Updated with 3D animation technologies and trends</li> </ul> <p>2. Produce 3D animation:</p> <ul style="list-style-type: none"> <li>• Comprehend and clarify the 3D animation requirement from: <ul style="list-style-type: none"> <li>○ Project / Production brief / Design Specification</li> <li>○ Storyboard and visual reference</li> </ul> </li> <li>• Comprehend the 3D animation work including: <ul style="list-style-type: none"> <li>○ Select the most appropriate software/tools for animating in 3D spaces, such as: Maya, 3Ds Studio Max, Blender, Lightwave, etc.</li> <li>○ Apply the animation principles into motions, such as: squash and stretch, anticipation, etc.</li> </ul> </li> <li>• Produce animated sequence, including: <ul style="list-style-type: none"> <li>○ Create credible movement and performance onto the pre-modeled objects</li> <li>○ Produce the sequence by applying different techniques (Key frame animation, path animation, dynamic effects etc.)</li> <li>○ Create animations using given camera angles and lighting</li> <li>○ Integrate audio, where necessary</li> </ul> </li> <li>• Render the animation to the required output format for the next stage of production</li> <li>• Test the final output to confirm the quality that complied with the project / brief requirement</li> <li>• Review output with relevant supervisor. Respond positively to feedbacks and make adjustment or refinements as required</li> </ul> <p>3. Exhibit professionalism</p> <ul style="list-style-type: none"> <li>• Apply the industry best compression technology to ensure digital media content production complied with the organisational standards</li> </ul>
Assessment Criteria	<p>The integrated outcome requirements of this UoC are the abilities to:</p> <ul style="list-style-type: none"> <li>• Fully comprehend the design brief and production requirements as well as taking initiatives to clarify requirement ambiguities</li> </ul>

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	<ul style="list-style-type: none"><li>• Select the most suitable 3D animation software / tool to effectively produce the animation sequence within the production time schedule</li><li>• Produce, test and review the 3D animation to ensure the quality meets the production requirement and the organisational standard</li><li>• Package satisfactorily the completed production work as per specified by the production requirements</li></ul>
Remark	