Overview

This Standard is about your ability to produce a series of sequential 2D images which, when played back, produce the illusion of movement. You are expected to breathe life into a character where necessary and to produce accurate key frames and in-betweens.

Being prepared to test and evaluate your work and respond positively to feedback from others is really important, to make sure that the sequences are what is required.

This standard is for you if you create 2D animation.

Performance criteria

You must be able to:

1. determine the requirements that will affect your work by analysing briefs, specifications, dope/bar sheets and storyboards, visual references, layout and technical and production parameters
2. create a series of key frames to structure the animation that are appropriate to the production and agree them with the director
3. create the movement and performance required by the production to in-between the animation, adding frames or cleaning up as required
4. adapt to the various styles, techniques and procedures and software that may be required by the production
5. test animated sequences to confirm the effects and continuity meet requirements
6. create animation in line with the production demands
7. review output with relevant people, offering suggestions to assist others with the production
8. work effectively as part of a team
9. respond to feedback about the animations you create in a positive way, making refinements as needed
10. remain flexible and adaptable to new directions, creative requirements and software developments on an ongoing basis
11. prepare and store files in line with production requirements to enable the next stage of production to run efficiently

Knowledge and understanding

You need to know and understand:

1. the creative style, overall concept and level of animation required for the production
2. technical and production parameters for the project, such as the schedule, timelines, software program, frame count, field size, aspect ratio and format
3. how to read and interpret the relevant sources of information about the production, such as the script, animatic, x-sheet or dope-sheet, character and colour model references, soundtrack
4. the context within the production of the scene you are working on
5. the context within the production of the department you are working in, and the subsequent stages of the process
6. any performance guidelines for the characters you are working on, such as how they might react and behave in different situations
7. movement and timing
8. how live action reference can influence your ability to animate characters
9. how to observe the world around you and find appropriate visual, written, empirical and physical references in order to create credible animation
10. the concepts of key animation and in-between animation
11. shot breakdown and continuity
12. animation conventions, techniques and technologies
13. the drawing skills that are needed for the artwork being produced
14. traditional and digital methods for producing animated sequences
15. how to use industry-standard 2D animation software
16. the possibilities and constraints offered by the software you are using
17. the importance of maintaining data security and following your organisation's guidelines and file structures

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Suite	Animation
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