

Overview

This Standard is about your ability to create 3D animation. 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 3D animation.

Performance criteria

You must be able to:

1. determine requirements that will affect your work by analysing briefs, specifications, visual references and technical and production parameters
2. find or create your own visual references as required
3. block your animation using stepped or spline techniques, structuring the animation appropriately for the production and in agreement with the director
4. create animation layers that work on top of existing motion capture data and polish captured performances to meet production requirements
5. create the movement and performance required by the production to in-between the animation, adjusting the curves and adding extras keys as appropriate
6. make sure rigging techniques and references create credible animation with movements that are realistic for the type of object being modelled and the style of animation required
7. make sure that animations are in sync with the soundtrack
8. make sure that animations maintain continuity of character/performance with other shots in the sequence and/or other animators work
9. select and use appropriate software for your work in line with software developer's instructions
10. create animations using given camera angles or make adjustments to camera animations according to the production demands and schedule
11. review output with relevant people, offering suggestions to assist others with the production
12. respond to feedback about the animations you create in a positive way, making refinements as needed
13. remain flexible and adaptable to new directions, creative requirements and software developments on an ongoing basis
14. 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. in-house pipelines and tools
4. 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
5. the context within the production of the scene you are working on
6. the principles of 3D animation
7. the principles of anatomy and how these affect movement
8. the physics of motion and resistance
9. how live action reference can influence your ability to animate characters
10. how to observe the world around you and find appropriate visual, written, empirical and physical references in order to create credible animation
11. the techniques, issues, costs and output of motion-capture, and when it is appropriate to use it
12. shot breakdown and continuity
13. animation conventions and techniques for the type of production
14. how to use industry-standard 3D animation software
15. the possibilities and constraints offered by the software you are using
16. the importance of maintaining data security and following your organisation's guidelines and file structures

Create 3D animation

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