

Create computer generated images for animation

Overview

This Standard is about your ability to create 3D animation and produce computer generated images to be used for 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.

It is an iterative process that may involve many versions. It may involve working from or refining a predefined brief or it may involve creating one.

The Standard highlights the areas of; modelling, rigging, animating, lighting and texturing. These could be characters, creatures, props, vehicles, environments or backgrounds. It is about creating efficient, intuitive and responsive rigs for animated characters and making them tell a story.

This standard is for you if you create computer generated images for animation.

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Performance criteria

You must be able to:

1. determine what is required for your work by analysing briefs, specifications, visual references and technical and production parameters
2. create the assets that meet the requirements of the animation department
3. script rigs for animated characters in line with production requirements
4. determine the look of computer generated assets in line with production requirements
5. select and use appropriate software for your work in line with software developer's instructions
6. respond to feedback about the material you create in a positive way, making refinements as needed
7. remain flexible and adaptable to new directions, creative requirements and software developments on an ongoing basis
8. prepare and store files in line with production requirements to enable the next stage of production to run efficiently

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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 rate, image resolution, 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, soundtrack, character and colour references
4. the context within the production of the scene you are working on
5. animation conventions and techniques for the type of production
6. the principles and techniques of digital animation, such as hi and low resolution modelling, meshing, colouring, matte making, digital sculpting
7. the physical properties and mechanics of particle systems, structures, cloths, fluids and crowds and how they react and respond to different stimuli
8. how to achieve different looks in computer generated assets including shininess, reflectivity, texture, roughness
9. how to create renditions of naturalistic physical or magical phenomena such as fire, water, clouds, smoke and physical destruction
10. how to observe the world around you and find appropriate visual, written, empirical and physical references in order to create credible animation
11. how the computer generated assets interact with their environment
12. how to use industry standard software
13. the possibilities and constraints offered by the software you are using
14. 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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