

Overview

This Standard is about your ability to produce the visual reference (model sheets, drawings and prototypes) that will be required by the animation team.

This will involve translating the agreed designs for the production to produce:

- character poses and turnarounds
- environmental backgrounds that match the layouts provided
- prop turnarounds, for moves identified from any actions in the storyboard

You will need to assemble the relevant information from the production designs, storyboard, and director's brief to create sufficient visual reference material to demonstrate for the animators the shot composition, action and, if appropriate, the way 2D layouts should translate into 3D animation.

This standard is for you if you create visual references.

Performance criteria

You must be able to:

1. determine the creative, technical and production parameters that will affect your work by analysing the brief, script, storyboard or animatic
2. translate initial character designs into appropriate poses and turnarounds, showing all required positions, angles and views, with particular regard to continuity and size relationships
3. create environmental backgrounds with appropriate perspective and lighting that match existing designs
4. identify and record in appropriate places the props that are required in the storyboard and/or in any action
5. produce libraries of all the necessary visual reference, including any appropriate turnarounds
6. produce visual reference material that establishes the required mood, meaning and effect within the confines of the required style
7. produce accurate visual references that provide the necessary information for use by the animation team, supported by explanatory notes when required
8. deliver visual reference material in the format required for the production
9. review material with relevant people, offering suggestions to assist others with the production
10. respond to feedback about the material you create in a positive way, making refinements as needed
11. remain flexible and adaptable to new directions, creative requirements and developments in design at all times

Knowledge and understanding

You need to know and understand:

1. the aims, objectives and narrative of the production and its overall conceptual vision
2. the design style and colour theme to be used in the production
3. technical parameters, including the animation technique and medium that are being used and the appropriate field-guide for the intended output format and aspect ratio
4. the software skills required
5. the importance of shot composition and how characters and background interact
6. production parameters, including the design and animation process
7. how the work you produce will be used in the animation
8. the format for producing visual references for the production, such as model sheets for characters showing key poses and turnarounds
9. the illustration techniques and drawing skills that are needed for any artwork being produced
10. the principles of anatomical drawing and perspective
11. the effects of camera positions, angles, lens types and lighting in relation to characters, props and environments
12. film literacy
13. why it is important to record changes and agree that they are correct with the relevant people
14. how to maintain back-up files of previous versions in case directors back-tracks on decisions

Create visual references

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Suite Animation

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