

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 directors 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
 - 1.1 translate initial character designs into appropriate poses and

Knowledge and understanding

You need to know and understand:

1.
the aims, objectives and narrative of the production and its overall conceptual vision
 - 1.1
the design style and colour theme to be used in the production
 - 1.2
technical parameters, including the animation technique and

Create visual references

Developed by	ScreenSkills
Version Number	3
Date Approved	01 Mar 2017
Indicative Review Date	01 Mar 2020
Validity	Current
Status	Original
Originating Organisation	Creative skillset
Original URN	sksanim6
Relevant Occupations	Arts, Media and Publishing, Animation Professionals
Suite	Animation
Keywords	Visual; References; Produce; Model sheets; Drawings; Prototypes; Animation; Tam; Designs; Character; Poses; Turnarounds; Environment; Backgrounds; Layouts; Storyboard; Production designer; Director; Brief; Shot composition; Action; 2d; 3d
