

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.

Create computer generated images for animation

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
 - 1.1 create the assets that meet the requirements of the animation

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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
 - 1.1 technical and production parameters for the project, such as the

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Relevant Occupations Arts, Media and Publishing, Animation Professionals

Suite Animation

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