

Create characters, props and environments for animation

Overview

This Standard is about creating the individual elements that will be needed for animation, which could be characters, props or environments. You are expected to be able to analyse what is needed so as to produce elements that are fit for purpose. Being prepared to test and evaluate your work and respond positively to feedback from others is really important, to make sure that the elements are what is required. This standard is for you if you create characters, props or environments for animation

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Performance criteria

You must be able to:

1. determine the requirements that will affect your work by analysing briefs, scripts, visual references and technical and production parameters
2. create characters, props or environments that conform to the design brief
3. apply colours and textures that meet the design brief
4. test that characters, props or environments appear as they should from all required camera positions and angles
5. produce scratch/slap/wipe test composites that confirm continuity of shots and sequences
6. create prototype animations to confirm the integrity of any required movements that will be applied to your elements in the finished animation
7. evaluate the quality of each element on its own, in relation to other elements and the context in which it will be used against production requirements
8. respond to feedback about the elements you create in a positive way, making refinements as needed
9. supply characters, props or environments in formats that are appropriate for use by others
10. remain flexible and adaptable to new directions, creative

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requirements and technical developments on an ongoing basis

11. prepare and store characters, props or environments in a safe way to enable the next stage of production to run without delay

Knowledge and understanding

You need to know and understand:

1. the creative style, overall concept and level of detail required for the production
 2. technical parameters for the project, such as the timelines set out in build schedule and milestone deliverables or the use of a particular software program
 3. the entire production process and your role within it
 4. the intended use and context of the elements you create
 5. the principles and techniques of animation, such as hi and low resolution modelling, meshing, colouring, matte making, character and prop rigging and weighting, skeletal animation, morphing, skinning, sculpting
 6. the physics of motion and resistance
 7. the effects of camera positions, angles, lens types and lighting in relation to objects and environments
 8. surface properties of materials, different types of textures, lighting and other effects that can be applied to 3D objects and environments
 9. the theory and importance of colour, lighting and cinematography
 10. techniques for creating mattes, such as for backgrounds, shadows, travel or hold-outs
 11. the importance of continuity

- 12. how to exploit the potential of industry-standard animation software for elements
- 13. how to exploit the potential of suitable drawing and modelling materials, techniques and processes for stop motion elements
- 14. how to evaluate if set up of elements is fit for purpose
- 15. the value of seeking early feedback
- 16. the importance of maintaining data security and following your organisations guidelines and file structures

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