

CUFIMA03A Create 2D digital animation

This unit describes the skills and knowledge required to use digital animation techniques and industry standard software to create 2D animation for a range of media applications within the cultural industries.

Element	Performance criteria
1 Identify animation requirements	1.1 Obtain design brief and storyboard and discuss production requirements with relevant personnel
	1.2 Identify all 2D animation requirements including production and technical specifications and discuss with relevant personnel
2 Identify scope of 2D animation software	2.1 Identify the range of industry standard 2D animation software and computer assisted animation techniques
	2.2 Assess software compatibility with production and technical requirements and specifications
	2.3 Select the appropriate software in relation to specified multimedia delivery platform
	2.4 Discuss software with relevant design personnel to ensure selection will meet specified outcomes
3 Product key drawings for animation	3.1 Product key drawings by the most appropriate method to reflect the animation requirements
	3.2 Product sufficient quantity of key drawings to establish the required action or design and ensure that they meet the production, creative and technical requirements
	3.3 Comply with any soundtrack breakdown when producing drawings
	3.4 Produce key drawings within the constraints of the production and scan hard-copy drawings as required
	3.5 Clearly label key drawings
4 Produce 2D animation	4.1 Import key drawings into selected 2D animation software
	4.2 Combine objects into a single animated stream according to creative requirements and specifications

- 4.3 Create static or moving backgrounds as required and integrate animated objects into static or moving backgrounds
 - 4.4 Use animation techniques as required and as appropriate according to the software
 - 4.5 Incorporate sound where necessary
 - 4.6 Save and store using appropriate file formats and file management procedures
- 5 Evaluate animation
- 5.1 Present animation sequences to relevant personnel for detailed responses and recommendations
 - 5.2 Discuss and identify and required design changes that may be needed
 - 5.3 Incorporate design changes to complete the 2D animations and meet the recommendations
 - 5.4 Obtain final agreement from relevant personnel for finished 2D animation sequences

Range of variables

Variable	Scope
Key drawings/animation images may:	<ul style="list-style-type: none">• be produced in a variety of graphic styles• involve a broad range of graphic styles and techniques
Key drawings may reflect:	<ul style="list-style-type: none">• details outlined in the storyboard and design brief• director's instructions• soundtrack breakdown
Key drawings/animated images may be produced by:	<ul style="list-style-type: none">• registered hand drawn images• electronic compiling• computer-generated forms and actions
Production constraints may include:	<ul style="list-style-type: none">• timeline• deadline• budget• resources:<ul style="list-style-type: none">• hardware• software• personnel

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- Production specifications may include:
- budget
 - resources
 - purpose
 - audience
 - storyboard
 - script
- Animation techniques may include:
- motion blur
 - object exaggerations
- Documentation may be:
- computer generated
 - manually written
 - production schedules
 - manufacture schedules
 - manufacturer's specifications/instructions
 - contracts
 - edit decision lists (EDLs)
 - fault reports
 - list of sequences with relevant short numbers
 - assembly order
 - marked up scripts
 - marked up transcripts
- Technical specification may include:
- file format
 - file size
 - operating system
 - hardware specifications including memory size, RAM
 - delivery platform
 - media form
- Multimedia productions may include or be included in:
- aspects or sections of film/video production:
 - feature
 - documentary
 - short film and/or video
 - animations
 - commercials
 - live or pre-recorded performances
 - music video
 - television production of any type (music, drama, comedy, variety, sport)
 - live or pre-recorded television productions
 - education product
 - game
 - promotion product
 - information product
 - training product
 - e-commerce
 - a range of others

Relevant personnel may include:

- project manager
- navigation designers
- producer
- instructional designers
- editing personnel
- sound editing personnel
- director
- producer
- director of photography
- graphic production personnel
- music composer
- sound effects personnel
- other technical staff
- other specialist staff
- designers

Industry standard software may include:

- a wide range of programs, some current examples of which may be:
 - Director
 - Flash
 - Soft Image

NOTE: These programs are constantly being upgraded and replaced and appropriate up-to-date programs should be selected

Delivery platforms may include:

- world wide web
- CD-ROM
- DVD
- Beta-cam
- video
- film
- title sequences
- credit sequences
- background graphics
- animation techniques such as stop motion, analogue, digital
- transitions:
 - cuts
 - mixes
 - wipes
 - keys
 - special effects
 - dissolves
 - fade in
 - fade outs
 - supers
 - subtitles

- Sources of existing images may include:
- image libraries
 - computer software image library packages
 - the internet
- Copies may include:
- safety
 - working copies

Evidence guide

Underpinning skills and knowledge

Assessment must include evidence of essential knowledge of, and skills in, the following areas:

- principles of 2D graphic design
- appropriate 2D software to create graphics
- computers and computer operating systems
- the limiting factors of computer hardware
- strategies to test media sequences and products
- digital animation formats
- computer assisted animation techniques
- screen principles
- basic editing principles, eg composition, framing, pacing, timing
- collecting and interpreting creative information, scripts and images
- visualisation and interpretation of creative concepts
- understanding the capabilities of other collaborative personnel
- understanding the creative elements of a production
- familiarity with current graphic image design conventions, techniques/methods and equipment
- drawing skills
- information sources and management
- effective communication skills
- copyright laws, regulations and clearance procedures

Linkages to other units

This unit has linkages to the following units and combined training delivery and/or assessment is recommended:

- CUFIMA01A Produce and manipulate digital images
- CUFMEM14A Create, manipulate digital images
- CUFMEM07A Apply principles of visual design/communication to the development of a multimedia product
- CUFIMA04A Create 3D digital animation
- CUFIMA05A Create 3D digital models and images

Critical aspects of evidence

This unit of competence applies to a range of industry sectors. The focus of assessment will depend on the industry sector. Assessment must be customised to meet the needs of the particular sector in which performance is being assessed. Assessment should only address those variable circumstances, listed in the range of variables statements, which apply to the chosen context.

The following evidence is critical to the judgement of competence in this unit:

- production of two different sequences incorporating 2D animation according to job specifications and the listed performance criteria
- finding and using information relevant to the task from a variety of information sources
- the development of creative graphic images which met practical requirements including type of production and resource constraints, in particular budgetary constraints
- effective verbal and written communication with a range of individuals/organisations
- knowledge and application of a range of 2D graphic production methods and equipment

Method and context of assessment

Assessment may take place on the job, off the job or a mix of both of these. Off the job assessment must be undertaken in a closely simulated workplace environment.

Assessment may incorporate a range of methods to assess performance and the application of essential underpinning knowledge, and might include:

- practical demonstration (direct observation may need to occur on more than one occasion to establish consistency of performance)
- role play
- case studies
- work samples or simulated workplace activities
- oral questioning/interview aimed at evaluating the processes used in developing and realising the creative concept
- projects/reports/logbooks
- third party reports and authenticated prior achievements
- portfolios of evidence which demonstrate the processes used in developing and realising the creative concept

Resource requirements

Assessment requires access to a range of resources and equipment currently used by the multimedia industry.

Key competencies	Level
Collecting, organising and analysing information	2
Communicating ideas and information	2
Planning and organising activities	2
Working with others and in teams	3
Solving problems	2
Using mathematical ideas and techniques	-
Using technology	3