

SELF ASSESSMENT GUIDE

Qualification:	2D GAME ART DEVELOPMENT NC III	
COC 1:	DEVELOP INITIAL ART ASSETS	
Units of Competency Covered:	<ul style="list-style-type: none"> • Develop and conceptualize art style • Create storyboard and asset list • Prepare art document 	
Instruction: <ul style="list-style-type: none"> • Read each of the questions in the left-hand column of the chart. • Place a check in the appropriate box opposite each question to indicate your answer. 		
Can I?	YES	NO
DEVELOP AND CONCEPTUALIZE ART STYLE		
• Develop look-and-feel *		
• Draw and compile characters *		
• Draw the game world*		
• Draw and compile other assets*		
• Develop game interface*		
CREATE STORYBOARD AND ASSET LIST		
• Develop storyboard panels*		
• Create narrative devices*		
• Create cut-scenes*		
PREPARE ART DOCUMENT		
• Prepare concept art for characters*		
• Prepare concept art for props/objects*		
• Prepare concept art for background layout*		
• Prepare concepts for special effects*		
• Prepare concepts for GUI*		
I agree to undertake assessment in the knowledge that information gathered will only be used for professional development purposes and can only be accessed by concerned assessment personnel and my manager/supervisor		
Candidate's Name & Signature		Date

***Critical Aspects of Competency**

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COC 2:	DEVELOP FINAL ARTWORK USING GRAPHIC APPLICATION		
Units of Competency Covered:	<ul style="list-style-type: none"> • Develop final artwork using graphic application 		
Instruction: <ul style="list-style-type: none"> • Read each of the questions in the left-hand column of the chart. • Place a check in the appropriate box opposite each question to indicate your answer. 			
Can I?	YES	NO	
• Redraw original concept art per style guide			
• Add final details based on modifications			
• Create line-work *			
• Apply color to artwork *			
• Apply shades and effects			
• Index and tag all colors used			
• Prepare final palette/color map sheet*			
• Export assets according to game engine requirements			
• Brake graphics into assets/Create object library*			
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COC 3:	APPLY IN-GAME ANIMATION		
Units of Competency Covered:	<ul style="list-style-type: none"> • Apply in-game animation 		
Instruction: <ul style="list-style-type: none"> • Read each of the questions in the left-hand column of the chart. • Place a check in the appropriate box opposite each question to indicate your answer. 			
Can I?	YES	NO	
<ul style="list-style-type: none"> • Identify assets to be imported 			
<ul style="list-style-type: none"> • Manage assets according to requirements 			
<ul style="list-style-type: none"> • Import assets * 			
<ul style="list-style-type: none"> • Determine scene length and animation speed 			
<ul style="list-style-type: none"> • Stage scene shots 			
<ul style="list-style-type: none"> • Determine asset and object priorities that will be used and assigned in the scene 			
<ul style="list-style-type: none"> • Arrange assets in key-frames 			
<ul style="list-style-type: none"> • Apply assets to key frames * 			
<ul style="list-style-type: none"> • Render and view key drawings with tweens of each required asset 			
<ul style="list-style-type: none"> • Revise and re-plot key drawings for smoothness of movements 			
<ul style="list-style-type: none"> • Apply and synchronize sound to models 			
<ul style="list-style-type: none"> • Preview animation* 			
<ul style="list-style-type: none"> • Check and test exported files 			
<ul style="list-style-type: none"> • Note and move approved exported files 			
<ul style="list-style-type: none"> • Render required file format* 			
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