

Reference No.																	
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SELF-ASSESSMENT GUIDE

Qualification Title:	2D ANIMATION NC III		
COC 1	Producing Traditional Key Poses/Drawings for Animation		
Units of Competency Covered	<ul style="list-style-type: none"> • Produce Traditional Key Poses/Drawings Animation • Export Animation to Video File Format 		
<p>Instruction: Read each question and check the appropriate box to indicate your answer.</p>			
Can I?	YES	NO	
Produce Traditional Key Poses/Drawings for Animation			
<i>Identify traditional animation equipment and materials</i>			
<ul style="list-style-type: none"> • Identify all relevant key poses/drawing requirements, materials and equipment based on source material provided* 			
<ul style="list-style-type: none"> • Identify soundtrack, key drawing, breakdown requirements based on storyboard and exposure sheet 			
<ul style="list-style-type: none"> • Perform analyzing storyboard, exposure sheet, layout soundtrack breakdown and animatic* 			
<i>Produce traditional key poses/drawings</i>			
<ul style="list-style-type: none"> • Produce key poses/drawings based on the storyboard, layout, animatic and exposure sheets* 			
<ul style="list-style-type: none"> • Produce key poses/drawings of dialogue scenes in sync with the soundtrack breakdown based on design* 			
<ul style="list-style-type: none"> • Compile key poses/drawings produced based on the style of the model pack 			
<ul style="list-style-type: none"> • Apply the basic principles of animation based on the scene action* 			
<ul style="list-style-type: none"> • Ensure that key poses/drawings are line tested based on timing, acting and movement in the storyboard/layout and exposure sheet* 			
<i>Edit/Revise key poses/drawings</i>			
<ul style="list-style-type: none"> • Revise off model key poses/drawings* 			
<ul style="list-style-type: none"> • Follow instructions for the required additional breakdowns and timings* 			
<ul style="list-style-type: none"> • Adjust off-sync dialogue segments with correct mouth openings based on audio track and track reading on exposure sheets 			
Export Animation to Video File Format			
<i>Check all animation items in the scene to be exported</i>			
<ul style="list-style-type: none"> • Check and place all elements in correct layers based on specifications (scenes are visible and elements are viewed)* 			

<i>Identify and select delivery platform to export</i>		
• Identify specific delivery platform based on specifications*		
• View all elements in accordance to director's/client's viewing requirements*		
• Select file output based on the requirements/specifications		
<i>Export and save digital animation</i>		
• Save exported animation file in a designated folder*		
• Create back-ups, important images and video files on specific file allocation as required*		
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 signature:	Date:	

*NOTE: * Critical Aspects of Competency*

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SELF-ASSESSMENT GUIDE

Qualification Title:	2D ANIMATION NC III															
COC 2	Creating Tradigital Animation															
Units of Competency Covered	<ul style="list-style-type: none"> • Create Tradigital Animation • Export Animation to Video File Format 															
<p>Instruction: Read each question and check the appropriate box to indicate your answer.</p>																
Can I?														YES	NO	
Create Tradigital Animation																
<i>Identify requirements and materials for tradigital animation</i>																
• Determine digital model pack library and digital storyboard																
• Read and analyze model sheet, storyboard and soundtrack breakdown																
<i>Produce tradigital animation</i>																
• Determine materials of the assigned scene																
• Follow prescribed digital backgrounds for character placement, composition and size*																
• Apply principles of animation in character animation based on storyboard and animatic*																
• Integrate and check lip-synch/sound effects for animation dialogue as necessary*																
• Review/Use playback to check movements of animated scene*																
<i>Revise/Edit tradigital animation</i>																
• Follow instruction to perform revisions*																
• Incorporate changes in the animation upon revision																
Export Animation to Video File Format																
<i>Check all animation items in the scene to be exported</i>																
• Check and place all elements in correct layers based on specifications (scenes are visible and elements are viewed)*																
Identify and select delivery platform to export																
• Identify specific delivery platform based on specifications*																

<ul style="list-style-type: none"> • View all elements in accordance to director's/client's viewing requirements* 		
<ul style="list-style-type: none"> • Select file output based on the requirements/specifications 		
Export and save digital animation		
<ul style="list-style-type: none"> • Save exported animation file in a designated folder* 		
<ul style="list-style-type: none"> • Create back-ups, important images and video files on specific file allocation as required* 		
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 signature:	Date:	

*NOTE: * Critical Aspects of Competency*

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SELF-ASSESSMENT GUIDE

Qualification Title:	2D ANIMATION NC III																
COC 3	Creating 2D Digital Cut-out Animation																
Units of Competency Covered	<ul style="list-style-type: none"> • Create 2D Digital Cut-out Animation • Export Animation to Video File Format 																
<p>Instruction: Read each question and check the appropriate box to indicate your answer.</p>																	
Can I?															YES	NO	
Create 2D Digital Cut-out Animation																	
<i>Identify and gather requirements and materials for 2D digital cut-out animation</i>																	
• Determine digital model pack, stock library and storyboard																	
• Follow animatics and production technical specifications																	
<i>Build digital library of characters</i>																	
• Trace, draws/build elements based on given model sheet/poses/drawings																	
• Segment, group all characters according to body parts and joints parenting structure with proper label and correct naming																	
• Save/back up/colors segmented elements based on requirements																	
<i>Produce 2D digital cut-out animation</i>																	
• Set up required characters, objects/props and background for the particular scene*																	
• Make digitally animated scene based on the animatic/story board*																	
• Select appropriate body parts and substitute from the digital library for the action required in a particular scene*																	
• Incorporate lipsync/sound effects on specific dialogue areas in the scene as necessary*																	
• Create 2d digital cut-out animation and save on the required delivery format																	
• Review animated scene and check movements/lip-sync																	
<i>Revise/Edit 2D digital cut-out animation</i>																	
• Follow instructions for revision and incorporate revision changes to the animation																	
Export Animation to Video File Format																	

<i>Check all animation items in the scene to be exported</i>		
<ul style="list-style-type: none"> • Check and place all elements in correct layers based on specifications (scenes are visible and elements are viewed)* 		
<i>Identify and select delivery platform to export</i>		
<ul style="list-style-type: none"> • Identify specific delivery platform based on specifications* 		
<ul style="list-style-type: none"> • View all elements in accordance to director's/client's viewing requirements* 		
<ul style="list-style-type: none"> • Select file output based on the requirements/specifications 		
<i>Export and save digital animation</i>		
<ul style="list-style-type: none"> • Save exported animation file in a designated folder* 		
<ul style="list-style-type: none"> • Create back-ups, important images and video files on specific file allocation as required* 		
<p>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.</p>		
Candidate's signature:	Date:	

*NOTE: * Critical Aspects of Competency*

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SELF-ASSESSMENT GUIDE

Qualification Title:	2D ANIMATION NC III		
FULL Units of Competency Covered	<ul style="list-style-type: none"> • Produce Traditional Key Poses/Drawings for Animation • Create Tradigital Animation • Create 2D Digital Cut-out Animation • Export Animation to Video File Format 		
Instruction: Read each question and check the appropriate box to indicate your answer.			
Can I?	YES	NO	
Produce Traditional Key Poses/Drawings for Animation			
<i>Identify traditional animation equipment and materials</i>			
• Identify all relevant key poses/drawing requirements, materials and equipment based on source material provided*			
• Identify soundtrack, key drawing, breakdown requirements based on storyboard and exposure sheet			
• Perform analyzing storyboard, exposure sheet, layout soundtrack breakdown and animatic*			
<i>Produce traditional Key Poses/Drawings</i>			
• Produce key poses/drawings based on the storyboard, layout, animatic and exposure sheets*			
• Produce key poses/drawings of dialogue scenes in sync with the soundtrack breakdown based on design*			
• Compile key poses/drawings produced based on the style of the model pack			
• Apply the basic principles of animation based on the scene action*			
• Ensure that key poses/drawings are line tested based on timing, acting and movement in the storyboard/layout and exposure sheet*			
<i>Edit/Revise key poses/drawings</i>			
• Revise off model key poses/drawings*			
• Follow instructions for the required additional breakdowns and timings*			
• Adjust off-sync dialogue segments with correct mouth openings based on audio track and track reading on exposure sheets			
Create Tradigital Animation			
<i>Identify requirements and materials for tradigital animation</i>			
• Determine digital model pack library and digital storyboard			

<ul style="list-style-type: none"> • Read and analyze model sheet, storyboard and soundtrack breakdown 		
<i>Produce tradigital animation</i>		
<ul style="list-style-type: none"> • Determine materials of the assigned scene 		
<ul style="list-style-type: none"> • Follow prescribed digital backgrounds for character placement, composition and size* 		
<ul style="list-style-type: none"> • Apply principles of animation in character animation based on storyboard and animatic* 		
<ul style="list-style-type: none"> • Integrate and check lip-synch/sound effects for animation dialogue as necessary* 		
<ul style="list-style-type: none"> • Review/Use playback to check movements of animated scene* 		
<i>Revise/Edit tradigital animation</i>		
<ul style="list-style-type: none"> • Follow instruction to perform revisions* 		
<ul style="list-style-type: none"> • Incorporate changes in the animation upon revision 		
Create 2D Digital Cut-out Animation		
<i>Identify and gather requirements and materials for 2D digital cut-out animation</i>		
<ul style="list-style-type: none"> • Determine digital model pack, stock library and storyboard 		
<ul style="list-style-type: none"> • Follow animatics and production technical specifications 		
<i>Build digital library of characters</i>		
<ul style="list-style-type: none"> • Trace, draw/build elements based on given model sheet/poses/drawings 		
<ul style="list-style-type: none"> • Segment, group all characters according to body parts and joints parenting structure with proper label and correct naming 		
<ul style="list-style-type: none"> • Save/back up/colors segmented elements based on requirements 		
<i>Produce 2D digital cut-out animation</i>		
<ul style="list-style-type: none"> • Set up required characters, objects/props and background for the particular scene* 		
<ul style="list-style-type: none"> • Make digitally animated scene based on the animatic/story board* 		
<ul style="list-style-type: none"> • Select appropriate body parts and substitute from the digital library for the action required in a particular scene* 		
<ul style="list-style-type: none"> • Incorporate lipsync/sound effects on specific dialogue areas in the scene as necessary* 		
<ul style="list-style-type: none"> • Create 2d digital cut-out animation and save on the required delivery format 		
<ul style="list-style-type: none"> • Review animated scene and check movements/lip-sync 		
<i>Revise/Edit 2D digital cut-out animation</i>		
<ul style="list-style-type: none"> • Follow instructions for revision and incorporate revision changes to the animation 		

Export Animation to Video File Format		
<i>Check all animation items in the scene to be exported</i>		
<ul style="list-style-type: none"> • Check and place all elements in correct layers based on specifications (scenes are visible and elements are viewed)* 		
<i>Identify and select delivery platform to export</i>		
<ul style="list-style-type: none"> • Identify specific delivery platform based on specifications* 		
<ul style="list-style-type: none"> • View all elements in accordance to director's/client's viewing requirements* 		
<ul style="list-style-type: none"> • Select file output based on the requirements/specifications 		
<i>Export and save digital animation</i>		
<ul style="list-style-type: none"> • Save exported animation file in a designated folder* 		
<ul style="list-style-type: none"> • Create back-ups, important images and video files on specific file allocation as required* 		
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 signature:	Date:	

*NOTE: * Critical Aspects of Competency*