

**SELF ASSESSMENT GUIDE**

Qualification:	<b>2D GAME ART DEVELOPMENT NC III</b>	
COC 1:	<b>DEVELOP INITIAL ART ASSETS</b>	
Units of Competency Covered:	<ul style="list-style-type: none"> <li>• <b>Develop and conceptualize art style</b></li> <li>• <b>Create storyboard and asset list</b></li> <li>• <b>Prepare art document</b></li> </ul>	
<b>Instruction:</b> <ul style="list-style-type: none"> <li>• Read each of the questions in the left-hand column of the chart.</li> <li>• Place a check in the appropriate box opposite each question to indicate your answer.</li> </ul>		
Can I?	<b>YES</b>	<b>NO</b>
<b>DEVELOP AND CONCEPTUALIZE ART STYLE</b>		
• Develop look-and-feel *		
• Draw and compile characters *		
• Draw the game world*		
• Draw and compile other assets*		
• Develop game interface*		
<b>CREATE STORYBOARD AND ASSET LIST</b>		
• Develop storyboard panels*		
• Create narrative devices*		
• Create cut-scenes*		
<b>PREPARE ART DOCUMENT</b>		
• 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		
<b>Candidate's Name &amp; Signature</b>	<b>Date</b>	

**\*Critical Aspects of Competency**

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Qualification:	<b>2D GAME ART DEVELOPMENT NC III</b>		
COC 2:	<b>DEVELOP FINAL ARTWORK USING GRAPHIC APPLICATION</b>		
Units of Competency Covered:	<ul style="list-style-type: none"> <li>• <b>Develop final artwork using graphic application</b></li> </ul>		
<b>Instruction:</b> <ul style="list-style-type: none"> <li>• Read each of the questions in the left-hand column of the chart.</li> <li>• Place a check in the appropriate box opposite each question to indicate your answer.</li> </ul>			
Can I?	<b>YES</b>	<b>NO</b>	
• 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:	<b>APPLY IN-GAME ANIMATION</b>		
Units of Competency Covered:	<ul style="list-style-type: none"> <li>• <b>Apply in-game animation</b></li> </ul>		
<b>Instruction:</b>			
<ul style="list-style-type: none"> <li>• Read each of the questions in the left-hand column of the chart.</li> <li>• Place a check in the appropriate box opposite each question to indicate your answer.</li> </ul>			
Can I?	<b>YES</b>	<b>NO</b>	
• Identify assets to be imported			
• Manage assets according to requirements			
• Import assets *			
• Determine scene length and animation speed			
• Stage scene shots			
• Determine asset and object priorities that will be used and assigned in the scene			
• Arrange assets in key-frames			
• Apply assets to key frames *			
• Render and view key drawings with tweens of each required asset			
• Revise and re-plot key drawings for smoothness of movements			
• Apply and synchronize sound to models			
• Preview animation*			
• Check and test exported files			
• Note and move approved exported files			
• Render required file format*			
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