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| http://www.cooperstc.com/index_htm_files/25897.png | **Coopers**  Cambridge TEC (Certificate/Diploma) in IT  **Unit 14 - Computer Animation** | Student Name:­­­­ **Grade Awarded by: STR**  **Date Awarded: \_\_\_\_\_\_\_\_\_\_** Grade: PASS/MERIT/DISTINCTION |

##### Unit 14 - Assignment Checklist - 04-09-2013

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| **TASKS & LEVEL** | **ACTIVITIES** | | | | | | | | | | | | | | | | | | **STUDENT** | **STAFF** |
| **LO1 - Understand the types and uses of animation** | | | | | | | | | | | | | | | | | | | | |
| 1 - P1.1 | Research and Introduce the Animation Industry   |  |  |  | | --- | --- | --- | | **What is it?** | **What does it involve?** | **How has it changed over time?** | | | | | | | | | | | | | | | | | | |  | |
| 2 - P2 | Research and explore the different uses/purposes of animation used by the different industries   * Give examples and in-depth analysis of how each one is/was used | | | | | | | | | | | | | | | | | |  | |
| **Entertainment (Music, TV & Cinema)** | | | **Education (training and safety videos)** | | | | **Simulations (demonstrations for medical, flight, architectural designs, etc..)** | | | | **Mobile Applications (Games)** | | | | **Marketing (promotions - adverts, banner ads)** | | |
| 3 - M2 | Describe the benefits of using animation within media for the different industries covered in Task 2   * Give examples and in-depth analysis of how each one is/was used | | | | | | | | | | | | | | | | | |  | |
| **Entertainment (Music, TV & Cinema)** | | | **Education (training and safety videos)** | | | | **Simulations (demonstrations for medical, flight, architectural designs, etc..)** | | | | **Mobile Applications (Games)** | | | | **Marketing (promotions - adverts, banner ads)** | | |
| 4 - P1.2 | Research and explore the different types of animation technologies used within the industry.   * Give examples and analyse how each one is/was used | | | | | | | | | | | | | | | | | |  | |
| **Zoetrope** | | | **Cell Animation** | | | | **Stop Motion / Stop Frame**   * **Puppet** * **Clay** * **Model** * **Object** * **Graphic** * **Pixilation** * **Rotoscoping** | | | | **CGI**   * **2D Rendering** * **3D Rendering** | | | | **Flipbooks** | | |
| 5 - P1.3 | For each character animation principle, explain what the different character animations are, with examples   * Focusing on the Movement, Timing and Acceleration aspects | | | | | | | | | | | | | | | | | |  | |
| **Anticipation** | **Appeal** | | | | **Arcs** | | | **Ease In and Out (or Slow In and Out)** | | **Exaggeration** | | | **Follow Through** | | | | **Overlapping Action** |
| **Personality** | **Secondary Action** | | | | **Staging** | | | **Straight Ahead** | | **Pose-To-Pose Action** | | | **Squash and Stretch** | | | | **Timing** |
| 6 - M1.1 | Discus the history of **5** studios and their well known animated films/movies   * You must evidence your research through screenshots or other suitable means * Comprehensive and in-depth understanding of the studios and animations | | | | | | | | | | | | | | | | | |  | |
| 7 - D1.1 | Compare the different styles used for the animations created by the range of studios covered in Task 6   * Comprehensive and in-depth understanding of the studios and animations | | | | | | | | | | | | | | | | | |  | |
| 8 - M1.2 | Discus **5** different animators and their creations exploring their talent set and route into the industry   * You must evidence your research through screenshots * Comprehensive understanding of the animators within the industry | | | | | | | | | | | | | | | | | |  | |
| 9 - D1.2 | Compare the different styles used for the animations created by the range of animators covered in Task 8 | | | | | | | | | | | | | | | | | |  | |
| 10 - P3 | Discus the advantages and disadvantages of different animation formats   * You must evidence the different forms of formats * Consider the following aspects, when comparing the features | | | | | | | | | | | | | | | | | |  | |
| **GIF** | | **SWF** | | | | **Shockwave** | | | **Silverlight** | | | **Quicktime** | | | | **Realplayer** | |
| **LO2 - Know the software techniques used in animation** | | | | | | | | | | | | | | | | | | | | |
| 1 - P4.1 | Explain what storyboards are, ensuring you concentrate on how **timings** and **movement** are applied to the storyboard, with examples. | | | | | | | | | | | | | | | | | |  |  |
| 2 - P4.2 | Explain what bar/dope sheets are, ensuring you concentrate on how the soundtrack is applied to the **timings** and **movement** of the animation, with examples. | | | | | | | | | | | | | | | | | |  |  |
| 3 - P4.3 | Explain what log sheets are, ensuring you concentrate on how the **timings** and **movement** are used within the production of the animation, with examples. | | | | | | | | | | | | | | | | | |  |  |
| 4 - P4.4 | Explain in your words, with examples, what the following techniques are | | | | | | | | | | | | | | | | | |  |  |
| **Frames** | **Layers** | | | | **Onion Skinning** | | | **Tweening** | | **Morphing** | | | **Libraries & Buttons** | | | | **Scripting** |
| 5 - P4.5 | Provide a professional use for each of the techniques listed, with examples, stating the technical benefits to a business ***(such as rollovers, email attachments, e-cards, etc...)*** | | | | | | | | | | | | | | | | | |  |  |
| **Frames** | **Layers** | | | | **Onion Skinning** | | | **Tweening** | | **Morphing** | | | **Libraries & Buttons** | | | | **Scripting** |
| 6 - P5 | Describe the factors that need to be taken into account when creating animations for the web, with examples | | | | | | | | | | | | | | | | | |  |  |
| **Optimisation and Compression** | | | | **File size** | | | | | **Compatibility** | | | | | **Quality of delivery for various platforms (mobile phone, PC monitors, HD monitors)** | | | |

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| **LO3 - Be able to design and implement digital animations** | | | | | | | | | | | | | | | | | | | | |
| 1 - P6.1 | Identify the purpose and audience of the animation or cartoon production   * Explain who the typical audience will be for your animation * You need to describe the **purpose** and **audience** for the animation or cartoon product | | | | | | | | | | | | | | | | | |  |  |
| **Explain why the animation or cartoon production is being created, message?, what subject it cover, how will it operate and so on** | | | | | | **Who are you creating it for - who will watch it / ages / use it / etc...** | | | | | | **Consider the user constraints (Technical Barriers / Hardware Limitations / Vocabulary issues / etc...)** | | | | | |
| 2 - P6.2 | Identify the type of animation you will consider for your animation or cartoon production   * Explain and Justify the type of animation considered | | | | | | | | | | | | | | | | | |  |  |
| 3 - P6.3 | Describe the content / storyline of your animation or cartoon production | | | | | | | | | | | | | | | | | |  |  |
| **Ideas for the Content / Storyline** | | **Key Features** | | | | **Message / Information** | | | **Meet the Needs of the Purpose and Audience** | | | **How is it going to be Presented?** | | | | **Functionality of the Content** | |
| 4 - P6.4 | Describe the character(s) for your animation or cartoon production, with detailed sketches | | | | | | | | | | | | | | | | | |  |  |
| 5 - P6.5 | For each character, you need to identify the character functions and personality | | | | | | | | | | | | | | | | | |  |  |
| **Sketch and explain your characters personality** | | | | **Character’s narrative, background story - describe their particular traits** | | | | | **Character in relation to the story** | | | | | **Expressions and Emotions - Progression from initial sketches to final drawings (character development)** | | | |
| 6 - P6.6 | Produce a story board of your animation/cartoon covering all the necessary elements for each scene (Hand drawn sketches or electronically) | | | | | | | | | | | | | | | | | |  |  |
| **Detailed script for *each scene* 🡺 logical and makes sense as a static storyboard** | | **Neatness is not the idea - FUNCTIONALITY and DIRECTION is!** | | | | **Use of various props (*text / images / sound / videos*)** | | | **Express movement and any important activities (*timings / transitions / effects*)** | | | **Length of each scene** | | | | **Camera angles** | |
| 7 - P6.7 | Produce a ***series of sketches*** to develop your character(s) to the finished version | | | | | | | | | | | | | | | | | |  |  |
| 8 - P6.8 | Produce production notes | | | | | | | | | | | | | | | | | |  |  |
| 9 - P7.1 | Evidence the creation of the animation   * As you create your animation you will need to explain the **processes** and **techniques** used * Be sure to cross reference your storyboards/log sheets/production diary (making notes on the print screens if necessary) * REMEMBER your animation **MUST BE** at LEAST **45** seconds long | | | | | | | | | | | | | | | | | |  |  |
| **Frames** | **Layers** | | | | **Onion Skinning** | | | **Tweening** | | **Morphing** | | | **Libraries & Buttons** | | | | **Scripting** |
| **Use of Various Principles of Animation - see LO1 - Section 4** | | | | | **Blur Tool / Magic Wand** | | | **Interaction** | | **Props (Text / Images / Sound / Video)** | | | **Character Expressions** | | | | **Timings & Movement** |
| 10 - M3 | Evidence the inclusion of user interaction features or scripts included within the animation | | | | | | | | | | | | | | | | | |  |  |
| 11 - P7.2 | Create a test table that can be used to test your animation | | | | | | | | | | | | | | | | | |  |  |
| **Alignment of Elements** | | **Text** | | | | **Accuracy or Spelling and Grammar** | | | **Graphics** | | | **Sound** | | | | **Audio** | |
| **Video** | | **Effects** | | | | **Interactive Elements** | | | **Robustness and Stability of Animation in Different Conditions** | | | **Linked to Storyboard** | | | | **Timings** | |
| 12 - P7.3 | **Export** and justify the suitable format selected for your animation | | | | | | | | | | | | | | | | | |  |  |
| 13 - P7.4 | Fill in a witness statement that illustrates the animation you have created. | | | | | | | | | | | | | | | | | |  |  |
| **Techniques** | | | | | | **Production Notes** | | | | | | **Adherence to Plans** | | | | | |
| 14 - D2.1 | Describe and Evaluate the tools and techniques you have used to create your animation | | | | | | | | | | | | | | | | | |  |  |
| 15 - D2.2 | Describe and Evaluate the creativeness of your animation created | | | | | | | | | | | | | | | | | |  |  |
| 16 - D2.3 | Describe and Evaluate your animation as to whether it appeals to the target audience | | | | | | | | | | | | | | | | | |  |  |
| 17 - D2.4 | Describe and Evaluate the software application used for the animation created | | | | | | | | | | | | | | | | | |  |  |
| 18 - D2.5 | Describe and Evaluate the techniques used within the animation | | | | | | | | | | | | | | | | | |  |  |
| 19 - D2.6 | Conduct and collect 2 peer feedbacks based on your animation | | | | | | | | | | | | | | | | | |  |  |
| **Direction** | | | | **Character Design** | | | | | **Storyline** | | | | | **Impact of Finished Animation** | | | |
| 20 - D2.7 | Using the feedback gathered from Task 19, suggest improvements which will benefit the production company when it comes to their turn to make a similar production in terms of: | | | | | | | | | | | | | | | | | |  |  |
| **Technical Skills** | | | **Software Skills** | | | | **Sticking to the Theme** | | | | **Character Purpose and Emotion** | | | | **Appropriateness of the Theme** | | |