|  |  |  |
| --- | --- | --- |
| http://www.cooperstc.com/index_htm_files/25897.png | **Coopers**  Cambridge TEC (Certificate/Diploma) in IT  **Unit 16 – 2D Animation Production** | Student Name:­­­­ **Grade Awarded by:**  **Date Awarded: \_\_\_\_\_\_\_\_\_\_** Grade: PASS/MERIT/DISTINCTION |

##### Unit 16 - Assignment Checklist - DD-MM-2014

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **TASKS & LEVEL** | **ACTIVITIES** | | | | | | | | | | | | | | | | | | | | | | | | | | **STUDENT** | | **STAFF** |
| **LO1 - Understand the techniques and development of 2D animation** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P1.1 – Task 01** | Research and Introduce the Animation Industry | | | | | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **P1.2 – Task 02** | Research and explore the different types of animation technologies and explain the technical process used within the industry using relevant examples. | | | | | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **Zoetrope** | | **Cell Animation** | | | | | | **Stop Motion / Stop Frame, Puppet, Clay, Model, Object , Graphic, Pixilation, Rotoscoping** | | | | | | | | | | | | | | | | | **Flipbooks**  **Puppets** |
| **P1.3 – Task 03** | Research and explore the different types of CGI animation technologies and explain the technical process used within the industry using relevant examples. | | | | | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **Photo Realistic Animation** | | | | **Cel-Shaded Animation** | | | | | | **Motion Capture** | | | **Tweening, Layering, Onion Skin** | | | | | | | **3D Rendering** | | | | | **2D Rendering** |
| **P1.4 – Task 04** | Research and explore the different types of CGI animation technologies and explain the technical process used within the industry using relevant examples. | | | | | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **Scripting** | | | | | | | | | | **Camera Angles** | | | | | | | **Lighting** | | | | | | | | |
| **M1.1 – Task 05** | Identify at least four specialist techniques that have developed in animation from the early days of animation up to the present day and how these have changed approaches to animation. | | | | | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **Technique 1** | | | | | | | **Technique 2** | | | | | | **Technique 3** | | | | | | | | | | | **Technique 4** | |
| **P1.5 – Task 06** | Research and Discus **3** different animators and their creations exploring their talent set and route into the industry using relevant examples. | | | | | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **Animator 3** | | | | | | | | | **Animator 3** | | | | | | | | **Animator 3** | | | | | | | | |
| **D1.1 – Task 07** | Compare the different specialist techniques used by key animators when creating characters | | | | | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **D1.2 – Task 08** | Using these key animators identified, through the studios and the characters they have produced, compare how these advances in specialist hardware and software techniques have helped with the creation of characters. | | | | | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **LO2 - Be able to devise a 2D animation with soundtrack** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P2.1 - Task 01** | Explain the different animation types and explain your selected choice type with valid reasons linked to content and target audience. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **Time Lapse** | | | | | | | **Cut out** | | | | | | **Stop Motion** | | | | | | | | **CGI** | | | | |
| **P2.2 - Task 02** | Create a client brief for your animation that addresses all the purpose, audience and issues. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P2.2 - Task 03** | Using the templates provided, produce a storyboard of your animation covering all the necessary elements. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **M2.1 - Task 04** | Annotate your finished storyboards demonstrating how you have considered sounds, audience demographics, techniques, timing, movement and frame rates. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P2.3 – Task 05** | Explain with examples the different animation needs and expectations of target audiences and describe in detail your audience in terms of **Age**, **Gender**, **Purpose** and **Genre**. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **Age** | | | | | | | **Gender** | | | | | | **Purpose** | | | | | | | | **Genre** | | | | |
| **M2.2 – Task 06** | Show and describe with annotated examples from your storyboard, how you have taken the audience needs into consideration. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **Age** | | | | | | | **Gender** | | | | | | **Purpose** | | | | | | | | **Genre** | | | | |
| **D2.1 - Task 07** | Create a bar sheets for your animation ensuring you concentrate on how the soundtrack is applied to the **timings** and **movement** of the animation. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **D2.2 - Task 08** | Create a dope sheet for your animation ensuring you concentrate on how combining the scenes with the soundtrack of your animation. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **D2.3 - Task 09** | Create a Log Sheet for your animation ensuring you concentrate on how combining the scenes with the soundtrack of your animation. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P2.4 - Task 10** | Define the considerations in terms of frame rate, movement, perspective and soundtrack for final output and the effects on download times with chosen examples. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **Frame rate** | | | | | | | **Movement** | | | | | | **Perspective** | | | | | | | | **Soundtrack** | | | | |
| **D2.3 - Task 11** | Explain your choices on the most appropriate frame rate, movement, perspective and soundtrack decisions, justifying your choices for the animated graphic against the Client and Audience needs. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **Frame rate** | | | | | | | **Movement** | | | | | | **Perspective** | | | | | | | | **Soundtrack** | | | | |
| **LO3 - Be able to produce a 2D animation with soundtrack** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P3.1 - Task 01** | Evidence the Creation of the 2D animation following industry practice, working within appropriate conventions. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **Multiple Camera Angles** | | | **Movement** | | | | | | | | **Layers** | | **Arcs** | | | | | **Ease In and Out** | | | | | **Follow Through** | | |
| **Overlapping Action** | | | **Soundtrack Dialog** | | | | | | | | **Soundtrack Music** | | **Soundtrack Effects** | | | | | **Setting the timing** | | | | | **Exporting** | | |
| **M3.1 - Task 02** | Use advanced software functions to enhance 2D animation with a soundtrack. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **Scripting** | | | | | **Green screen (chromo keying)** | | | | | | | | | **Rendering** | | | | | | | **Effects** | | | | |
| **Onion Skinning** | | | | | **Tweening** | | | | | | | | | **Transitions** | | | | | | | **Picture Duration** | | | | |
| **D3.1 – Task 03** | Justify how the use of advanced software functions has improved the final animation. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **Multiple Camera Angles** | | | | | | | **Movement** | | | | | | | | | **Layers** | | | | | | **Arcs** | | | |
| **Ease In and Out** | | | | | | | **Follow Through** | | | | | | | | | **Overlapping Action** | | | | | | **Soundtrack Audio** | | | |
| **Soundtrack Music** | | | | | | | **Soundtrack Effects** | | | | | | | | | **Setting the timing** | | | | | | **Exporting** | | | |
| **Scripting** | | | | | | | **Green screen (chromo keying)** | | | | | | | | | **Rendering** | | | | | | **Effects** | | | |
| **Onion Skinning** | | | | | | | **Tweening** | | | | | | | | | **Transitions** | | | | | | **Picture Duration** | | | |
| **P3.2 - Task 04** | Create a test table that can be used to test your animation. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P3.3 - Task 05** | Evidence exporting the animation into an appropriate file format for the client and evidence optimising the animation for maximum compatibility. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **D3.2 – Task 06** | Explain in detail the choices you have made in exporting and optimising the animation in terms of Frame Rate, File type, and other options. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **LO4 - Be able to evaluate audience responses to own 2D animation work** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P4.1 – Task 01** | Discuss the range of methods of gaining feedback, outline their advantages and disadvantages | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **Primary** | **Secondary** | | | | | **Questionnaire** | | | | | | **Discussions** | | | **Focus Groups** | | | | **Verbal Interview** | | | | | | **Data Logging** |
| **P4.1 – Task 02** | Justify your choice of feedback method for your Animation in terms of Verbal, Listening, Written and Questioning techniques that could be used. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P4.2 - Task 03** | Conduct and collect Peer feedback on the produced Animation with the purpose of improving their appeal to the target audience. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P4.3 - Task 04** | Analyse the feedback from the interviewees, catalogue and present the results and your synopsis of the qualitative comments. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **M4.1 - Task 05** | Modify images in light of feedback gathered in order to improve the 2D animation. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **M4.2 - Task 06** | Give a detailed justification why these changes were made. | | | | | | | | | | | | | | | | | | | | | | | | | |  | |  |