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## SELF-ASSESSMENT GUIDE

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

<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.		
<b>Candidate's signature:</b>	<b>Date:</b>	

*NOTE: \* Critical Aspects of Competency*

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## SELF-ASSESSMENT GUIDE

Qualification Title:	<b>2D ANIMATION NC III</b>																
COC 2	<b>Creating Tradigital Animation</b>																
Units of Competency Covered	<ul style="list-style-type: none"> <li>• <b>Create Tradigital Animation</b></li> <li>• <b>Export Animation to Video File Format</b></li> </ul>																
<p>Instruction: Read each question and check the appropriate box to indicate your answer.</p>																	
<b>Can I?</b>															<b>YES</b>	<b>NO</b>	
<b>Create Tradigital Animation</b>																	
<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																	
<b>Export Animation to Video File Format</b>																	
<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"> <li>• View all elements in accordance to director's/client's viewing requirements*</li> </ul>		
<ul style="list-style-type: none"> <li>• Select file output based on the requirements/specifications</li> </ul>		
Export and save digital animation		
<ul style="list-style-type: none"> <li>• Save exported animation file in a designated folder*</li> </ul>		
<ul style="list-style-type: none"> <li>• Create back-ups, important images and video files on specific file allocation as required*</li> </ul>		
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 signature:</b>	<b>Date:</b>	

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## SELF-ASSESSMENT GUIDE

Qualification Title:	<b>2D ANIMATION NC III</b>																	
COC 3	<b>Creating 2D Digital Cut-out Animation</b>																	
Units of Competency Covered	<ul style="list-style-type: none"> <li>• <b>Create 2D Digital Cut-out Animation</b></li> <li>• <b>Export Animation to Video File Format</b></li> </ul>																	
<p>Instruction: Read each question and check the appropriate box to indicate your answer.</p>																		
<b>Can I?</b>																	<b>YES</b>	<b>NO</b>
<b>Create 2D Digital Cut-out Animation</b>																		
<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																		
<b>Export Animation to Video File Format</b>																		

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

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## SELF-ASSESSMENT GUIDE

Qualification Title:	<b>2D ANIMATION NC III</b>		
FULL Units of Competency Covered	<ul style="list-style-type: none"> <li>• <b>Produce Traditional Key Poses/Drawings for Animation</b></li> <li>• <b>Create Tradigital Animation</b></li> <li>• <b>Create 2D Digital Cut-out Animation</b></li> <li>• <b>Export Animation to Video File Format</b></li> </ul>		
Instruction: Read each question and check the appropriate box to indicate your answer.			
<b>Can I?</b>	<b>YES</b>	<b>NO</b>	
<b>Produce Traditional Key Poses/Drawings for Animation</b>			
<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			
<b>Create Tradigital Animation</b>			
<i>Identify requirements and materials for tradigital animation</i>			
• Determine digital model pack library and digital storyboard			

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



<b>Export Animation to Video File Format</b>		
<i>Check all animation items in the scene to be exported</i>		
<ul style="list-style-type: none"> <li>• Check and place all elements in correct layers based on specifications (scenes are visible and elements are viewed)*</li> </ul>		
<i>Identify and select delivery platform to export</i>		
<ul style="list-style-type: none"> <li>• Identify specific delivery platform based on specifications*</li> </ul>		
<ul style="list-style-type: none"> <li>• View all elements in accordance to director's/client's viewing requirements*</li> </ul>		
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<ul style="list-style-type: none"> <li>• Save exported animation file in a designated folder*</li> </ul>		
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