Qualification Title:	ANIMATION NC II				
COC 1	Producing Traditional Cleaned-up Key Drawings				
Units of Competency Covered	• • • • • • • • • • • • • • • • • • • •				
Instruction: Read each question ar	nd check the appropriate box to indicate your answe	er.			
Can I?		YES	NO		
Apply Traditional Dra	wing Techniques for Animation				
Identify traditional draw	ving requirements for animation				
<ul> <li>Identify different of requirements</li> </ul>	drawing materials in preparation for hand drawing				
Prepare animation	n drawing equipment for hand drawing activities				
<ul> <li>Gather drawing reassignments</li> </ul>	eferences to use as guide for lecture activities or				
<ul> <li>Identify storyboal identified according</li> </ul>	rd, layout, background and model sheet are ng to task*				
Apply hand drawn tech	nniques				
	wrist pencil exercises techniques on paper to cil grip, hand position and arm movement				
cartoons, animals	nstruction techniques to draw human figure, s and objects using basic shapes and basic aw angles on props, objects and backgrounds*				
Maintain proportion	on of sizes in drawing characters, props/objects*				
Apply line art drawings	based on model sheet				
<ul> <li>Prepare model s activities</li> </ul>	sheets to serve as reference for hand drawing				
<ul> <li>Identify and apply sheet*</li> </ul>	y different line drawing strokes based on model				
	opriately to draw rough sketches, construction & uality line art in cleaning up rough drawings*				
Produce Traditional C	Cleaned-up Key Drawings		_		
Identify requirements for	or traditional cleaned-up drawings				

<ul> <li>Identify and prepare traditional animation equaccording to task</li> </ul>	ipment & materials
<ul> <li>Identify traditional clean up key drawing required given source material*</li> </ul>	uirements from the
<ul> <li>Gather appropriate model sheets for reference folder</li> </ul>	in the given scene
Prepare traditional rough key drawings	
Check all contents of the scene folder and refer appropriate personnel as necessary	s any problems with
Perform checking of rough breakdowns and timi	ng grid*
<ul> <li>Check and read special instructions from anima</li> </ul>	tor/animation
<ul> <li>Perform traditional cleaned-up line quality stro- final drawing against the approved model sheets</li> </ul>	•
Produce traditional cleaned-up key drawings	
<ul> <li>Arrange all rough key drawings properly and and analyzes the animation movements*</li> </ul>	flip by hand to see
<ul> <li>Perform analysis, redraw and put on mode breakdown and animation flow*</li> </ul>	el based on rough
<ul> <li>Apply line quality stroke to all redrawn rough k and breakdown*</li> </ul>	ey animation poses
<ul> <li>Organize, bundle and return neatly the old roug rough breakdowns*</li> </ul>	h key drawings and
Edit/Revise cleaned-up key drawings	
<ul> <li>Redraw all affected cleaned-up drawings and on the scope of the revision calls</li> </ul>	breakdowns based
<ul> <li>Check and revise scene folder contents*</li> </ul>	
I agree to undertake assessment in the knowledge to be used for professional development purposes concerned assessment personnel and my manager/s	and can only be accessed by
Candidate's signature:	Date:

NOTE: \* Critical Aspects of Competency

Reference No.																
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Qualification Title:	ANIMATION NC II					
COC 2	Producing Traditional In-between Drawings					
Units of Competency Covered	<ul> <li>Apply Traditional Drawing Techniques for A</li> <li>Produce Traditional In-between Drawings</li> </ul>	nimati	on			
Instruction: Read each question and	d check the appropriate box to indicate your answe	er.				
Can I?		YES	NO			
Apply Traditional Draw	ving Techniques for Animation					
Identify traditional draw	ing requirements for animation					
<ul> <li>Identify different di requirements</li> </ul>	rawing materials in preparation for hand drawing					
<ul> <li>Prepare animation</li> </ul>	drawing equipment for hand drawing activities					
<ul> <li>Gather drawing re assignments</li> </ul>	ferences to use as guide for lecture activities or					
<ul> <li>Identify storyboarding</li> </ul>	d, layout, background and model sheet are g to task*					
Apply hand drawn techi	niques					
	wrist pencil exercises techniques on paper to il grip, hand position and arm movement					
cartoons, animals	struction techniques to draw human figure, and objects using basic shapes and basic aw angles on props, objects and backgrounds*					
<ul> <li>Maintain proportion</li> </ul>	n of sizes in drawing characters, props/ objects*					
Apply line art drawings	based on model sheet					
<ul> <li>Prepare model sh activities</li> </ul>	neets to serve as reference for hand drawing					
<ul> <li>Identify and apply sheet*</li> </ul>	different line drawing strokes based on model					
	priately to draw rough sketches, construction & ality line art in cleaning up rough drawings*					
Produce Traditional In	-Between Drawings					
Identify requirements fo	r traditional in–between drawings					

Identify and prepare traditional animation equipment & materials according to the task	
Identify traditional in-between requirements from the given source*	
Gather appropriate model sheets for reference in the given scene folder	
Prepare materials for traditional in-between drawings	
Count and check cleaned-up key animation drawings and breakdowns	
Check, organize and complete scene folder contents	
<ul> <li>Check timing grids on each cleaned-up key drawing as charted on the exposure sheet*</li> </ul>	
<ul> <li>Follow traditional cleaned-up key drawing line quality stroke and special instructions*</li> </ul>	
Produce traditional in-between drawings	
<ul> <li>Determine all cleaned-up key drawings/breakdowns and analyze the line quality/animation movement flow*</li> </ul>	
Perform arrangement of two cleaned-up drawings appropriately*	
<ul> <li>Analyze and follow timing written on the cleaned-up key drawing at the top most file based on requirements*</li> </ul>	
Label traditional rough in-betweens based on labeling system*	
<ul> <li>Clean up all rough in-betweens produced from the timing grid lines using the same quality stroke clearly seen at the cleaned-up drawings*</li> </ul>	
<ul> <li>Check all cleaned-up in-between drawings against the light of lightbox*</li> </ul>	
<ul> <li>Check model drawing/line consistency and produce correct flow of in-betweened drawing*</li> </ul>	
Perform line test for all final cleaned up and in-between drawings*	
Organize all final cleaned-up key drawings/final in-betweened drawings and old rough key drawings properly*	
Edit/Revise in-between drawings	
Analyze revision calls based on instructions	
<ul> <li>Redraw/Revise all affected in-betweened drawings based on the scope of the revision calls*</li> </ul>	
Check, organize and sign off revised scene folder contents and accomplish calls to provide revised scene folder	

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

Qualification Title:	ANIMATION NC II					
COC 3	Producing Digital Cleaned-up Key Drawings and In-between Drawings					
Units of Competency Covered	<ul> <li>Produce Digital Cleaned-up Key Drawings ar</li> <li>Produce Digital In-between Drawings</li> </ul>	nd				
Instruction: Read each question	and check the appropriate box to indicate your answ	ver.				
Can I?		YES	NO			
Produce Digital Cle	eaned-up Key Drawings					
Identify requirement	s for digital cleaned-up drawings					
	repare digital animation equipment and materials animation software/computer assisted techniques e task					
<ul> <li>Identify digital source materia</li> </ul>	clean-up drawing requirements from the given					
<ul> <li>Gather appropr</li> </ul>	riate digital copies of model sheets for reference					
Produce digital clea	ned-up key drawings					
	d user interface and basic tools in 2D animation on technical requirements*					
<ul> <li>Check digital /exposure sheet</li> </ul>	rough breakdowns and indicates on timeline et*					
<ul> <li>Gather and under instructions for</li> </ul>	upload digital model sheets and special file reference*					
<ul> <li>View/play bac consistency in c</li> </ul>	ck and analyze animation movements and drawings*					
<ul> <li>Re-draw all of and on-models</li> </ul>	f-model drawings based on digital model sheets *					
key drawings*	digital line size and stroke to all digital cleaned-up					
<ul> <li>Export all finish saved at scene</li> </ul>	ned digital drawing sequences to video format and file folder*					
Produce Digital In-	between Drawings					

Identify requirements for digital in-between drawings					
<ul> <li>Identify and prepare digital animation equipment 8 according to task</li> </ul>	materials				
<ul> <li>Identify digital in-between drawing requirements fr source material*</li> </ul>	om the given				
Gather appropriate digital copies of model sheets	for reference				
Produce digital in-between drawings					
<ul> <li>Obtain digital scene file folder containing digital cle drawings and breakdowns*</li> </ul>	eaned-up key				
<ul> <li>Use the appropriate 2D animation software based requirements*</li> </ul>	on				
<ul> <li>View/play back all digital cleaned-up key drawings breakdowns and analyze animation movements*</li> </ul>	and				
<ul> <li>Gather and upload digital model sheets and special instructions for reference*</li> </ul>	al file				
Analyze and follow timing grid on the cleaned-up k	key drawing*				
<ul> <li>Label and mark digital rough in-betweens on the ti exposure sheet as required*</li> </ul>	meline or				
<ul> <li>Follow line quality stroke of the digital cleaned-up and timing grid lines*</li> </ul>	key drawing				
<ul> <li>Export final digital drawings in video format based requirements*</li> </ul>	on				
Edit/Revise digital cleaned-up key and in-between drav	vings				
<ul> <li>Analyze and return file folder with revision calls ba written instructions</li> </ul>	sed on the				
<ul> <li>Re-draw all affected digital cleaned up drawings, bein-between drawings based on the scope of the re</li> </ul>					
Label all revised digital drawings as revised					
<ul> <li>Export final revised digital cleaned-up drawings, be in-between drawings to video format and checks of revised drawings*</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.					
Candidate's signature:	Date:				

NOTE: \* Critical Aspects of Competency

Ovalification Title	ANIMATION NO II		
Qualification Title:	ANIMATION NC II		
FULL/Units of Competency Covered	<ul> <li>Apply Traditional Drawing Techniques for Ar</li> <li>Produce Traditional Cleaned-up Key Drawing</li> <li>Produce Traditional In-between Drawings</li> <li>Produce Digital Cleaned-up Key Drawings ar Drawings</li> </ul>	gs	
Instruction: Read each question a	nd check the appropriate box to indicate your answer	r.	
Can I?		YES	NO
Apply Traditional Drabetween drawings)	awing Techniques for Animation (cleaned-up key	and in-	•
	wing requirements for animation		
Identify different requirements	drawing materials in preparation for hand drawing		
Prepare animation	on drawing equipment for hand drawing activities		
Gather drawing assignments	references to use as guide for lecture activities or		
<ul> <li>Identify storybox identified according</li> </ul>	ard, layout, background and model sheet are ng to task*		
Apply hand drawn tec	hniques		
	wrist pencil exercises techniques on paper to ncil grip, hand position and arm movement		
animals and obje	truction techniques to draw human figure, cartoons, ects using basic shapes and basic perspectives to props, objects and backgrounds*		
Maintain proporti	on of sizes in drawing characters, props/objects*		
Apply line art drawing	s based on model sheet		
<ul> <li>Prepare model activities</li> </ul>	sheets to serve as reference for hand drawing		
<ul> <li>Identify and app sheet*</li> </ul>	ly different line drawing strokes based on model		
	ropriately to draw rough sketches, construction & quality line art in cleaning up rough drawings*		

Produce Traditional Cleaned-up Key Drawings	
Identify requirements for traditional cleaned-up drawings	
Identify and prepare traditional animation equipment & materials according to task	
<ul> <li>Identify traditional clean up key drawing requirements from the given source material*</li> </ul>	
<ul> <li>Gather appropriate model sheets for reference in the given scene folder</li> </ul>	
Prepare traditional rough key drawings	
<ul> <li>Check all contents of the scene folder and refers any problems with appropriate personnel as necessary</li> </ul>	
<ul> <li>Perform checking of rough breakdowns and timing grid*</li> </ul>	
<ul> <li>Check and read special instructions from animator/animation</li> </ul>	
<ul> <li>Perform traditional cleaned-up line quality stroke requirement for final drawing against the approved model sheets*</li> </ul>	
Produce traditional cleaned-up key drawings	
<ul> <li>Arrange all rough key drawings properly and flip by hand to see and analyzes the animation movements*</li> </ul>	
<ul> <li>Perform analysis, redraw and put on model based on rough breakdown and animation flow*</li> </ul>	
<ul> <li>Apply line quality stroke to all redrawn rough key animation poses and breakdown*</li> </ul>	
<ul> <li>Organize, bundle and return neatly the old rough key drawings and rough breakdowns*</li> </ul>	
Edit/Revise cleaned-up key drawings	
<ul> <li>Redraw all affected cleaned-up drawings and breakdowns based on the scope of the revision calls</li> </ul>	
Check and revise scene folder contents*	
Produce Traditional In-Between Drawings	
Identify requirements for traditional in-between drawings	
<ul> <li>Identify and prepare traditional animation equipment &amp; materials according to the task</li> </ul>	
Identify traditional in-between requirements from the given source*	
Gather appropriate model sheets for reference in the given scene folder	
Prepare materials for traditional in-between drawings	

<ul> <li>Count and check cleaned-up key animation drawings and breakdowns</li> </ul>
Check, organize and complete scene folder contents
Check timing grids on each cleaned-up key drawing as charted on the exposure sheet*
<ul> <li>Follow traditional cleaned-up key drawing line quality stroke and special instructions*</li> </ul>
Produce traditional in-between drawings
Determine all cleaned-up key drawings/breakdowns and analyze the line quality/animation movement flow*
Perform arrangement of two cleaned-up drawings appropriately*
Analyze and follow timing written on the cleaned-up key drawing at the top most file based on requirements*
Label traditional rough in-betweens based on labeling system*
<ul> <li>Clean up all rough in-betweens produced from the timing grid lines using the same quality stroke clearly seen at the cleaned-up drawings*</li> </ul>
<ul> <li>Check all cleaned-up in-between drawings against the light of lightbox*</li> </ul>
Check model drawing/line consistency and produce correct flow of in-betweened drawing*
Perform line test for all final cleaned up and in-between drawings*
Organize all final cleaned-up key drawings/final in-betweened drawings and old rough key drawings properly*
Edit/Revise in-between drawings
Analyze revision calls based on instructions
Redraw/Revise all affected in-betweened drawings based on the scope of the revision calls*
Check, organize and sign off revised scene folder contents and accomplish calls to provide revised scene folder
Produce Digital Cleaned-up Key Drawings
Identify requirements for digital cleaned-up drawings
<ul> <li>Identify and prepare digital animation equipment and materials including 2D animation software/computer assisted techniques according to the task</li> </ul>
Identify digital clean-up drawing requirements from the given source material*
Gather appropriate digital copies of model sheets for reference
Produce digital cleaned-up key drawings

•	Utilize selected user interface and basic tools in 2D animation software based on technical requirements*		
•	Check digital rough breakdowns and indicates on timeline /exposure sheet*		
•	Gather and upload digital model sheets and special file instructions for reference*		
•	View/play back and analyze animation movements and consistency in drawings*		
•	Re-draw all off-model drawings based on digital model sheets and on-models*		
•	Apply required digital line size and stroke to all digital cleaned-up key drawings*		
•	Export all finished digital drawing sequences to video format and saved at scene file folder*		
Pro	duce Digital In-between Drawings		
Ider	ntify requirements for digital in-between drawings		
•	Identify and prepare digital animation equipment & materials according to task		
•	Identify digital in-between drawing requirements from the given source material*		
•	Gather appropriate digital copies of model sheets for reference		
Prod	duce digital in-between drawings		
•	Obtain digital scene file folder containing digital cleaned-up key drawings and breakdowns*		
•	Use the appropriate 2D animation software based on requirements*		
•	View/play back all digital cleaned-up key drawings and breakdowns and analyze animation movements*		
•	Gather and upload digital model sheets and special file instructions for reference*		
•	Analyze and follow timing grid on the cleaned-up key drawing*		
•	Label and mark digital rough in-betweens on the timeline or exposure sheet as required*		
•	Follow line quality stroke of the digital cleaned-up key drawing and timing grid lines*		
•	Export final digital drawings in video format based on requirements*		
Edit	t/Revise digital cleaned-up key and in-between drawings	'	
•	Analyze and return file folder with revision calls based on the written instructions		
•	Re-draw all affected digital cleaned up drawings, breakdowns and in-between drawings based on the scope of the revision calls		

<ul> <li>Label all revised digital drawings as revised</li> </ul>			l		
<ul> <li>Export final revised digital cleaned-up drawings, breakdowns and in- between drawings to video format and checks consistency of revised drawings*</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.					
Candidate's signature:	Date:				

321`NOTE: \* Critical Aspects of Competency