

Open Awards Qualification Unit



This unit forms part of a regulated qualification.

1 Unit Details

Unit Title:	Working with Digital Animations
Unit Reference Number:	F/615/5189
Level:	2
Credit Value:	4
Minimum GLH:	30

2 Learning Outcomes and Criteria

Learning Outcome (The Learner will):	Assessment Criterion (The Learner can):
1. Be able to distinguish between different types of digital animation techniques	1.1 Describe a minimum of 5 different animation techniques and when they would be used
	1.2 Outline positive and negative points for each animation technique
2. Be able to plan and prepare a digital animation to a specific brief	2.1 Create a specification for a digital animation
	2.3 Create a sequential project plan including: <ul style="list-style-type: none"> a) Understanding of brief b) Hardware, software and peripheral devices required c) Development plan d) Timescales
	2.4 Create a storyboard and source resources for production
	2.5 Organise all digital resources using appropriate naming conventions
	2.6 List any copyright implications of any assets identified for production
3. Be able to create, save and test the planned digital animation	3.1 Use selected animation software to create planned digital animation

	3.2	Use a minimum of 5 different techniques within the chosen software to develop the animation
	3.3	Develop/obtain and add sound to animation at required points
	3.4	Develop and use a test plan and correct faults where necessary
	3.5	Save and export animation in appropriate format
	3.6	Produce accurate records of project including: <ul style="list-style-type: none"> a) Source ownership b) Any restrictions on use
4	Be able to evaluate animation and identify further training needs	4.1 Obtain feedback on animation
		4.2 Compare completed animation with initial brief and suggest improvements
		4.3 Describe the limitations of chosen software
		4.4 Identify further areas of development for own skills