

Open Awards Qualification Unit



This unit forms part of a regulated qualification.

1 Unit Details

Unit Title:	Creating Characters for Animation
QAC Code:	K/615/5235
Level:	Level 1
Credit Value:	2
Minimum GLH:	16

2 Learning Outcomes and Criteria

Learning Outcome (The Learner will):	Assessment Criterion (The Learner can):
1. Be able to identify mediums used for character creation in different animations	1.1 Outline mediums used in animation character creation
	1.2 Find examples of each medium identified
	1.2 State the benefits and drawbacks of each medium used
2. Be able to develop ideas for characters to be used in animations	2.1 Research a theme for own animation
	2.2 Outline character(s) to be used in own animation
	2.3 Outline characteristics/features of characters(s) identified
	2.4 State props to be used with character(s) identified
3. Be able to create characters and props for own animation	3.1 Using a chosen medium, create a character to be used as part of an animation