

Open Awards Qualification Unit



This unit forms part of a regulated qualification.

1 Unit Details

Unit Title:	Developing Characters for Animation
Unit Reference Number :	F/615/5239
Level:	2
Credit Value:	2
Minimum GLH:	14

2 Learning Outcomes and Criteria

Learning Outcome (The Learner will):	Assessment Criterion (The Learner can):
1. Understand characteristics of characters used in 2D and/or 3D animations	1.1 Research the use of 2D and/or 3D characters used in digital animations
	1.2 Compare a minimum of 2 different 2D and 3D characters
2. Be able to plan a character creation for an animation	2.1 For a character idea, create a detailed profile identifying: <ul style="list-style-type: none"> a) Physical characteristics b) Personality characteristics c) Props required d) Colour palettes
	2.3 Outline software/material and tools needed to create character
3 Be able to create a character in a suitable medium for an animation	3.1 Create a character in a chosen medium
4. Be able to review own work	4.1 Analyse character developed in comparison to profile created
	4.2 Reflect on areas for improvement