

Digital Animation – Course 01

Technical Competency Checklist

Your instructor will ask you to demonstrate some of these for your Technical Grade. Before you meet with your instructor, prepare some examples that will show that you know how to do these things. Be ready to pull those up and explain to your instructor what you know about the topics.

Planning

- Identify, produce and organize appropriate content to support and manage 2D projects. This includes understanding of Audience, Storyboards, Shots, Animatics, Project Requirements, Scope, and Scripts.
- Create/Approve/Study storyboard to determine model requirements for story: complexity details, relationships between models and desired animation outcome.
- Identify appropriate uses of action and planning of shots in the storyboard.
- Produce and/or gather concept art, assets, character sketches, environment sketches, prototypes, and storyboard/animatic information.
- Identify the purpose, audience, and audience needs when preparing projects and assets.
- Study character sketches and storyboards to become familiar with the character, required details, and identify areas that can't be reproduced.
- Identify and define authentic problems and significant questions for investigation.
- Use multiple processes and diverse perspectives to explore alternative solutions.
- Study scripts to become familiar with production concepts and requirements.
- Confer with production team concerning constraints and limitations—environment, character, scope of animation, (how it will deform,) and output; if developing 3D assets— triangles or quads, polycount limits.
- Exhibit knowledge of the critical elements in designing a production in the stages of pre-production, production, and postproduction.
- Identify the linkage from each stage to the next in processes and activities.
- Identify areas of artwork that are missing or need to be designed.
- Identify unique characteristics of model.
- Identify similarities and differences, if creating a family of similar models.
- Plan the development of models.
- Confer with production team to design a concept, a short script, and identify the resources needed to support and improve dramatic entertainment value of animation of motion graphics.
- Plan and manage activities to develop a solution or complete a project.
- Demonstrate knowledge of planning considerations—target audience, selection of appropriate software, availability of hardware, selection of format, scope, delivery model.
- Define a production schedule.
- Obtain media.
- Sketch concepts and solicit feedback for improvements.
- Build prototypes.
- Use time management to produce animations according to a production schedule.

Production Standards—2D Animation

Adopt habits to support industry-standard 2D animation requirements and solve challenges. These standards should be applied to real-world unpredictable situations. Specifically, you must understand/explain/show evidence of the following competencies:

- Construct animations that incorporate walk cycles, jumps, turnarounds, voice (lip syncing), background sound, sound effects, and various camera movements.
- Develop video and animation content for delivery on the web, interactive advertising, motion graphics, and/or mobile devices.
- Utilize critical thinking and creative problem-solving techniques to identify and solve problems.
- Animate to sound; create voice-overs for characters. o Incorporate the principles of animation: squash/stretch, timing/weight, arcs, secondary animation, anticipation, follow thru/overlap.
- Design animations that incorporate various types of linking, motion, rollovers, and interactivity.
- Incorporate Video Alpha Channels, as needed.
- Apply filters and blend effects to video and animations.
- Combine technical skills, troubleshooting techniques, and creativity to construct a unique animation that provides a solution for a client.

Total—100 points possible: _____