

Higher National Unit Specification

General information for centres

Unit title: 2D Digital Imaging and Animation

Unit code: DE35 35

Unit purpose: This Unit is designed to enable candidates to plan for and create artwork for animation in a 2D software environment.

On completion of this Unit candidates should be able to:

1. Plan a 2D Digital Animation Sequence
2. Create 2D Digital Artwork for an Animation
3. Create a 2D Digital Animation

Credit value: 2 HN Credits at SCQF level 8: (16 SCQF credit points at SCQF level 8*)

**SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from Access 1 to Doctorates.*

Recommended prior knowledge and skills: Access to this Unit is at the discretion of the centre. However, it would be beneficial if candidates were proficient in computer use and saving files in a methodical way. This may be evidenced by the possession of relevant National Units, HN Units or experience. Higher Art and Design and/or Craft Design and Technology would provide useful background knowledge but are not essential to success in this Unit. It is recommended that candidates have completed HN Unit, DE2W 34 Graphics for Creative Multimedia Design, or similar, prior to commencement of this Unit.

Core skills: There may be opportunities to gather evidence towards core skills in this Unit, although there is no automatic certification of core skills or core skills components.

Context for delivery: If this Unit is delivered as part of a group award, it is recommended that it should be taught and assessed within the subject area of the group award to which it contributes. The most appropriate approach to delivery is one that requires the candidate to create an animation that can be integrated with a “showreel” or a multimedia “showcase” of their overall achievement. The lecturer should act as a client for the finished project and the candidate should respond accordingly.

General information for centres (cont)

Assessment: The assessment for this Unit will be product based in the form of:

- A project file containing planning paperwork
- A storage medium containing computer created artwork, and final 2D animation[s].

Higher National Unit specification: statement of standards

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The sections of the Unit stating the Outcomes, knowledge and/or skills, and evidence requirements are mandatory.

Where evidence for Outcomes is assessed on a sample basis, the whole of the content listed in the knowledge and/or skills section must be taught and available for assessment. Candidates should not know in advance the items on which they will be assessed and different items should be sampled on each assessment occasion.

Outcome 1

Plan a 2D Digital Animation Sequence.

Knowledge and/or skills

- How to write a treatment outlining a 2D animation proposal
- How to use drawing and/or imaging skills to create a storyboard to client presentation standards
- How to write a project plan which establishes a production time scale.

Evidence requirements

Candidates will need evidence to demonstrate their knowledge and/or skills by showing that they can:

- Produce an A4 typed Treatment detailing: Title; Duration; Target Audience; Aims; Structure; Equipment and Budget
- Storyboard a 30 second animation with key frames shown in a sequence of at least 8 images
- Produce an A4 written plan of the work to be done on a week by week basis.

Assessment guidelines

Candidates should understand the need to produce clear paperwork so that clients in the real world can see what they are contracting to pay for and that both parties can form an agreement about what should be produced. If possible, exemplar materials of treatments and storyboards should be provided. Candidates should also realise their paperwork should reflect the budget of the project. The emphasis is on clarity, not on artistic quality - the paperwork is a communication aid. Similarly with the reference drawings, candidates should replicate real world practices of ensuring that the agreed drawings are then implemented. The project plan should be used as a tool by both candidates and centres to keep them on target to produce the different stages the treatment outlines. The paperwork should be kept in a folder and be referred to throughout the project.

Higher National Unit specification: statement of standards (cont)

Unit title: 2D Digital Imaging and Animation

Outcome 2

Create 2D Digital Artwork for an Animation

Knowledge and/or skills

- Sourcing and capturing 2D images from a video camera and / or a scanning device
- Creating 2D images using suitable software.

Evidence requirements

Candidates will need evidence to demonstrate their knowledge and/or skills by showing that they can:

- Source and capture at least four 2D images with appropriate clarity and framing
- Create at least two pieces of digital art
- Save files of source images from which the proposed animation can be created.

Assessment guidelines

Candidates need to be shown how to use a video camera, and /or a scanning device to source images and then be given time to familiarise themselves with their use. The captured images should be methodically saved in a series of source files and these should closely relate to the planning paperwork. Using appropriate software, candidates should create at least two pieces of digital art which could be in an integrated software package or in several packages. Given the complexity of 2D packages and the constraints of a 2 credit Unit candidates are unlikely to exhaust the limits of the software.

Outcome 3

Create a 2D Digital Animation.

Knowledge and/or skills

- Modify and combine images using appropriate software
- Create an animated sequence
- Produce final output in an appropriate format

Evidence requirements

Candidates will need evidence to demonstrate their knowledge and/or skills by showing that they can:

- Produce a 30 second animation
- Save the animation in an appropriate format

Higher National Unit specification: statement of standards (cont)

Unit title: 2D Digital Imaging and Animation

Assessment guidelines

Candidates need to be shown how to animate using supplied 2D software and then be given time to familiarise themselves with its use. Candidates would not be expected to use all of the features available within the software. However, candidates should gain an understanding of the key elements of moving images to recreate the storyboard drawings they have planned. The animation should have a sense of pace and timing and fulfil the 30 second brief. The final renders screen size will be determined by its final use. For example, it might be included in an interactive multimedia application or be a suitable size for television work and this will also determine the storage medium for the final output.

Administrative Information

Unit code: DE35 35

Unit title: 2D Digital Imaging and Animation

Superclass category: JB

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Higher National Unit specification: support notes

Unit title: 2D Digital Imaging and Animation

This part of the Unit specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 80 hours.

Guidance on the content and context for this Unit

This Unit is designed to enable candidates to plan, create artwork and then animate in a 2D software environment. Useful background information can be found in a variety of animation text books which are widely available. Likewise as well as using software manuals lecturers offering this Unit may find additional books useful. There may be helpful tutorials from the World Wide Web, although these should be carefully worked through prior to recommending to candidates to ensure that vital elements have not been omitted. Candidates may find it difficult to gauge the complexity of their proposals, and should rely on the lecturer's final judgement [in the capacity of "the client"] in deciding what to include in their finished production, so that this is achievable within the time allowed.

Guidance on the delivery and assessment of this Unit

Due to the specialised nature of 2D Digital Imaging and Animation it is expected that this Unit will be delivered as a stand alone Unit, as opposed to being integrated closely with other Units in any one course programme. Programmes within which it may fit could include Interactive Multimedia, Animation and 3D Computer Animation. This Unit could be delivered on a weekly or bi-weekly basis at the discretion of the centre. A typical delivery pattern for the Unit might be:

- Introduction to the Unit [1]
- Overview of the capabilities of 2D software - Capture, Modification and Animation [1]
- Paperwork and planning exemplars [1]
- Working towards Outcome One - Treatment, Storyboards and Production Plan [2]
- 2D capture & modification - demonstration and practice of operations [2]
- Student 2D capture & modification with video and or scanning devices for project[3]
- Create 2D images using suitable software - demonstration and practice of operations[2]
- Student 2D image creation suitable for animation[4]
- Animation - demonstration and practice of key skills [2]
- Animation of final piece [4]
- Saving and submission of final material [1]
- Remediation [1]

NB: The numbers in brackets denote a notional number of 3 hour sessions for each activity.

Higher National Unit specification: support notes (cont)

Unit title: 2D Digital Imaging and Animation

According to this proposed delivery schedule the assessments for each of the Outcomes should have the following pattern:

Outcome 1: Week 5
Outcome 2: Week 16
Outcome 3: Week 23

Open learning

This Unit could be delivered as open learning providing suitable online learning and assessment materials were developed. These could include: Video examples of lecturer demonstrations, online tutorials, sending of models and animation in production for evaluation and feedback. The challenge would be to find ways round snags in the use of software, which in a classroom situation can be quickly overcome by a brief explanation or extra class demonstration. If Open Learning candidates have to wait for answers this could hinder their workflow and cause slippage in Unit delivery schedules. The computer power of a candidate's host machine and software licensing is also an issue that would need to be addressed by the centre offering this award. Whilst scanning devices are relatively cheap, video cameras would be expensive for individuals to supply. If centres supply video cameras then this would make the Unit very expensive to deliver. To avoid plagiarism issues, candidates undertaking this Unit via Open Learning would be required to submit "screenshots" of work in progress to ensure the authenticity of their assessment evidence.

If this Unit is delivered by open or distance learning methods, additional planning and resources may be required for candidate support, assessment and quality assurance. A combination of new and traditional authentication tools may have to be devised for assessment and re-assessment purposes. For further information and advice, please see Assessment and Quality Assurance for Open and Distance Learning (SQA, February 2001 - publication code A1030)

Special needs

This Unit specification is intended to ensure that there are no artificial barriers to learning or assessment. Special needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments or considering special alternative Outcomes for Units. For information on these, please refer to the SQA document Guidance on Special Assessment Arrangements (SQA, 2001).

General information for candidates

Unit title: 2D Digital Imaging and Animation

This Unit is designed to enable you to plan, source and modify images and then animate these images in one or more 2D software packages.

In Outcome 1 you should learn about planning a 2D digital animation sequence. You should learn how to write a treatment to outline a 2D animation proposal, how to use drawing and imaging skills to create a storyboard to client presentation standards and how to write a project plan which establishes a production time scale for your 2D animation. In order to achieve a pass in Outcome 1 you need to: produce a treatment detailing such features as: Title; Duration; Target Audience; Aims; Structure; Equipment and Budget; storyboard a 30 second animation with key frames; and produce a written plan of the work to be done on a week by week basis.

In Outcome 2 you should learn about creating 2D digital artwork for an animation. You should learn how to source and capture 2D images from a video camera and scanning device, and how to create 2D images using suitable software. In order to achieve a pass in Outcome 2 you need to: source and capture 2D images with clarity and framing, create two pieces of digital art and save the files of source images from which the proposed animation can be created.

In Outcome 3 you should learn about how to create a 2D digital animation. You should learn how to modify and combine images using appropriate software, create an animated sequence and produce final output in an appropriate format. In order to achieve a pass in Outcome 3 you need to produce a 30 second animation and save the animation in an appropriate format.

On completion of this Unit you should be able to:

- Plan a 2D Digital Animation Sequence
- Create 2D Digital Artwork For An Animation
- Create a 2D Digital Animation