

Higher National Unit Specification

General information for centres

Unit title: Animation: An Introduction

Unit code: DW9J 34

Unit purpose: This Unit is designed to enable the candidate to gain an understanding of the history of animation. In addition the candidate should be able to plan for and create artwork and a short animation.

On completion of the Unit the candidate should be able to:

- 1 Investigate and produce a report on the history of animation.
- 2 Produce storyboards for an animated sequence.
- 3 Produce a short animation reflecting the contents of the storyboard.

Credit points and level: 1 HN Credit at SCQF level 7: (8 SCQF credit points at SCQF level 7*).

**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: Candidates should possess basic drawing skills and a knowledge of techniques used in the creation of simple animations.

Core Skills: There are opportunities to develop the Core Skills of Information Technology and Communication at SCQF level 6 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.

Assessment: This Unit will be assessed on three instruments of assessment. The first will require the candidate to research and produce an illustrated report addressing the areas highlighted in Outcome 1. The second instrument of assessment will require the candidate to produce a storyboard for an animated sequence. For the final instrument of assessment the candidate will be required to produce a short animation. Within the animation the candidate should provide more than one example of animation techniques. It is desirable that assessment takes place within appropriate controlled setting. Any work produced out-with these conditions, where for example the mode of delivery of the Unit is open learning or VLE based, must be subject to authentication by the Tutor.

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

Investigate and produce a report on the history of animation

Knowledge and/or skills

- ◆ Research methods
- ◆ History and development of animation
- ◆ Identification of simple methods of animation
- ◆ Impact of technology and technical developments on animation.
- ◆ Report writing.

Evidence Requirements

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

- ◆ Produce a written or oral report, illustrated with appropriate imagery, reflecting animation development and simple animation techniques. The word count must not exceed 1,000 words. If this is delivered as a presentation it should not exceed 10 minutes. As part of the research process, a minimum of two simple animation techniques should be investigated.

Assessment guidelines

The candidate should provide sufficient evidence in the form of a written/oral report that they have responded to all of the Evidence Requirements above.

Higher National Unit specification: statement of standards (cont)

Unit title: Animation: An Introduction

Outcome 2

Produce storyboards for an animated sequence

Knowledge and/or skills

- ◆ Simple drawing and/or other illustrative techniques
- ◆ Selection and organisation of material from a research document
- ◆ Timelines
- ◆ Storyboarding formats

Evidence Requirements

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

- ◆ produce a storyboard which must contain a segment using a specific animation technique that will be demonstrated within the final animation

Assessment guidelines

The storyboard should be drawn, but the candidate may support limited drawing skills with supplementary visual material which may be sourced from books, or CD-ROMs for example.

The storyboard need not be detailed but drawings or other illustrative techniques must make the development of the timeline clear and unambiguous. The candidate should also clearly identify within the structure of the storyboard the specific animation technique they intend to demonstrate within the final animation. This technique must be in addition to that which is used to produce the final animation required by Outcome 3. Alternative means of providing evidence, for example by oral presentation supported by other visual storytelling devices may be considered.

Outcome 3

Produce a short animation reflecting the contents of the storyboard

Knowledge and/or skills

- ◆ Organisation of material
- ◆ Computer animation techniques
- ◆ Compositing techniques
- ◆ Storage devices
- ◆ Sound

Higher National Unit specification: statement of standards (cont)

Unit title: Animation: An Introduction

Evidence Requirements

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

- ◆ produce a short computer animation of at least 5 seconds
- ◆ utilise sound within an animated sequence
- ◆ store file to digital device

Assessment guidelines

The candidate should provide sufficient evidence that they have responded to all of the Evidence Requirements above.

Administrative Information

Unit code:	DW9J 34
Unit title:	Animation: An Introduction
Superclass category:	JB
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Higher National Unit specification: support notes

Unit title: Animation: An Introduction

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 40 hours.

Guidance on the content and context for this Unit

This Unit is intended to introduce candidates to the history of animation. It will also allow the candidate to explore a range of simple animation techniques.

Outcome 1 examines the history and development of animation. The research required for this Outcome should allow the student to gain an overview of various techniques and their contextual place in the technological framework. The requirement for research and a written report embedded within the Outcome helps establish a basis for further study and introduce the student to the disciplines associated with organisation, management and selection of material appropriate to a given brief. Beyond the methodology chosen to create the animation the candidate is expected to focus on a specific animation technique to be demonstrated. The candidate may therefore choose from the generic animation repertoire and include clay-mation, flipbook, stop-frame, cel, montage, collage, sequential art, computer generated art or mixed media.

In Outcome 2 the candidate should produce a storyboard. The storyboard should contain a segment detailing a specific animation technique to be demonstrated within the final animation. The production of the storyboard can be confined to simple line drawing with stick figures however it is hoped that the candidate who is challenged in this area will demonstrate a lateral thinking approach and regard the storyboard illustration as a further possibility for using various illustrative techniques including photographs, silhouettes, cut-outs or collage. The Candidate should also demonstrate the ability to select material from a range of research materials to illustrate the animation timeline.

In Outcomes 3 the candidate should create, render and save a short, 5 second animated sequence. Allowing the candidate to focus on specific areas of interest within his/her range of research gives ownership of the animation to the candidate, thus encouraging further study and exploration of animation techniques in other Units.

Guidance on the delivery and assessment of this Unit

This Unit is likely to form part of a Group Award that is primarily designed to provide candidates with background knowledge on the history of animation and animation techniques. The Unit should be introduced at an early stage in the Group Award to assist candidates in appreciating the breadth of animation techniques available to them in delivering motion graphics.

It would be helpful if candidates could observe and experience a wide range of animation techniques delivered by professionals within a commercial setting.

Assessment guidance has been referenced under each Outcome. Opportunity for centre elected, individual, Outcome-by-Outcome assessment is advised.

Higher National Unit specification: support notes (cont)

Unit title: Animation: An Introduction

Opportunities for developing Core Skills

Candidates are working in a context which requires the production of original computer aided design work. Candidates should be able to work unaided in the selection of appropriate software and production of an animation sequence to meet identified needs of a brief. Opportunities to examine and evaluate examples of animation would be useful and group discussion could reinforce an analytical approach to evaluating the effectiveness of the design process.

Although communication skills are not formally assessed candidates will be expected to analyse, and evaluate complex information from a range of electronic and hard copy. They should produce and present written and oral materials to standards acceptable in industry, and express essential ideas, information accurately and coherently, using industry terminology. They should ensure that the information they communicate is accurate and is effectively presented to meet the needs of purpose and users. Reporting may be oral or written, and a range of media can be produced and used to effect to support oral work. Presentations should demonstrate that candidates are able to:

- ◆ collate, organise and structure accurate information effectively
- ◆ signpost key points
- ◆ select and produce support materials for their impact
- ◆ use appropriate non-verbal communication techniques
- ◆ respond to any questions in a way that progresses communication

Open learning

This Unit could be delivered by distance learning provided opportunities to attend workshops and demonstrations could be incorporated, ensuring candidates are exposed to specific animation disciplines and the provision of appropriate mentoring.

It may be appropriate under the circumstances that distance-learning candidates engage in the single assessment option rather than the Outcome-by-Outcome assessment.

For information on normal open learning arrangements, please refer to the SQA guide '*Assessment and Quality Assurance of Open and Distance Learning*' (SQA 2000).

Candidates with disabilities and/or additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments or considering alternative Outcomes for Units. For information on these, please refer to the SQA document *Guidance on Alternative Assessment Arrangements for Candidates with Disabilities and/or Additional Support Needs*, which is available on SQA's website: www.sqa.org.uk.

General information for candidates

Unit title: Animation: An Introduction

This Unit is primarily intended to introduce you to the history and techniques of animation. It should allow you to explore a range of software, hardware and digital techniques used to create a computer animation.

The Unit concentrates on four things:

- ◆ The history of Animation
- ◆ Animation techniques
- ◆ Creating Storyboards
- ◆ Creating and rendering simple animations

Outcome 1 examines the history and development of animation. You will carry out research to help you gain an overview of various animation techniques and their contextual place in the technological framework. Carrying out research and producing a written report will help you to establish a basis for further study. You will also be asked when conducting research to identify the technique you will use to produce your animation.

To complete this Outcome, you will be expected to fulfil all Evidence Requirements.

In Outcome 2 you will be asked to produce a storyboard for an animated sequence. The storyboard can be confined to simple line drawing using stick figures for example or you can create more complex illustrations using illustrative techniques.

To complete this Outcome, you will be expected to fulfil all Evidence Requirements.

In Outcome 3 you will be asked to create, render and save an animation. You should also include sound within your final animation although this may simply consist of audio material you have obtained during the research phase of the Unit.

To complete this Outcome, you will be expected to fulfil all Evidence Requirements.

In order to complete this Unit successfully, you will be required to achieve a satisfactory level of performance in all Outcomes.