Higher National Unit specification

General information

Unit title: Animation: An Introduction (SCQF level 7)

Unit code: HG56 34

Superclass:	JB
Publication date:	October 2016
Source:	Scottish Qualifications Authority
Version:	01

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.

Outcomes

On successful completion of the unit the learner will be able to:

1 Investigate the history of animation.
2 Produce a storyboard for an animated sequence.
3 Produce a short animation reflecting the contents of the storyboard.

Credit points and level

1 Higher National unit credit at SCQF level 7: (8 SCQF credit points at SCQF level 7)

Recommended entry to the unit

Candidates should possess basic drawing skills.

Higher National Unit specification: General information (cont)

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Core Skills

Opportunities to develop aspects of Core Skills are highlighted in the Support Notes for this unit specification.

There is no automatic certification of Core Skills or Core Skill components in this unit.

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.

Equality and inclusion

This unit specification has been designed to ensure that there are no unnecessary barriers to learning or assessment. The individual needs of learners should be taken into account when planning learning experiences, selecting assessment methods or considering alternative evidence.

Further advice can be found on our website **www.sqa.org.uk/assessmentarrangements**.

Higher National Unit specification: Statement of standards

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Acceptable performance in this unit will be the satisfactory achievement of the standards set out in this part of the unit specification. All sections of the statement of standards are mandatory and cannot be altered without reference to SQA.

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. Learners 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 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

Outcome 2

Produce a storyboard 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

Outcome 3

Produce a short animation reflecting the contents of a storyboard.

Knowledge and/or Skills

♦   Organisation of material
♦   Animation techniques
♦   File Management

Higher National Unit specification: Statement of standards (cont)

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Evidence Requirements for this Unit

Learners will need to provide evidence to demonstrate their Knowledge and/or Skills across all Outcomes by showing that they can:

Outcome 1

♦ produce research evidence with appropriate imagery, reflection animation, development and simple animation.

Outcome 2

♦ produce a storyboard sequence that meets the requirement of a given brief.

Outcome 3

♦ produce a finished animation to given brief.
♦ store file to appropriate file format.

Higher National Unit Support Notes

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Unit Support Notes are offered as guidance and 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.It is hoped that the candidate 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 an animation to an appropriate file format.

Allowing the candidate to focus on specific areas on 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.

Higher National Unit Support Notes

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Guidance on approaches to delivery 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.

Guidance on approaches to assessment of this unit

Evidence can be generated using different types of assessment. The following are suggestions only. There may be other methods that would be more suitable to learners.

Centres are reminded that prior verification of centre-devised assessments would help to ensure that the national standard is being met. Where learners experience a range of assessment methods, this helps them to develop different skills that should be transferable to work or further and higher education.

This unit will be assessed on three instruments of assessment. The first will require the candidate to research and produce an illustrated annotated sketchbook 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.

Outcome 1

The candidate should provide sufficient evidence in the form of a illustrated and annotated research sketchbook that they have responded to all of the Evidence Requirements above.

Outcome 2

The storyboard should be drawn, but may be supported l with supplementary visual material which may be sourced from books, for example.

The storyboard should use an appropriate illustrative technique which 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.

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Outcome 3

The candidate should produce the animation in a suitable file format for presentation.

Opportunities for e-assessment

E-assessment may be appropriate for some assessments in this unit. By e-assessment we mean assessment which is supported by Information and Communication Technology (ICT), such as e-testing or the use of e-portfolios or social software. Centres which wish to use e-assessment must ensure that the national standard is applied to all learner evidence and that conditions of assessment as specified in the Evidence Requirements are met, regardless of the mode of gathering evidence. The most up-to-date guidance on the use of e-assessment to support SQA's qualifications is available at **www.sqa.org.uk/e-assessment**.

Opportunities for developing Core and other essential 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.

History of changes to unit

Version	Description of change	Date

General information for learners

Unit title: Animation: An Introduction (SCQF level 7)

This section will help you decide whether this is the unit for you by explaining what the unit is about, what you should know or be able to do before you start, what you will need to do during the unit and opportunities for further learning and employment.

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 an animation

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. Producing research that will help you to establish a basis for further study. You will also be asked when conducting research to identify the method 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, which should visually demonstrate your intention for the finished animation.

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

In Outcome 3 you will be asked to create an animation. You will be asked to produce an animation in a suitable file format.

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.