



Arrangements for:

HNC Filmcraft and Animation

Group Award Code: G92T 15

and

HND Filmcraft and Animation

Group Award Code: G92V 16

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Acknowledgement

SQA acknowledges the valuable contribution that Scotland's colleges have made to the development of Higher National qualifications.

History of changes

It is anticipated that changes will take place during the life of the qualification, and this section will record these changes. This document is the latest version and incorporates the changes summarised below.

Version number	Description	Date
04	Revision of Unit: F208 34 Digital Imaging: Vector Techniques has been replaced by HF87 34 and will finish 31/07/2019	12/07/16
03	Revision of Unit: DM0V 34 Creative Industries: An Introduction has been replaced by H4A1 34 and will finish on 31/07/15.	18/09/13
02	Changes to codes: <i>2D Computer Animation</i> from DV5N 35 (<i>lapse date 31/07/2013, finish date 31/07/2015</i>) to H31E 35. <i>Narrative and Genre in Computer Games</i> from DE30 35 (<i>finished</i>) to F6XB 35.	26//02/13

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1 Introduction

This is the Arrangement Document embracing the revised HNC Filmcraft and Animation and the revised HND Filmcraft and Animation, which were validated in June 2008. This document includes: background information on the development of the Group Awards, their aims, guidance on access, details of the Group Award structure, and guidance on delivery.

These awards replace their predecessors, the HNC Filmcraft and Animation (G72Y15) and the HND Filmcraft and Animation (G741 16).

2 Rationale for the revision of the Group Awards

The predecessor HNC and HND in Filmcraft and Animation were created as a direct result of the passions of staff and candidates alike. Candidates who had worked on other awards where animation featured as a single Unit felt that the time was right for a course exclusively dedicated to the needs of the burgeoning animation and computer games industry in Scotland.

A working party was set up in 1999 comprising of representatives from industry, academic staff, along with freelance animators and graphic designers to decide on a revised framework for the predecessor HNC and HND in Filmcraft and Animation. The uniqueness of the awards have been the continued support of employers, the degree of success obtained by candidates and the growth of the catchment areas for the awards which was almost immediately extended to the whole of the United Kingdom and beyond. In the period from 2001 to 2008 the award has attracted on average 32 first year candidates and 16 second year candidates and this has been achieved largely through recommendation, our BFI Skillset profile and the support of industry.

Due to this continued support and buoyant recruitment, it was felt that apart from conforming to the 2003 design principles, taking into account the assessment loading for the candidates and following Filmcraft and Animation specific market research, only one significant change needed to be made to the major subject areas. Contextual changes were made to some Units to reflect technological advancements and new, ever more powerful software. The revision of the HNC and HND Filmcraft and Animation has taken place with an underpinning desire to 'up the bar' in relation to 3D and 2D storytelling while placing a greater emphasis on drawing skills, storyboarding, character and background design.

The Computer Games industry is well over 20 years old and Scotland still aspires to be a world leader in this field. Interactive technology in the form of mobile phones and other electronic items are ubiquitous with streaming video and computer games made available direct to the handset or PVR with Bluetooth or WiFi. The mobile phone industry and broadband initiatives need people with strong aesthetic and creative skills, but the emphasis on a pure animation course can only be served fully by the revised HNC and HNDs in Filmcraft and Animation.

The revised HNC and HND in Filmcraft and Animation allows individual centres the opportunity for specialisation within subject area, such as traditional stop-frame and mixed media animation, 2D and 3D Computer Design. The assessment process is based on a marking matrix which ensures that a number of Units will be assessed holistically in project style submissions, ensuring the candidate has the time to produce quality not quantity of work.

It is strongly recognised that further education has to cater for a variety of different candidate requirements and aspirations. Many candidates will continue to use the HNC and HND programmes as a stepping stone to Higher Education and therefore it is essential that creativity of thought as well as professional practice is delivered within such programmes of study.

Core Skills are signposted within the context of each Unit giving candidates the opportunity to achieve a high level of competence in the areas of *Communications, Numeracy, Information Communication Technology (ICT), Problem Solving* and *Working with Others*, while maintaining a focus on their subject specialism. Maintaining a high level of Core Skills was seen as essential within the awards in order to ensure that candidates are fully prepared academically to progress into higher education or to gainfully find employment.

In recent years the number of candidates leaving at both HNC and HND level to embark upon careers in the creative industries has increased rapidly. Scottish Enterprise is aiming to expand the Creative Industries in Scotland by 30% creating up to 2,000 new jobs. The changes within the revised HNC and HND Filmcraft and Animation frameworks are a direct response to many of the new demands of these industries.

2.1 Market research

The market research strategy was based on continued contact with employers, former candidates of the predecessor awards, academics, candidate feedback, university and employment successes. There was continued support of the uniqueness of the predecessor Filmcraft and Animation awards and the need to retain them.

In addition to the Computer Arts generic feedback, a specific Filmcraft and Animation questionnaire was devised and sent out to both Industry and Higher Education Sectors. A total of 50 questionnaires were sent electronically to a raft of contemporary employers, however there were only a few responses to these questionnaires. It was then decided to use a more personal contact approach to follow up the questionnaires in an effort to increase industry specific feedback. Academic, members of the previous 1999 working party, including animators, CEOs, freelance artists and candidates were contacted.

Stakeholders

Various other reports from Skillset and Creative industries were also consulted during this period, which, confirmed the belief in the uniqueness of this course. The process of upgrading Units to reflect contemporary Core Skills and skillset profiles provides potential candidates with opportunities to obtain a unique and professionally recognised highly specialised niche qualification. At the same time the articulation agreements in force for the predecessor HNC and HND Filmcraft and Animation are to be transferred to the revised awards.

3 Aims of the Group Award

3.1 HNC aims

The aims of the HNC& HND Filmcraft share broad aims have been divided into general aims and subject-related (specific) aims

3.1.1 General aims of HNC Filmcraft and Animation

- 1 developing awareness of creative process.
- 2 developing a visual language.
- 3 developing critical and evaluative thinking.
- 4 developing problem solving.
- 5 developing communication skills and presentation techniques.

3.1.2 Specific aims of HNC Filmcraft and Animation

- 6 provide the candidate with a foundation of skills and knowledge that you would expect from candidates studying Filmcraft and Animation.
- 7 develop study and research skills.
- 8 develop skills in vocationally relevant software and hardware.
- 9 develop current employment skills and expertise.
- 10 enable progression within the SCQF including progression to HND.
- 11 gain knowledge and understanding of different animation methods.
- 12 understand the role of computer technology within filmmaking and animation subject areas.

3.2.1 General aims for the HND Filmcraft and Animation

- 1 developing awareness of creative process
- 2 developing a visual language
- 3 developing critical and evaluative thinking
- 4 developing problem solving
- 5 developing communication skills and presentation techniques

3.2.2 Specific aims of the HND Filmcraft and Animation are to:

- 6 encourage candidates to evaluate, research, develop and contextualise their concepts and designs in response to their subject choice.
- 7 develop an understanding of interdisciplinary connections between the various subject areas within the fields of animation, filmmaking and creative storytelling in a raft of traditional and non-traditional environments.
- 8 develop an open-minded, critical and evaluative approach to study.
- 9 gain a greater knowledge and understanding of storytelling and the impact of pre and post-production techniques.
- 10 enable candidates to gain professional knowledge of proprietary software and how it can influence and create animation and illustration.
- 11 enable candidates to gain greater knowledge and skills base in animation skillset.
- 12 enable gain greater knowledge and understanding of the animation industry, including issues of copyright, intellectual property, working freelance.

The following additional skills will also be developed in response to industry feedback. Some of these are transferable or soft skills, including:

- ◆ Gain an understanding of how group dynamics operate
- ◆ Develop Investigation and Research skills
- ◆ Promotion of life drawing skills
- ◆ Ability to work to timelines
- ◆ Ability to interpret a brief

3.3 Target groups

Applicants come from a wide variety of backgrounds and experiences including school leavers, adult returners and industry users, international students, graduates, some individuals without formal qualifications and those who may have experienced social exclusion. The access for the Group Awards is designed to encourage and support the social inclusion agenda by providing an entry route for both traditional and non-traditional entry profiles. Access will be at the discretion of the centre

3.4 Employment opportunities

Employment opportunities for HNC and HND Filmcraft and Animation candidates

HNC Filmcraft

Junior/Trainee Animator Runner	Trainee Storyboard Artist Junior Illustrator
Junior Modeller	Junior Clean Up Artists

HND Filmcraft

Trainee Designers	Background Artist
Junior Editor	Researcher
Sound Assistant	Trainee Boom Operator
Art Department trainee	Clean Up Artists
Assistant Animator	Design Assistant
Checker	Special Effects Assistant Animator
Production Artist	Graphic Designer
Mac Operator	In-house Designer
Graphic Designer	Senior Graphic Designer
Graphic Artist	Concept artist

Summary

The specific aims and development of skills are attained through achievement of all mandatory and selected optional Units and confirmed and reinforced by Graded Units.

4 Access to awards

4.1 General access requirements

The predecessor Group Awards in Filmcraft and Animation had a tradition of offering opportunities to applicants who may be without formal qualifications and who may have experienced social exclusion. Therefore, centres are encouraged to support fully the tradition of social inclusion and continue to provide opportunities for applicants from non-traditional programmes. In such cases, centres are encouraged to take into account experience, life skills and potential ability and entry levels of Core Skills to assess the readiness and ability of such potential candidates to succeed. at the level of these awards.

Candidates with suitable relevant work experience may be accepted for entry provided the enrolling centre believes that they are likely to benefit from undertaking the award.

A table with the recommended Core Skills entry levels has been provided to assist with recruitment to the awards. Furthermore the opportunity to develop all Core Skills can be identified throughout the mandatory sections of both the HNC and HND Group Awards. This gives further support to candidates with non-traditional entry profiles to succeed at this level. A table detailing the recommended Core Skills exit levels is also provided in Section 5.1.

Where English is not the first language of a prospective candidate, it is recommended that the candidate possesses English for Speakers of Other Languages at an appropriate level. If using a test such as IELTS or equivalent, an entry score of 5.5 or above would provide a sound linguistic basis for the candidate to attempt these awards. Candidates would be asked to produce a certificate to verify this.

4.2 Recommended access

As with all SQA qualifications, access to the awards will be at the discretion of the centre. The following recommendations are for guidance only. Access for HNC and Year 1 HND are the same.

4.3 Formal qualifications

Some examples of appropriate formal entry qualifications are specified below. They are not exhaustive or mutually exclusive and may be offered in a variety of combinations. Normally, the following arrangements would apply:

- ◆ Possession of a Higher in Art and Design SCQF level 6 (or equivalent)

or

- ◆ GCE 'A' levels in appropriate subjects [SCQF level 6]

or

- ◆ Specialisms relevant to HNC and HND Filmcraft and Animation as evidenced by appropriate qualifications and supported by portfolio demonstrating relevant skills.

or

- ◆ Possession of a degree in a suitable discipline, supported by a portfolio demonstrating relevant skills.

Accreditation of prior experiential learning or alternative formal qualifications will be examined on an individual candidate basis by centres and candidates may be asked to present a portfolio of relevant work.

4.4 Recommended Core Skills Entry profile

Research for the awards indicates that employers and Higher Education establishments consider that while advanced skills in graphical communication will be fundamental to achievement, the research, selection of material, written communication and problem solving are naturally occurring aspects of animation and opportunities for developing and tailoring relevant elements of the Core Skills to the specific demands of the vocational area.

The recommended Core Skills entry levels for the HNC Filmcraft and Animation is as follows:

◆ Communication	SCQF level 5
◆ Information Communication Technology	SCQF level 5
◆ Numeracy	SCQF level 5
◆ Problem Solving	SCQF level 5
◆ Working with Others	SCQF level 4

Candidates who achieve the HNC award (year 1 of the proposed HND) Filmcraft and Animation Group Award will have signposted opportunities to develop Core Skills to the following levels, which will allow Core Skills entry level to the HND to be as signposted as follows:

◆ Communication	SCQF level 6
◆ Problem Solving	SCQF level 6
◆ Working with Others	SCQF level 6
◆ Numeracy	SCQF level 6
◆ Information Communication Technology	SCQF level 6

During the second year of the HND Filmcraft and Animation, there are further signposted opportunities to develop all Core Skills. Core Skills will be broadened and deepened dependant upon the further opportunities contained in candidate option choices. Thus the Core Skills exit profile is the same as that for the HNC.

5 Group Awards structure

5.1 Framework

HNC Filmcraft and Animation

For a candidate to achieve the HNC in Filmcraft and Animation, they must attain **all** of the mandatory Units (88 SCQF credit points/11 SQA credits), including one Graded Unit at SCQF level 7 (8 SCQF credit points/1 SQA credit), **plus** 8 SCQF credit points/1 SQA credit from the optional section.

Mandatory Units

Candidates must achieve **all** of the following mandatory Units (88SCQF credit points/11 SQA credits):

Unit title	Code	SCQF credit points	SCQF level	SQA credit value
Graphics for Creative Multimedia Design	DE2W 34	16	7	2
2D Computer Animation	H31E 35*	16	8	2
Digital Video for Artists and Designers	DX34 35	8	8	1
Digital Audio for Artists and Designers	DX32 35	8	8	1
Life Drawing	DV98 34	8	7	1
Audio-Visual Design for Visual Mediums	F41P 34	8	7	1
Film Studies for Animators	F4B5 34	16	7	2
Filmcraft and Animation: Graded Unit 1	F4PF 34	8	7	1

*Refer to History of Changes for revision changes.

Optional Units

Candidates must also attain **one** of the following optional Units (8 SCQF credit points/1 SQA credit):

Unit title	Code	SCQF credit points	SCQF level	SQA credit value
Creative Industries: An Introduction*	H4A1 34	8	7	1
Digital Imaging: Vector Techniques	HF87 34*	8	7	1
Portfolio Production	DV9C 34	8	7	1
Art Practice: Collaborative Project	F1CN 34	8	7	1

The award of the HNC Filmcraft and Animation will be made on successful achievement of the 11 mandatory and 1 optional Unit credit giving a total of 12 credits. To enable candidates to move onto year 2 HND of the award, centres are advised to offer 15 credits to candidates to facilitate a manageable programme.

HND Filmcraft and Animation

For a candidate to achieve the HND in Filmcraft and Animation they must attain **all** of the mandatory Units (184 SCQF credit points/23 SQA credits), including one Graded Unit at SCQF level 7, and one Graded Unit at SCQF level 8. Candidates must **also** attain 56 SCQF credit points/7 SQA credits from the list of optional Units.

Mandatory Units

Unit title	Code	SCQF credit points	SCQF level	SQA credit value
Graphics for Creative Multimedia Design	DE2W 34	16	7	2
2D Computer Animation	H31E 35*	16	8	2
Digital Video for Artists and Designers	DX34 35	8	8	1
Digital Audio for Artists and Designers	DX32 35	8	8	1
Life Drawing	DV98 34	8	7	1
Audio-Visual Design for Visual Mediums	F41P 34	8	7	1
Film Studies for Animators	F4B5 34	16	7	2
Filmcraft and Animation: Graded Unit 1	F4PF 34	8	7	1
3D Computer Animation	DV94 35	16	8	2
3D Computer Animation and Technical Direction: Advanced	F1GV 35	16	8	2
3D Animation Motion Studies	DW9G 34	8	7	1
Animation: Character Design	F1D7 35	16	8	2
Advanced Bitmap Graphics for Creative Multimedia Design	DE2P 35	16	8	2
Life Drawing Portfolio	DX39 35	8	8	1
Filmcraft and Animation: Graded Unit 2	F4PG 35	16	8	2

*Refer to History of Changes for revision changes.

Candidates **must** attain 1 SCQF credit points/1 SQA credits and a maximum of 8 SCQF credit points/1 SQA credits from the list of optional Units in Group A.

Optional Units

Candidates must also attain **one** of the following optional Units (8 SCQF credit points/1 SQA credit) from Group A:

Group A Optional Units				
Unit title	Code	SCQF credit points	SCQF level	SQA credit value
Creative Industries: An Introduction*	H4A1 34	8	7	1
Digital Imaging: Vector Techniques	HF87 34*	8	7	1
Portfolio Production	DV9C 34	8	7	1
Art Practice: Collaborative Project	F1CN 34	8	7	1

Candidates **must** attain a further 48 SCQF credit points/6 SQA from the list of optional Units in Group B

Group B Optional Units				
Unit title	Code	SCQF credit points	SCQF level	SQA credit value
Advanced Vector Graphics for Creative Multimedia Design	DE2R 35	16	8	2
Art and Design: Group Work	F1GX 35	16	8	2
Art and Design: Interactive Media	F1EB 35	8	8	1
Mixed Media Portfolio	DX5J 35	8	8	1
Typography	DV69 34	16	7	2
Observational Drawing	DV9A 34	8	7	1
Narrative and Genre in Computer Games	F6BX 35*	16	8	2
Design For Virtual Environments	F1D9 35	8	8	1
Compositing and Motion Graphics: Advanced	F1TF 35	8	8	1
Exhibition: Planning and Design	DX06 34	8	7	1
Narrative in Fiction and Film	D7MC 35	8	8	1
Interactive Fiction	DE2X 35	16	8	2

*Refer to History of Changes for revision changes.

The award of the HND Filmcraft and Animation will be made on successful achievement of the 23 mandatory and 7 optional Unit credit giving a total of 30 credits. Details of potential credit transfer information follows in Section 5.3.

Graded Units

The Graded Units in year 1 and 2 of the award facilitate the integration and application of the knowledge and skills developed in the mandatory section of the award. The project based design of the Graded Units encourages candidates to demonstrate and develop transferable key skills to a level which will facilitate progress to future destinations in education or industry.

Core Skills

The recommended Core Skills entry levels for the HNC Filmcraft and Animation is as follows:

◆ Communication	SCQF level 5
◆ Information Communication Technology	SCQF level 5
◆ Numeracy	SCQF level 5
◆ Problem Solving	SCQF level 5
◆ Working with Others	SCQF level 4

Candidates who achieve the HNC award (year 1 of the proposed HND) Filmcraft and Animation Group Award will have signposted opportunities to develop Core Skills to the following levels as a minimum.

Recommended Core Skills exit levels for HNC.

◆ Communication	SCQF level 6
◆ Problem Solving	SCQF level 6
◆ Working with Others	SCQF level 6
◆ Numeracy	SCQF level 6
◆ Information Communication Technology	SCQF level 6

5.2 Mapping information

The Core Skill development opportunities are signposted in Appendix 1. Each individual Unit specification details opportunities for the development of Core Skills which are detailed in support notes section.

National Occupational Standards and Filmcraft and Animation

One of the major issues to be considered was a mapping exercise which looked at the contemporary definition of the creative media industries as supplied by Skillset is the Sector Skills Council for Creative Media. The major problem with a mapping exercise is the overlap of skills found in the Filmcraft and Animation HNC & HND programs; these are in fact the very things which make these course so unique and specific to the requirements of industry, stakeholders and students alike.

Skillset subdivides the creative media industries into ten sectors:

Animation

Computer games

Facilities (which includes post production, studio and equipment hire, special physical effects, outside broadcast, processing laboratories, transmission, manufacture of AV equipment and other services for film and TV)

Film

Interactive media

Other content creation (pop promos, corporate and commercials production)

Photo imaging

Publishing (books, journals, magazines, newspapers, directories and databases, news agencies, and electronic information services)

Radio and

Television

While the Filmcraft programs at both HNC and HND level cross over these areas embracing a raft of occupation standards although the bulk as you can see in Appendix 2 are in the film, photo imaging and animation industries.

5.3 Articulation, professional recognition and credit transfer

Currently there are in place a range of formal articulation routes and these arrangements appear in the table which follows.

Motherwell College courses		Higher Education Institutions that they articulate onto		
Level	Course	Year of	Course	University
HND	Filmcraft and Animation	3rd	BA Multimedia Graphics	Caledonian University
		3rd	BSc Computer Animation and Digital Art	University of West of Scotland
		3rd	BA Computer Animation and Digital Art	University of West of Scotland
		3rd	BSc Computer Animation and Multimedia	University of West of Scotland
HNC	As Above	2nd and 3rd	BA Media Studies	University of West of Scotland

There is a continuing need for a qualification in Filmcraft and Animation which offers an alternative route for progression to HEI institutions while providing a nationally acceptable certificate which can be used in its own right. As you can see an HND award can lead to articulation into year 3 of a number of degree programmes but this is at the discretion of each university and is based on the portfolio evidence presented by the individual candidate at interview. Articulation to year 2 of a degree programme with an HN award is also a popular route of progression.

Credit transfer

Candidates may be given credit transfer between HN Units (developed using 1988 design principles) and the revised HN Units (developed using 2003 design principles). There is no transition framework for the HND Filmcraft and Animation but candidates can be given credit transfer for individual Units.

Credit transfer can be given where there is broad equivalence between the subject related content of the Unit or combination of Units. Candidates who are given credit transfer between predecessor Units and revised HN Units must still satisfy all other conditions of the revised HNC Filmcraft and Animation and HND in Filmcraft and Animation including the mandatory Units, Graded Units, optional Units and the correct number of credits at the correct SCQF level.

The table in Appendix 3 shows where credit transfer might be possible be given between predecessor Units and revised Units. Credit transfer is at the discretion of the centre and subject to External Verification by SQA.

6 Approaches to delivery and assessment

6.1 Content and context

The HNC/HND Filmcraft and Animation are specialist award frameworks, permitting candidates to develop and advance skills and knowledge in three core areas, eg Narrative, 2D and 3D Animation and digital and traditional art skills, or as a blended and interdisciplinary approach.

Candidates can augment these studies by selecting from the range of optional Units. Candidates undertaking the Filmcraft and Animation awards can study a variety of Animation or Graphic subjects to ensure development of a wider skills base when considering articulation routes.

The award is aimed at those who wish to embark on a career in the film, computer games and animation industries. It is also aimed at those who wish to develop the necessary skills to progress to further training or employment.

The HNC/HND Filmcraft and Animation award allows candidates to progress to a range of study options, ie Higher Education Institutions (see Section 5.3)

Although the Units in this HNC/HND are designed and intended to be delivered as part of the Group Award it is possible for them to be delivered as stand-alone qualifications.

6.2 Delivery and assessment

In this course, the aim of the curriculum design is to provide a balance between, and awareness and understanding of, key skills and the creativity required by the Film, Computer Games and Animation industries, while working to address a range of technical issues from within the framework of the Filmcraft and Animation awards.

This balance is intended to develop candidates' ability to identify and apply individual skills and to facilitate these abilities in their chosen specialisation within the Filmcraft, Computer Games and Animation industries, thereby enhancing future employability.

Although centres can choose in what order to teach the Units within the awards, it is envisaged that the primary elements of the mandatory Units in the first year are delivered prior to delivering the Graded Unit. It is important that these elements of the mandatory Units have been delivered before the Graded Unit is assessed.

The assessment strategy of the SQA Design Principles — to encourage a more holistic approach to assessment — has been adopted in this award. The new HN Unit specification places the emphasis on reducing the assessment load for both candidates and centres by devising assessments that assess the entire Unit or join the assessments of Outcomes together.

There is also the opportunity to integrate some assessments across Units. The logistics of this will depend on the programme in individual centres.

Unit specifications detail the exact Evidence Requirements and assessment procedures for each assessment event. Should centres wish to use different modes of assessment from the recommendation they should seek prior verification from SQA. Exemplar Assessments will be produced for mandatory Units indicating to centres what is required from the assessment instrument.

6.3 Open Learning

Open Learning may be feasible for some Outcomes within some Units in this award. These opportunities are highlighted within the Unit specifications. The great majority of Outcomes rely, however, on developing practical performance skills in the presence of a lecturer and/or fellow candidates. Practical and ‘hands-on’ activities underpin much of the learning, and so the opportunities for distance learning are limited. Centres may, however, find it possible to develop solutions for all or parts of some Units provided all Unit and moderation requirements are met in full.

Technological advances may make the possibility of such creative solutions more widespread in the future.

Because of the intensive nature of the training for many Units, part-time provision would be most unusual and difficult to achieve.

6.4 Delivery

Although originally intended for candidate returners, these qualifications are now very popular with younger candidates and due to the incremental steps these awards offer, they allow candidates to progress and have their achievements formally recognised at every step by a national qualification. This route is realistic for many adult or younger learners who have ‘just missed’ entering Higher education straight after school.

The awards may be taken on a part-time as well as full-time basis thus widening access, removing barriers to learning and promoting inclusivity. This is particularly important to encourage more females into what hitherto has been predominantly a male domain. Much of the underpinning knowledge can be delivered via Open Learning/VLE platform and e-assessment opportunities will be developed once delivery has begun.

6.5 Employment

Earlier research had been undertaken by SQA in 2005 with a remit of consolidating course provision in the creative arts; graphic design areas contacted 150 companies. The results of this feedback highlighted the following vocational occupational areas which can be supported by a highly specialised niche award like Filmcraft and Animation:

- ◆ Computer Animation
- ◆ Games Design
- ◆ Graphic Design
- ◆ Illustration
- ◆ Television
- ◆ Design environments
- ◆ Web Design
- ◆ Multimedia Design
- ◆ Commercial Printing
- ◆ Publishing

6.6 Access to individual Units

Consideration of access to an individual Unit should be based on the interest and ability of a candidate to undertake the particular Unit. For example, an applicant may have completed a non-certificated course in animation and may wish to pursue this at a higher level. Alternatively, a candidate may be involved in solely a work-based design activity and wish some type of formal certificate. However, the demands of undertaking individual Units are different from those of undertaking the 12 credits required to achieve the HNC and this should be the distinguishing criterion between access to individual Units and access to the Group Award.

6.7 Part-time definition

Subject to centre specific conditions on inclusion part-time delivery may fall into one or more of the following patterns:

- ◆ Discrete part-time HNC/HND courses run over a period of 3 to 5 years
- ◆ Clusters of specialised Units taught as short courses
- ◆ Tailored provision
- ◆ PDA Filmcraft and Animation

6.8 Part-time candidates

The HNC/HND will continue to provide opportunities for part-time candidates and contribute to the life-long learning and social inclusion agendas. Examples of part-time provision include:

- 1 Individualised programmes with candidates building up credits over a number of years and working towards the Group Award. Usually ‘in-fill’ into full-time classes.
- 2 Discrete part-time course run over 2 years for HNC or 3 to 4 years for HND
- 3 The part-time opportunities described in 1 and 2 above can be offered in colleges or on an outreach basis, (eg community centres). Future opportunities will include open and/or on-line learning.

Part-time candidates can also progress to university study either on a full-time or part-time basis although entry is at the discretion of the receiving institutions.

7 General information for centres

Disabled candidates and/or those with additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering whether any reasonable adjustments may be required. Further advice can be found on our website www.sqa.org.uk/assessmentarrangements.

Internal and external verification

All instruments of assessment used within this/these Group Award(s) should be internally verified, using the appropriate policy within the centre and the guidelines set by SQA.

External verification will be carried out by SQA to ensure that internal assessment is within the national guidelines for these qualifications.

Further information on internal and external verification can be found in *SQA's Guide to Assessment* (www.sqa.org.uk).

8 General Information for candidates:

The Computer Games industry is well over 20 years old and Scotland still aspires to be a world leader in this field. Interactive technology in the form of mobile phones and other electronic items are ubiquitous with streaming video and computer games made available direct to the handset or PVR with Bluetooth or WiFi.

The HNC and HND awards are aimed at those who wish to embark on a career in the film, computer games and animation industries. It is also aimed at those who wish to develop the necessary skills to progress to further training or employment.

Analytical thinking and strong drawing and creative skills, complex problem solving and visual storytelling abilities are essential aspects of the animation industry today as is the ability of the candidate to function as part of a team or as an individual managing a project. Although elements of the sophisticated numerical, graphical and technological competencies which underpin work in Filmcraft and Animation are not precisely reflected in the SQA Core Skills framework there are opportunities within the award to meet the current needs of the industry. All practical activities in the award will, therefore, provide a context for developing and tailoring relevant elements of the Core Skills to the specific demands of the vocational area.

Opportunities will also be provided for candidates to make use of technology in researching current design practice and information, in producing and presenting materials and reports and in maintaining files and records.

Possible employment opportunities awaiting successful HNC candidates are:

Junior/Trainee Animator	Trainee Storyboard Artist
Runner	Junior Illustrator
Junior Modeller	Junior Clean Up Artists

There are also strong articulation links with a number of universities for advanced standing entry to year three of undergraduate programmes. Universities such as...

Motherwell College courses		University courses that they articulate onto		
Level	Course	Year of	Course	University
HNC	Filmcraft and Animation	2nd	BA Media Studies	University of West of Scotland

Possible employment opportunities awaiting successful HND candidates are:

Computer Games - List of Job Titles					
PRODUCTION		OPERATIONS	BUSINESS	GENERAL OPERATIONS	RELATED
Creative Development	Technical Development	Quality Assurance	Project Management	PR & Marketing	Other Areas
Games Design	Programming	QA	Executive / Senior Producer (Publishing)	Marketing Director	Journalist
Lead Designer	Lead Programmer	QA Manager	Producer / Project Manager (Publishing)	Marketing Manager	Academic
Games Designer	Software Engineer	Quality Assurance Technician / Tester*	Account Director	Press Officer	MMO Community Editor / GM
Script writer	Programmer*	Lead Tester	Consultant	PR Executive*	Game Player*
Map builder	A.I. Programmer	Localisation	Associate / Junior Producer* (Publishing)		
Level Editor*	Middleware/ Tools Programmer	Localisation Tester*	Project Co-ordinator* (Publishing)	Human Resources	
Object planner	Graphics Programmer	Localisation Manager	External Relations	HR Manager	
GUI Designer	Gameplay Programmer			Training Manager	
Storyboard Artist	Action Scripter		Business Management	Compensation & Benefits Manager	
Illustrator	Platform Designer	Support	Chief Executive	Recruitment Manager	
Graphic Designer	Information Architect	Operations Manager	Managing Director	Personnel Officer	
Art and Animation	Systems Analyst	Customer Support	Creative Director		
Creative Manager	Database Designer		Technical Director	Finance	
Art Director	Engine Programmer		Financial Planning Manager	Finance Director	
Lead Artist	Server Architect		Supply Chain Manager	Accountant	
Concept Artist					
Environment Artist	Project Implementation		Business Development	Legal	
PreVis Artist	Production Management		Business Development Manager	General Counsel or Legal Director	
Technical Artist	Head of Development		Sales Manager	Solicitor	
Artist*	Executive Producer		Licensing / IPR Manager		
Animator*	Project Manager / Producer		Product / Brand Manager	Admin / IT	
3D Modeller	QA Director			IT Manager	
Audio	Art Director			IT Support / Technical Support	
Musician	Programming Manager			Network Administrator	
Audio Engineer	Assistant Project Manager*			Secretary	
Sound Effects Designer	Production Accountant			Administrator*	
Composer	Production Scheduler			Admin Assistant	
	Production Assistant			PA*	
				Receptionist*	
				Premises Operations	
				Security Officer	
				Caterer	
				Cleaner	

KEY	
Job Profile Available	
OCCUPATIONAL GROUPS	
Bold - Roles	
Job Titles	

There are also strong articulation links with a number of universities for advanced standing entry to year three of undergraduate programmes. Universities such as....

Motherwell College courses		University courses that they articulate onto		
Level	Course	Year of	Course	University
HND	Filmcraft and Animation	3rd	BA Multimedia Graphics	Caledonian University
		3rd	BSc Computer Animation and Digital Art	University of West of Scotland
		3rd	BA Computer Animation and Digital Art	University of West of Scotland
		3rd	BSc Computer Animation and Multimedia	University of West of Scotland
		2nd and 3rd	BA Media Studies	University of West of Scotland

Awareness and development of Core Skills are also incorporated into the award by requiring candidates, supported by tutors, to take responsibility for their learning programmes, and to work with a range of others on a variety of projects. The Graded Units integrate and apply knowledge and skills developed during the HNC/HND awards, and provide further opportunities for candidates to demonstrate transferable key skills and a high level of achievement appropriate to their future destinations.

Candidates who achieve the HNC award will have opportunities to develop Core Skills to the following levels as a minimum:

◆ Communication	SCQF level 6
◆ Problem Solving	SCQF level 6
◆ Working with Others	SCQF level 6
◆ Numeracy	SCQF level 6
◆ Information Technology	SCQF level 6

9 Glossary of terms

SCQF: This stands for the Scottish Credit and Qualification Framework, which is a new way of speaking about qualifications and how they inter-relate. We use SCQF terminology throughout this guide to refer to credits and levels. For further information on the SCQF visit the SCQF website at www.scqf.org.uk

SCQF credit points: One HN credit is equivalent to 8 SCQF credit points. This applies to all HN Units, irrespective of their level.

SCQF levels: The SCQF covers 12 levels of learning. HN Units will normally be at levels 6–9. Graded Units will be at level 7 and 8.

Subject Unit: Subject Units contain vocational/subject content and are designed to test a specific set of knowledge and skills.

Graded Unit: Graded Units assess candidates' ability to integrate what they have learned while working towards the Units of the Group Award. Their purpose is to add value to the Group Award, making it more than the sum of its parts, and to encourage candidates to retain and adapt their skills and knowledge.

Dedicated Unit to cover Core Skills: This is a non-subject Unit that is written to cover one or more particular Core Skills.

Embedded Core Skills: This is where the development of a Core Skill is incorporated into the Unit and where the Unit assessment also covers the requirements of Core Skill assessment at a particular level.

Signposted Core Skills: This refers to the opportunities to develop a particular Core Skill at a specified level that lie outwith automatic certification.

Qualification Design Team: The QDT works in conjunction with a Qualification Manager/Development Manager to steer the development of the HNC/HND from its inception/revision through to validation. The group is made up of key stakeholders representing the interests of centres, employers, universities and other relevant organisations.

Consortium-devised HNCs and HNDs are those developments or revisions undertaken by a group of centres in partnership with SQA.

Specialist single centre and specialist collaborative devised HNCs and HNDs are those developments or revisions led by a single centre or small group of centres who provide knowledge and skills in a specialist area. Like consortium-devised HNCs and HNDs, these developments or revisions will also be supported by SQA.

10 Appendices

Appendix 1: Core Skills mapping

Appendix 2: Mapping to National Occupational Standards

Appendix 3: Possible credit transfer arrangements

Appendix 1: Core Skills mapping

The HND in Filmcraft and Animation has been designed using the new HN Design Principles and therefore the importance of Core Skills has been recognised and been incorporated, where appropriate, throughout the award. The following table is a summary of where the five Core Skill elements are signposted although not assessed.

SCQF level	Unit title	Communication SCQF level 6		Numeracy SCQF level 6		Information Technology SCQF level 6		Problem Solving SCQF level 6		Working with Others SCQF level 6	
		Read	Write	Oral	Using Number	Using Graphical Information	Using Information Technology	Critical Thinking	Planning and Organising	Reviewing and Evaluating	Working with Others
7	Graphics for Creative Multimedia Design			√			√	√		√	
8	2D Computer Animation	√	√	√			√	√	√	√	
8	Digital Video for Artists and Designers	√	√				√	√	√	√	
8	Digital Audio for Artists and Designers	√	√	√	√		√	√	√	√	
7	Life Drawing			√							√
7	Audio Visual Design	√	√	√	√	√	√	√	√	√	
7	Film Studies for Animators	√	√	√			√	√	√	√	

SCQF level	Unit title	Communication SCQF level 6		Numeracy SCQF level 6		Information Technology SCQF level 6		Problem Solving SCQF level 6		Working with Others SCQF level 6	
		Read	Write	Oral	Using Number	Using Graphical Information	Using Information Technology	Critical Thinking	Planning and Organising	Reviewing and Evaluating	Working with Others
7	Graded Unit 1	√	√	√	√	√	√	√	√	√	√
8	3D Computer Animation	√	√		√		√	√	√		
8	3D Computer Animation and Technical Direction: Advanced	√	√		√		√	√	√		
7	3D Animation Motion Studies	√	√		√		√	√	√		
8	Animation: Character Design	√	√		√		√	√	√		
8	Advanced Bitmap Graphics for Creative Multimedia Design	√	√				√	√	√		
8	Life Drawing Portfolio			√							√
8	Graded Unit 2	√	√	√	√	√	√	√	√	√	√
7	Creative Industries: An Introduction	√	√			√	√	√	√		
7	Digital Imaging: Vector Techniques	√	√				√	√		√	

SCQF level	Unit title	Communication SCQF level 6		Numeracy SCQF level 6		Information Technology SCQF level 6		Problem Solving SCQF level 6		Working with Others SCQF level 6	
		Read	Write	Oral	Using Number	Using Graphical Information	Using Information Technology	Critical Thinking	Planning and Organising	Reviewing and Evaluating	Working with Others
7	Portfolio Production		√			√	√	√	√		
7	Art Practice: Collaborative Project				√	√	√	√	√	√	
8	Advanced Vector Graphics for Creative Multimedia Design	√					√	√		√	
8	Art and Design: Group Work	√	√		√	√	√	√	√	√	√
8	Art and Design: Interactive Media	√	√				√	√		√	
7	Typography	√	√				√				
7	Observational Drawing	√	√				√		√		
8	Narrative and Genre in Computer Games	√	√	√			√	√	√	√	
8	Design For Virtual Environments	√	√	√			√	√	√	√	

SCQF level	Unit title	Communication SCQF level 6		Numeracy SCQF level 6		Information Technology SCQF level 6		Problem Solving SCQF level 6		Working with Others SCQF level 6	
		Read	Write	Oral	Using Number	Using Graphical Information	Using Information Technology	Critical thinking	Planning and organising	Reviewing and evaluating	Working with Others
8	Compositing and Motion Graphics: Advanced	√	√				√	√	√	√	
7	Exhibition: Planning and Design	√	√	√			√	√	√	√	√
8	Narrative in Fiction and Film	√	√				√	√	√	√	
8	Interactive Fiction	√	√				√	√	√	√	

Appendix 2: Mapping to National Occupational Standards

Unit title	Code	SCQF credit points	SCQF level	SQA credit value	National Occupational Standards Animation	National Occupational Standards Interactive Media	National Occupational Standards Various areas
Graphics for Creative Multimedia Design	DE2W 34	16	7	2		IM10 Initiate Interactive Media Projects IM16 Plan Content for Web and Multimedia Products	DMI 38 Develop Design Solutions — Moving Image
2D Computer Animation	DV5N 35	16	8	2	ANIM 1 Work Effectively In Animation ANIM 10 Edit Timings	IM24 Create 2D Animations For Interactive Media Products	
Digital Video for Artists and Designers	DX34 35	8	8	1			Studio Operations level 2 Video Tape Operations — Video Technical
Digital Audio for Artists and Designers	DX32 35	8	8	1		IM27 Create Sound Effects For Interactive Media Products	S1 Identify, Devise And Manage The Sound Requirements — Sound S23 Create Or Obtain Supplementary Sound Material — Sound
Life Drawing	DV98 34	8	7	1			
Audio-Visual Design for Visual Mediums	F41P 34	8	7	1	ANIM 21 Create Digital Visual Effects		DMI 35 Create Graphics To Specification — Moving Image
Film Studies for Animators	F4B5 34	16	7	2			
Filmcraft and Animation: Graded Unit 1	F4PF 34	8	7	1			

Optional Units

Candidates must also attain **one** of the following optional Units (8 SCQF credit points/1 SQA credit):

Unit title	Code	SCQF credit points	SCQF level	SQA credit value	National Occupational Standards Animation	National Occupational Standards Interactive Media	National Occupational Standards Various areas
Creative Industries: An Introduction	DM0V 34	8	7	1			
Digital Imaging: Vector Techniques	F208 34	8	7	1			
Portfolio Production	DV9C 34	8	7	1			
Art Practice: Collaborative Project	F1CN 34	8	7	1			

The award of the HNC Filmcraft and Animation will be made on successful achievement of the 11 mandatory and 1 optional Unit credit giving a total of 12 credits. To enable candidates to move onto year 2 HND of the award, centres are advised to offer 15 credits to candidates to facilitate a manageable programme.

HND Filmcraft and Animation

For a candidate to achieve the HND in Filmcraft and Animation they must attain **all** of the mandatory Units (184 SCQF credit points/23 SQA credits), including one Graded Unit at SCQF level 7, and one Graded Unit at SCQF level 8. Candidates must **also** attain 56 SCQF credit points/7 SQA credits from the list of optional Units.

Mandatory Units

Unit title	Code	SCQF credit points	SCQF level	SQA credit value	National Occupational Standards Animation	National Occupational Standards Interactive Media	National Occupational Standards Various Areas
Graphics for Creative Multimedia Design	DE2W 34	16	7	2		IM10 Initiate Interactive Media Projects IM16 Plan Content For Web And Multimedia Products	DMI 38 Develop Design Solutions — Moving Image
2D Computer Animation	DV5N 35	16	8	2	ANIM 1 Work Effectively In Animation, ANIM 4 Evaluate Proposed Ideas Prior to Production, ANIM 8 Create Designs, ANIM 11 Create 2D Assets For Production, ANIM 12 Create 2D Animation, ANIM 13 Finalise Artwork for 2D Animation		
Digital Video for Artists and Designers	DX34 35	8	8	1			Studio Operations Level 2 Video Tape Operations — Video Technical
Digital Audio for Artists and Designers	DX32 35	8	8	1		IM27 Create Sound Effects For Interactive Media Products	S1 Identify, Devise And Manage The Sound Requirements — Sound S23 Create Or Obtain Supplementary Sound Material — Sound

Unit title	Code	SCQF credit points	SCQF level	SQA credit value	National Occupational Standards Animation	National Occupational Standards Interactive Media	National Occupational Standards Various Areas
Life Drawing	DV98 34	8	7	1			
Audio-Visual Design for Visual Mediums	F41P 34	8	7	1	ANIM 21 Create Digital Visual Effects		DMI 35 Create Graphics To Specification — Moving Image
Film Studies for Animators	F4B5 34	16	7	2			
Filmcraft and Animation: Graded Unit 1	F4PF 34	8	7	1			
3D Computer Animation	DV94 35	16	8	2	ANIM 14 Set Up 3D Elements For Animation, ANIM 15 Create 3D Animation, ANIM 16 Render 3D Animation	IM26 Texture Models For 3D Animation	
3D Computer Animation and Technical Direction: Advanced	F1GV 35	16	8	2	ANIM 21 Create Digital Visual Effects	IM26 Texture Models For 3D Animation IM25 Create Wire-Frame Models For 3D Animation	
3D Animation Motion Studies	DW9G 34	8	7	1		IM25 Create Wire-Frame Models For 3D Animation	
Animation: Character Design	F1D7 35	16	8	2			
Advanced Bitmap Graphics for Creative Multimedia Design	DE2P 35	16	8	2			DMI 34 Produce Graphic Elements On Electronic Media — Moving Image
Life Drawing Portfolio	DX39 35	8	8	1			
Filmcraft and Animation: Graded Unit 2	F4PG 35	16	8	2			

Candidates must attain 1 SCQF credit points/1 SQA credits and a maximum of 8 SCQF credit points/1 SQA credits from the list of optional Units in Group A.

Optional Units

Candidates must also attain **one** of the following optional Units (8 SCQF credit points/1 SQA credit) from Group A:

Group A: Optional Units

Unit title	Code	SCQF credit points	SCQF level	SQA credit value	National Occupational Standards Animation	National Occupational Standards Interactive Media	National Occupational Standards Various Areas
Creative Industries: An Introduction	DM0V 34	8	7	1			
Digital Imaging: Vector Techniques	F208 34	8	7	1			
Portfolio Production	DV9C 34	8	7	1			
Art Practice: Collaborative Project	F1CN 34	8	7	1			

Candidates **must** attain a further 48 SCQF credit points/6 SQA from the list of optional Units in Group B

Group B: Optional Units

Unit title	Code	SCQF credit points	SCQF level	SQA credit value	National Occupational Standards Animation	National Occupational Standards Interactive Media	National Occupational Standards Various Areas
Advanced Vector Graphics for Creative Multimedia Design	DE2R 35	16	8	2			
Art and Design: Group Work	FIGX 35	16	8	2			
Art and Design: Interactive Media	F1EB 35	8	8	1		IM6 Use Authoring Tools To Create Interactive Media Products, IM10 Initiate Interactive Media Projects, IM16 Plan Content For Web And Multimedia Products	
Mixed Media Portfolio	DX5J 35	8	8	1			
Typography	DV69 34	16	7	2			
Observational Drawing	DV9A 34	8	7	1			
Narrative and Genre in Computer Games	DE30 35	16	8	2		IM20 Design Electronic Games, IM23 Create Narrative Scripts For Interactive Media Products	
Design For Virtual Environments	F1D9 35	8	8	1	ANIM 3 Conceptualise And Direct The Product, ANIM 4 Evaluate Proposed Ideas Prior to Production, ANIM 8 Create Designs		
Compositing and Motion Graphics: Advanced	F1TF 35	8	8	1	ANIM 22 Composite Animation		
Exhibition: Planning and Design	DX06 34	8	7	1			
Narrative in Fiction and Film	D7MC 35	8	8	1			
Interactive Fiction	DE2X 35	16	8	2			

Appendix 3: Possible credit transfer arrangements*

*Subject to External Verification by SQA

Mandatory Units

Unit No						Name	Credit	Level	Replaces		Credit transfer
D	E	2	W		3 4	Graphics for Creative Multimedia Design	2	7	A3CH 04	Computer Graphics Packages	*
D	V	5	N		3 5	2D Computer Animation	2	8	A51M 04	Producing CGA	*
D	X	3	4		3 5	Digital Video for Artists and Designers	1	8	D9R3 04	Introduction to Digital Video	*
D	X	3	2		3 5	Digital Audio for Artists and Designers	1	8	A59F 04	Digital Sound Editing	*
D	V	9	8		3 4	Life Drawing	1	7	NEW		
F	4	B	5		3 4	Film Studies for Animators	2	7	A6T9 04	Media Theory and Analysing Films and Television programs	*
F	E	P	F		3 4	Filmcraft: Graded Unit 1	1	7	NEW	A6T9 04 Media Theory and Analysing Films and Television programs as above	*
F	4	1	P		3 4	Audio Visual Design	1	7	NEW		*

Group 1: **Optional Units** a single CREDIT taken from the undernoted listings for HNC

Unit No						Name	Credit	Level	Replaces		
D	V	9	C		3 4	Portfolio Production	1	7	A6CN 04	Building a Personal Portfolio	*
D	M	0	V		3 4	Creative Industries: An Introduction	1	7	NEW		*
D	7	M	3		3 4	Video Production 1	1	7	A6SE 04	Video Production 1: Planning and Production short sequence.	*
F	2	0	8		3 4	Digital Imaging: Vector Techniques	1	7	A51M 04	Producing CGA Partial in conjunction with DV5N 35 2D Computer Animation – both Units will nevertheless be combined into one project for assessment purposes and may also be assessed within an integrated process.	*

NB [although 15 credits will be offered for candidates on HND Year one program]

HNC Filmcraft and Animation — possible credit transfer opportunities

Possible credit transfer arrangements *

<i>Previous Unit</i>	<i>Outcomes</i>	<i>New Unit</i>	<i>Outcomes</i>
D5XC 04 2 3D Animation Movement Studies	<ol style="list-style-type: none"> 1. Produce designs for 3D animation. 2. Create a model for 3D animation. 3. Plan movement for 3D animation. 4. Use animation techniques to create 3D movement. 5. Synchronise 3D movement to dialogue. 	DW9G 34 1 3D Animation Motion Studies Core	<ol style="list-style-type: none"> 1. Produce designs for a proposed 3 Dimensional model. 2. Construct a 3 Dimensional model. 3. Use animation tools and techniques to create motion.
D33C 04 1 Three-Dimensional Graphics	<ol style="list-style-type: none"> 1. Interpret a written brief for a project integrating a three-dimensional structure and graphic design. 2. Produce a design solution that fulfils the requirements of the brief. 3. Produce a three-dimensional mock up to client visual standards. 4. Critically evaluate the project. 	DV9435 2 3D Computer Animation Core	<ol style="list-style-type: none"> 1. Understand the basic principles of current 3D computer animation. 2. Produce a three-dimensional computer model to a given brief/s. 3. Create a three-dimensional computer animation sequence to a given brief/s.

HNC Filmcraft and Animation — possible credit transfer opportunities

Possible credit transfer arrangements *

<i>Previous Unit</i>	<i>Outcomes</i>	<i>New Unit</i>	<i>Outcomes</i>
A70M 04 2 3D Model Animation	<ol style="list-style-type: none"> 1. Explain the techniques and applications of 3D model animation. 2. Design a 3D model animation. 3. Create 3D models and sets. 4. Record a 3D model animation. 5. Carry out post-production. 	F1GV 35 2 3D Computer Animation and Technical Direction: Advanced Core	<ol style="list-style-type: none"> 1. Describe and evaluate advanced 3D computer animation techniques. Core: written 2. Produce developmental designs and storyboards for a proposed 3D computer animation. 3. Create motion graphics using advanced computer animation tools, techniques and technical direction.
D33C 04 1 Three-Dimensional Graphics	<ol style="list-style-type: none"> 1. Interpret a written brief for a project integrating a three-dimensional structure and graphic design. 2. Produce a design solution that fulfils the requirements of the brief. 3. Produce a three-dimensional mock up to client visual standards. 4. Critically evaluate the project. 	DV9435 2 3D Computer Animation Core	<ol style="list-style-type: none"> 1. Understand the basic principles of current 3D computer animation. 2. Produce a three-dimensional computer model to a given brief/s. 3. Create a three-dimensional computer animation sequence to a given brief/s.

HNC Filmcraft and Animation — possible credit transfer opportunities

Possible credit transfer arrangements *

<i>Previous Unit</i>	<i>Outcomes</i>	<i>New Unit</i>	<i>Outcomes</i>
D5XC 04 2 3D Animation Movement Studies	<ol style="list-style-type: none"> 1. Produce designs for 3D animation. 2. Create a model for 3D animation. 3. Plan movement for 3D animation. 4. Use animation techniques to create 3D movement. 5. Synchronise 3D movement to dialogue. 	DW9G 34 1 3D Animation Motion Studies Core	<ol style="list-style-type: none"> 1. Produce designs for a proposed 3 Dimensional model. 2. Construct a 3 Dimensional model. 3. Use animation tools and techniques to create motion.
A70M 04 2 3D Model Animation	<ol style="list-style-type: none"> 1. Explain the techniques and applications of 3D model animation. 2. Design a 3D model animation. 3. Create 3D models and sets. 4. Record a 3D model animation. 5. Carry out post-production. 	F1GV 35 2 3D Computer Animation and Technical Direction: Advanced Core	<ol style="list-style-type: none"> 1. Describe and evaluate advanced 3D computer animation techniques. 2. Core: written 3. Produce developmental designs and storyboards for a proposed 3D computer animation. 4. Create motion graphics using advanced computer animation tools, techniques and technical direction.

HNC Filmcraft and Animation — possible credit transfer opportunities

Possible credit transfer arrangements *

<i>Previous Unit</i>	<i>Outcomes</i>	<i>New Unit</i>	<i>Outcomes</i>
A62X 04 2 Advanced Bitmapped Graphics	<ol style="list-style-type: none"> 1. Select suitable designs for execution using bitmapped graphics drawing software. 2. Set up appropriate parameters and preferences. 3. Use a scanner to acquire images. 4. Modify acquired images. 5. Execute designs using on-screen tool and menu commands. 6. Select areas for modification using on-screen tools and menu commands. 7. Modify designs using on-screen tools and menu commands. 8. Import and export files. 9. Carry out an advanced design project / assignment using bitmapped graphics drawing software. 	DE2P 35 2 Advanced Bitmap Graphics for Creative Multimedia Design Core	<ol style="list-style-type: none"> 1. Create composite images using bitmap graphic software. 2. Use advanced features of bitmap graphic software. 3. Analyse the optimisation of bitmap graphics.
1.5 Develop a Personal Interactive Multimedia Portfolio	<ol style="list-style-type: none"> 1. Select appropriate content to be included in a personal interactive multimedia portfolio. 2. Produce a logbook containing a record of work. 3. Produce personal curriculum vitae. 4. Design an interactive multimedia portfolio. 5. Develop an interactive multimedia portfolio using authoring software. 6. Test and package an interactive multimedia portfolio. 	DX5J 35 1 Mixed Media Portfolio OR F1EB 35 1 Art and Design: Interactive Media	<ol style="list-style-type: none"> 1. Analyse mixed media artwork. 2. Research and develop potential solutions for a mixed media brief. 3. Produce and present a solution to a mixed media brief. OR <ol style="list-style-type: none"> 1. Research and develop a concept in response to a given brief. 2. Implement a solution to an art or design brief using interactive media.
1 Author an Interactive Animation Environment	<ol style="list-style-type: none"> 1. Design an interactive environment to a given brief. 2. Develop the Interactive environment. 3. Use behaviours and coding to produce interactivity. 		

HNC Filmcraft and Animation — possible credit transfer opportunities

Possible credit transfer arrangements *

<i>Previous Unit</i>	<i>Outcomes</i>	<i>New Unit</i>	<i>Outcomes</i>
D5XB 04 2 2D Animation Movement Studies	<ol style="list-style-type: none"> 1. Produce character designs for 2D animation. 2. Plan movement for 2D animation. 3. Use animation techniques to control 2D movement. 4. Synchronise 2D animation movement to dialogue. 	DV5N 35 2 2D Computer Animation F1D7 35 2 Animation: Character Design Core	<ol style="list-style-type: none"> 1. Identify the basic principles of current animation drawing styles and techniques Core: written 2. Use computer applications and drawing styles to create animation elements. 3. Create a screen-based animated sequence to the requirements of a brief. 1. Evaluate expression and movement of character styles as directed by a brief. Core: written 2. Produce observational artwork/developmental drawings of character movement and emotions. 3. Produce storyboard sequences for 2D or 3D character animation sequences. 4. Create a series of short character animations.
A62W 04 2 Advanced Vector Graphics	<ol style="list-style-type: none"> 1. Select suitable designs for execution using vector-based drawing software. 2. Set up appropriate parameters and preferences. 3. Generate a colour palette suitable for intended output. 4. Execute designs using on-screen tools. 5. Modify designs using on-screen tools. 6. Enter and modify type matter. 7. Import and export files. 8. Prepare files for service bureau output. 9. Carry out an advanced project /assignment using vector-based drawing software. 	DE2R 35 2 Advanced Vector Graphics for Creative Multimedia Design	<ol style="list-style-type: none"> 1. Prepare creative solutions for implementation using a vector drawing package. 2. Produce designs using vector graphics. 3. Use advanced operations of a vector drawing package. 4. Control colour and graphic elements in a design solution.

HNC Filmcraft and Animation — possible credit transfer opportunities

Possible credit transfer arrangements *

<i>Previous Unit</i>	<i>Outcomes</i>	<i>New Unit</i>	<i>Outcomes</i>
DXF 04 2 Narrative Animation Project	<ol style="list-style-type: none"> 1. Interpret a written brief for a Narrative animation project. 2. Present a Production proposal relating to the narrative animation brief. 3. Produce a narrative animation, which fully addresses the criteria of the brief given. 	Filmcraft: Graded Unit 2 Core	Presentation [Project based]