Higher National unit specification

General information

Unit title: Motion Studies (SCQF level 7)

Unit code: F1GY 34

Superclass:	JB
Publication date:	April 2007
Source:	Scottish Qualifications Authority
Version:	02 (December 2016)

Unit purpose

This Unit is designed to allow the student to develop and explore their chosen method of animation and to extend their knowledge of two and/or three-dimensional motion studies.

Outcomes

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

1   Plan and produce drawings of models/characters for a 2D and/or 3D animation sequence.
2   Create motion using the appropriate tools and techniques.

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

Access to this Unit is at the discretion of the centre. Candidates should have an understanding of design process having completed HN Units in Computer Arts and Design or have similar qualifications or experience.

Higher National unit specification: General information (cont)

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Core Skills

There are opportunities to develop the Core Skills of *Problem Solving* and *Information Technology (ICT)* 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.

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

Plan and produce drawings of models/characters for a 2D and/or 3D animation sequence.

Knowledge and/or Skills

♦   Treatment writing
♦   Motion processes
♦   Development drawings of models/characters
♦   Storyboards
♦   Sequential drawings
♦   Dope sheets
♦   Production Schedules

Outcome 2

Create motion using the appropriate tools and techniques.

Knowledge and/or Skills

♦   Animation processes
♦   Articulated movement
♦   Sequential sequencing
♦   Key-framing
♦   In-betweening
♦   Transitions
♦   Presentation formats

Higher National unit specification: Statement of standards (cont)

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Evidence Requirements for this unit

Outcome 1

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

♦ present developmental images/drawings and model sheets (front, back and side views of proposed models/characters).
♦ show selection, articulated development from rough sketch through to fully detailed models/ characters
♦ evidence all reference to primary and secondary surfaces (where appropriate), materials sourced, contextualised, developed and rendered to the final models/ characters.
♦ produce an outline of the animation's development, motion requirements and sequencing.
♦ detail the key planning requirements using critical evaluation of the developmental process, time frame and proposed animation process and production schedule.

Evidence should be presented in the form of developmental images with oral/written annotations, plus a workbook/logbook.

Outcome 2

They will need to provide evidence of their Knowledge and/or Skills by demonstrating that they can:

♦ produce an animated sequence featuring the selected model in motion from conceptual work previously carried out.
♦ show a range of different character movements/concepts.
♦ produce an animated sequence.
♦ choose correct key-framing and in-between elements.
♦ save and present the final animation in an appropriate format/s.

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

The Unit is intended to allow the student to further develop their skills in 2D or 3D animation and should afford the candidate the opportunity to explore a range of animation techniques.

Candidates would normally be expected to work to a brief. The brief may be supplied by the tutor or negotiated with the candidate based on an appropriate range of characters or concepts.

Outcome 1 requires the candidate to produce conceptual designs of the proposed 2D or 3D models/characters. This could include research of historical and contemporary imagery, sculpture, analytical studies, primary and secondary surfaces enquiry, developmental drawings, elimination and decisions towards developing the models/characters. Candidates should present developmental images/ drawings and model sheets (front, back and side views of proposed models/characters) showing selection, and articulated development of these from rough sketch through to their fully detailed model. All reference to materials sourced, contextualised, developed and rendered to the final model should be evident.

Their treatment writing, storyboarding, sequential drawings, dope sheets and production planning of their concept towards fulfilling the requirements of the brief needs to clear and concise.

A workbook outlining the candidate's ability to articulate visually the model/ character's development, the animation's motion requirements and sequencing could be documented on paper or computer equivalent on disc with supported annotation of the key planning requirements.

Outcome 2 requires the candidate to create motion. This should include the candidate's chosen form or combination of forms of animation processes that show articulated movement of their models/characters in sequential visual delivery. Appropriate and correct key frames and in-betweening and models/ characters deformation techniques should be used. The Outcome could allow walk cycles, squash-and-stretch techniques, rotational, or arced motion, scaled motion, ease-in ease- out appropriate to the brief. It is recommended that the candidate produce an animated sequence of a narrative form or structure.

The final rendered animation should then be saved and presented using an appropriate format.

Higher National unit Support Notes (cont)

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Guidance on approaches to delivery of this unit

This Unit has been developed as part of the HND Computer Arts and Design Group Award. It is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes. Opportunities may be taken to link or integrate with other aspects of the course and a thematic approach adopted for both delivery and assessment.

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 could be assessed by an instrument of assessment that requires the candidate to produce developmental drawings, imagery, concepts with oral/written annotations, plus a workbook/logbook that authenticates and demonstrates their ability to conceptualise, plan and produce an animated sequence in a format appropriate to the design brief requirements.

Outcomes may be assessed separately or holistically at one assessment event.

Outcome 1

This Outcome may be assessed separately or holistically at one assessment event with the other Outcome of this Unit.

Outcome 2

This Outcome may be assessed separately or holistically at one assessment event with the other Outcome of this Unit.

Much of this work could be carried out in class under tutor supervision to ensure authentication of work. However, it is not recommended that this should be assessed under closed-book, supervised conditions

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**.

Higher National unit Support Notes (cont)

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Opportunities for developing Core and other essential skills

Candidates are working in a context which requires the production from draft to fully detailed models of original computer aided animation work. They choose correct key-framing and in-between elements and save and present the final animation in an appropriate format. Although they work unaided in the selection, modification or customising of applications to meet identified needs of purpose and context they could benefit from formative group work with opportunities to examine and evaluate examples of similar work.

As they design, produce and present an animated sequence featuring a selected model in motion candidates should naturally develop problem solving skills. They identify specific objectives, and detail key planning requirements using critical evaluation of the developmental process, time frame and proposed animation process and production schedule. Contextualising and developing sketched out ideas to produce an animated sequence will involve significant creativity and management skill. Candidates could be encouraged to evaluate how well they have met their original objectives by identifying appropriate methods to measure achievement and progress.

History of changes to unit

Version	Description of change	Date
02	Removal of minimum amount of time required for animation sequence in Outcome 2.	20/12/16

Additional copies of this unit specification can be purchased from the Scottish Qualifications Authority. Please contact the Business Development and Customer Support team, telephone 0303 333 0330.

General information for learners

Unit title: Motion Studies (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.

The Unit will allow you to further develop your animation skills using 2D or 3D animation or a combination of both. It will give you the opportunity to explore a range of animation techniques and apply these to reference images and developmental drawings of your models/characters. The purpose of this conceptual design work is to encourage you to follow normal pre-production practice within the animation industry.

For **Outcome 1** you will produce conceptual designs of the proposed 2D or 3D models / characters. A workbook outlining your ability to articulate visually the models/ characters development, the animation's motion requirements and sequencing should be produced either in a paper or computer format.

In **Outcome 2**, using the developments from Outcome 1, you will create motion using the appropriate tools and techniques and produce a rendered animation that must then be saved using an appropriate format and presented to you tutor along with your workbook.