

Specification of Competency Standards
for the Information & Communications Technology Industry
Unit of Competency

Functional Area - Operations Management

Title	Create environment for digital animation
Code	107955L3
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners in the games and animation production work. An animated scene would not be complete without good background and props. The task of the practitioner (environment artist) is to take a design from concept and create 3D models with texture, colour and lighting of structures.
Level	3
Credit	3
Competency	<p>Performance Requirements</p> <p>1. Knowledge for creating environment for digital animation</p> <ul style="list-style-type: none"> • Good communication skills to liaise with different parties during the creation of the 3D environment • Possess detail knowledge of art and graphic design • Possess good 2D texture creation skills • Experienced with different 3D modeling and visual effect techniques as well as operating different software applications for creation of 3D models • Possess basic knowledge of animation concepts and techniques. Additionally, games engine if for games production <p>2. Create environment for digital animation</p> <ul style="list-style-type: none"> • Comprehend the script/story/project brief and work with concept designer or supervisor to understand the environment design and requirements • Prepare for modeling <ul style="list-style-type: none"> ○ Acquire all digital assets to be used for the environment creation ○ Acquire reference material (e.g. pictures, drawings, etc.) ○ Select software that best suited for the production work, such as: <ul style="list-style-type: none"> ▪ Photoshop (manipulation reference images and textures) ▪ Maya, 3D Max (for 3D modeling) • Collaborate with designers/artist (level designers for games production) to map out scenery elements that drive the story. A pre-visualisation of the environment should be produced and agreed before modeling work begins • Using 3D animation software to create model objects based on the reference materials. May required some editing of reference material in 2D application before importing for 3D modeling use • Adjust and validate dimensions of the models and ensure spatial relationships meet the design requirements. Then apply textures • Create and incorporate matte painting as required to complete the environment • Refine all aspects of the 3D environment until required effects are achieved, such as: <ul style="list-style-type: none"> ○ Experiment with lightings ○ Camera angles ○ Texture and colours • Render output in required submission format • Create a backup and complete required work documentation, then package the completed environment for next stage of production <p>3. Exhibit professionalism</p>

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	<ul style="list-style-type: none">• Apply industry best practices and standards to create and deliver the required environment on time
Assessment Criteria	<p>The integrated outcome requirements of this UoC are the abilities to:</p> <ul style="list-style-type: none">• Work with different parties to comprehend the environment requirements• Planned and agree on a pre-visualisation of the environment with designers• Prepare and complete the creation of the environment as required by the design and as scheduled
Remark	